

ELEMENTS OF FICTION

CHARACTERS—people or animals in a story

Protagonist—the character involved with the main conflict

Antagonist—the character creating problems for the protagonist

Hero—protagonist in the story who behaves virtuously

Villain—a cruel or evil antagonist

Round Character—highly developed character; readers know much about him/her

Flat Character—underdeveloped character; not much known about him/her

Static Character—a character who does not change as a result of the events of the story

Dynamic Character—a character who does change as a result of the events of the story

DIALECT—a particular form of a language peculiar to a specific region or social group.

SETTING—where and when a story takes place

Mood/Atmosphere—the feeling created by a literary work; descriptions of the setting, what characters say, and the use of imagery help create mood

CONFLICT—problem in the story that needs to be resolved

1. **Man vs Nature:** things in the natural world cause problems for the characters—weather, animals, mountains, etc.; external conflict
2. **Man vs. Man:** other people cause problems for the characters—no matter how many people are involved, it's still just Man vs. Man
3. **Man vs. Self:** inner conflict causes problems for the character—often involves a decision
4. **Man vs. Society:** a group's views, way of doing things, or beliefs cause problems for the character
5. **Man vs. Supernatural:** a power greater than the character causes problems for the character

Internal Conflict: the problem occurs inside of the person (Man vs. Self)

External Conflict: the problem occurs outside of the person (Man vs. Nature, Man vs. Man, Man vs. Society, and Man vs. Supernatural)

PLOT—the sequence of events in a story

Subplot—a secondary plot that explores different ideas from the main plot.

Parallel Plot—secondary story line that mimics and reinforces the main plot

Plot Mountain

Exposition: Background information; introduction of characters; establishes setting

Inciting Incident: Event that introduces the main conflict

Rising Action: Events in the story that develop the action and build tension; leads to the climax

Climax: Conflict is resolved!

Falling Action: Explains the results of the climax

Resolution (Dénouement): Resolves and last problems or conflicts

FORESHADOWING—hints in the story that tell the reader what might happen in the future; can be subtle

SUSPENSE—

ALLUSION—a reference to another literary piece, historical event, well-known person; Bible and mythology are two most alluded to things.

THEME—a life lesson that the author wants readers to understand

SIMILE—a comparison between two things using *like* or *as*

METAPHOR—a comparison between two things saying one is the other

PERSONIFICATION—giving inanimate or non-human things human-like qualities