

ELEMENTS OF A STORY

WHAT YOU NEED TO KNOW





- Setting
- Characters
- Plot
- Conflict Resolution Point of View

- Theme

STORY ELEMENTS



SETTING

Setting is the "where and when" of a story. It is the <u>time and place</u> during which the story takes place.







Time and place are where the action occurs.

Details that describe: Furniture Scenery Customs Transportation Clothing Dialects Weather Time of day **Time of year**



FUNCTIONS OF A SETTING

- To create a mood or atmosphere.
- To show a reader a different way of life.
- To make an action seem more real.
- To be the source of conflict or struggle.
- To symbolize an idea.





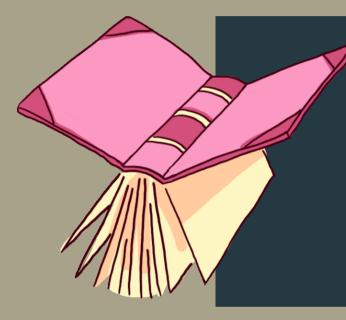


The person, animals, an things participating in a story.





Protagonist and **antagonist** are used to describe characters.



WHO IS THE PROTAGONIST?

The protagonist is the main character of the story, the one with who the reader identifies. This person is not necessarily a "good" person.

WHO IS THE ANTAGONIST?

The antagonist is the force in opposition of the protagonist; this person may not be "bad" or "evil", but opposes the protagonist in a significant way.

PLOT

- Plot is the organized pattern or sequence of events that make up a story.
- **Plot** is the literary element that describes the structure of a story. It shows an arrangement of events and actions within a story.



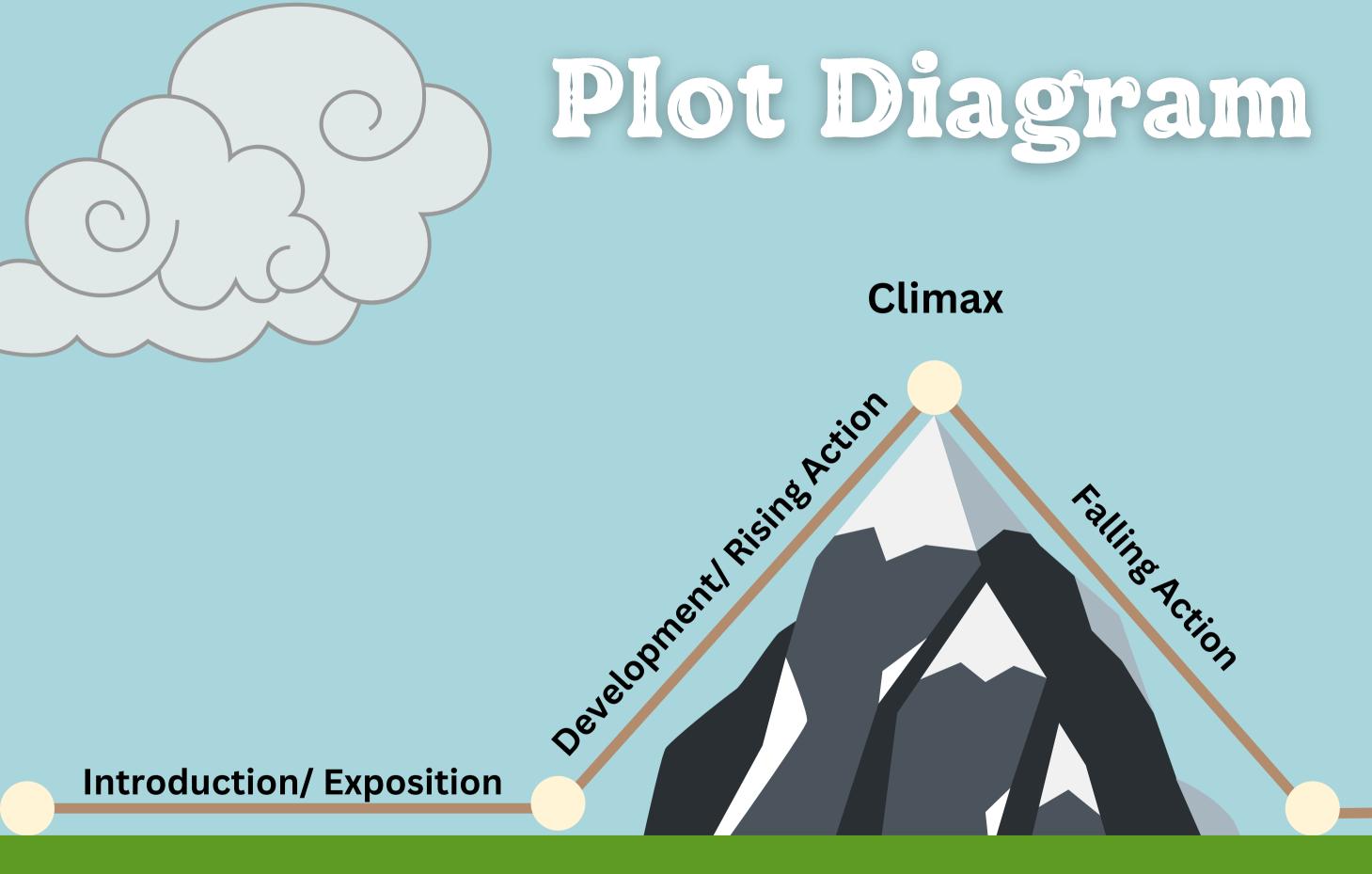


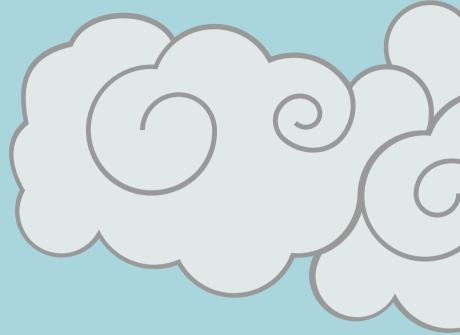
Parts of a Plot

- introduced.
- central conflict.
- Climax highest point of interest or suspense of a story.
- Falling Action tension eases; events show the results of how the main character begins to resolve the conflict.
- **Resolution** loose ends are tied up; the conflict is solved.

• **Exposition** - introduction; characters, setting and conflict (problem) are

• Rising Action - Events that occur as result of





Resolution



Exposition usually occurs at the beginning of a short story. Here the characters are introduced. We also learn about the setting of the story. Most importantly, we are introduced to the main conflict (main problem).

Rising action within the part of the sort that begins to develop the conflict(s). A building of interest or suspense occurs and leads to the climax. *Complication arise*.

RISNCACTION



EXPOSITION



Climax is the turning point of the story usually, the main character comes face to face with a conflict. The main character will change in some way. This is the most intense moment.

Falling action is the RATE INC ACTION action that follows the climax and ultimately leads to the resolution.



Resolution is also the conclusion; all loose ends are tied. Either the character defeats the problem, learns to live with the problem, or the problem defeats the character.

RESOLUTION

SPECIAL TECHNIQUES USED IN A STORY

- Suspense excitement, tension, curiosity.
- Foreshadowing hint or clue about what will happen in the story.
- Flashback interrupts the normal sequence of events to tell about something that happened in the past.
- Symbolism use of specific objects or images to represent ideas.
- Personification when you make a thing, idea or animal do something only humans do.
- Surprise Ending conclusion that the reader does not expect.

Conflict is the dramatic struggle between two forces in a story. Without conflict, there is no plot.





- **Conflict** is a problem that must be solved; an issue between the protagonist and antagonist forces. It forms the basis of the plot.
- Conflicts can be external or internal.

External conflict - outside force may be person, group, animal, nature, or a nonhuman obstacle.

Internal conflict - takes place in a character's mind.



Types of Conflict

External







Character vs Nature

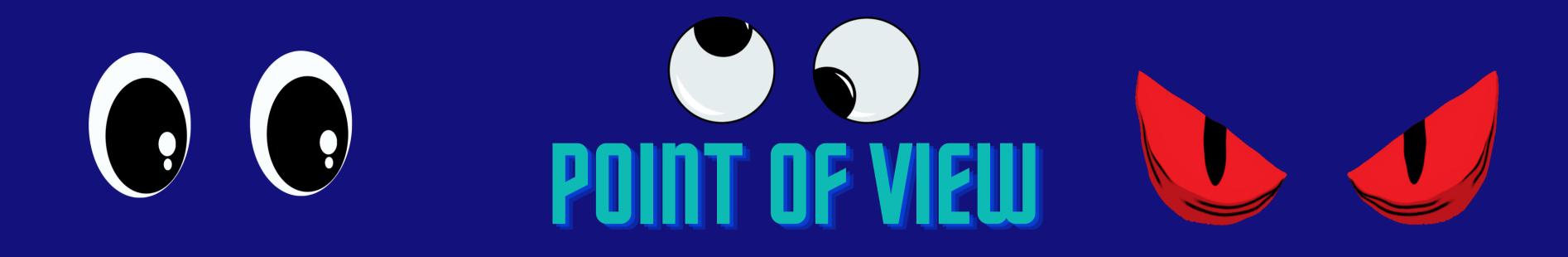


Character vs Fate

Internal

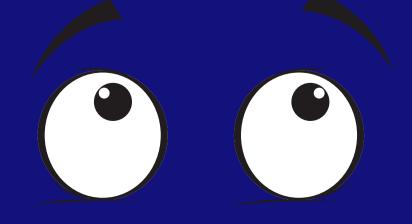


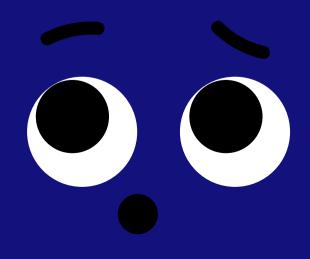
Character vs Self



First Person Point of View - a character from the story is telling the story; uses the pronouns "I" and "me".

Third Person Point of View - an outside narrator is telling the story; uses the pronouns "he", "she", "they".





Types of Third-Person Point of View

Third-Person Limited The narrator knows the thoughts and feelings of only one character in a story.

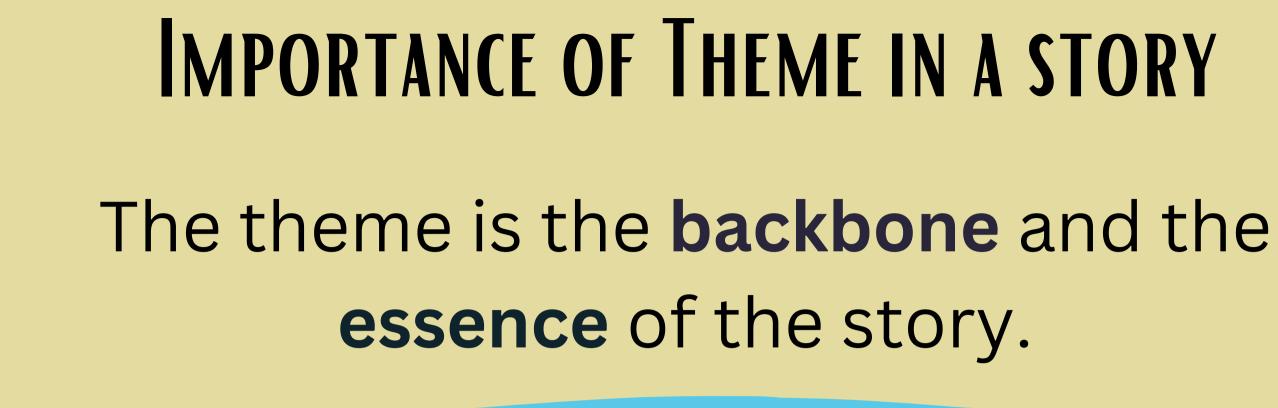
> **Third-Person Omniscient** The narrator knows the thoughts and feelings of **all** characters in a story.

Theme

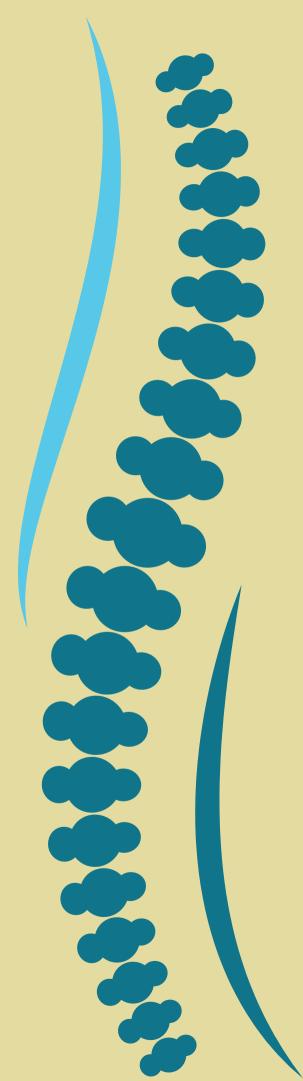
The theme is the central, general message, the main idea, and the controlling topic about life or people the author wants to get across through a literary work.

- To discover the theme of a story, think big. What big message is the author trying to say about the world in which we live?
- What is this story telling me about how life works or how people behave?
 - The practical lesson (moral) that we learn from a story after we read it. The lesson that teaches us what to do or how to behave after we have learned something from a story or something that has happened to us.

Example: The lesson or teaching of the story is be careful whom you trust.



The theme connects the main character's internal journey. If the reader fails to get the story's plot, they lose interest. Thus it is very important to know the theme of a story.





The importance of theme in a story includes:

- A theme gives a story meaning and hence creating an emotional impact. A theme creates a difference between a great story that readers can relate to and a mediocre one. The theme adds an in-depth and creates a connection to the story.
- A theme helps readers to understand the story. Reading makes the reader understand several aspects of life. All humans whether old or young seek the meaning of life. If your story has a light theme or the theme doesn't resonate, it tends to leave your readers unsatisfied.



Theme is allows writers to express themselves and allows people to relate to common experiences.





Examples of Themes in Literature

There are several themes that are reoccurring in literature, many of which we can identify quickly. But some themes are a little harder to figure out.

Consider these popular general themes in literature to see if any of them might be appearing in something you're reading right now.



Death

Goodvs. Evil