### Elements of the Short Story GR. 9 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Title:

|  |  |  |
| --- | --- | --- |
| **Term** | **Paraphrased Explanation** | **Example from the story** |
| **Conflict type** (man vs. man, self, supernatural, environment, society) |  |  |
| **Climax** |  |  |
| **Plot**  **Rising Action**  **Falling Action** |  |  |
| **Character**  **Narrator** |  |  |
| **Quality of Character**  Static vs. dynamic  Flat vs. round  Stereotype vs. original |  |  |
| **Protagonist**  **Antagonist** |  |  |
| **Introduction**  **Conclusion** |  |  |
| **Foreshadowing** |  |  |
| **Setting** |  |  |
| **Suspense** |  |  |
| **Flashback** |  |  |

### Elements of the Short Story GR. 9 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Title:

|  |  |  |
| --- | --- | --- |
| **Term** | **Paraphrased Explanation** | **Example from the story** |
| **Conflict type** (man vs. man, self, supernatural, environment, society) | MAIN PROBLEM IN THE STORY |  |
| **Climax** |  |  |
| **Plot**  **Rising Action**  **Falling Action** | -SERIES OF EVENTS / STRUGGLES THAT LEAD TO THE CLIMAX.  -SEQUENCE OF EVENTS THAT FOLLOWS CLIMAX AND LEADS TO RESOLUTION (TIE UP LOOSE ENDS) |  |
| **Character**  **Narrator** |  |  |
| **Quality of Character**  Static vs. dynamic  Flat vs. round  Stereotype vs. original | **STATIC** = DOES NOT CHANGE  **DYNAMIC** = LEARNS AND CHANGES  **FLAT** – VERY FEW TRAITS  **ROUND** – DEVELOPED  **STEREOTYPE**= COMMONLY HELD BELIEVE ABOUT A GROUP |  |
| **Protagonist**  **Antagonist** |  |  |
| **Introduction**  **Conclusion** |  |  |
| **Foreshadowing** |  |  |
| **Setting** |  |  |
| **Suspense** | -FEELING CREATED BY STORY THAT MAKES READER TENSE |  |
| **Flashback** | -REFERENCES TO EARLIER EVENTS TO HELP UNDERSTAND PRESENT SITUATION |  |

### Elements of the Short Story GR. 9 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Title:

|  |  |  |
| --- | --- | --- |
| **Term** | **Paraphrased Explanation** | **Example from the story** |
| **Conflict type** (man vs. man, self, supernatural, environment, society) | MAIN PROBLEM IN THE STORY |  |
| **Climax** | THE TURNING POINT/ HIGH POINT OF ACTION IN THE STORY |  |
| **Plot**  **Rising Action**  **Falling Action** | -MAIN EVENTS IN A STORY  -SERIES OF EVENTS / STRUGGLES THAT LEAD TO THE CLIMAX.  -SEQUENCE OF EVENTS THAT FOLLOWS CLIMAX AND LEADS TO RESOLUTION (TIE UP LOOSE ENDS) |  |
| **Character**  **Narrator** | -PERSON/OBJECT WHO IS IN THE STORY.  -PERSON TELLING THE STORY |  |
| **Quality of Character**  Static vs. dynamic  Flat vs. round  Stereotype vs. original | **STATIC** = DOES NOT CHANGE  **DYNAMIC** = LEARNS AND CHANGES  **FLAT** – VERY FEW TRAITS  **ROUND** – DEVELOPED  **STEREOTYPE**= COMMONLY HELD BELIEVE ABOUT A GROUP |  |
| **Protagonist**  **Antagonist** | THE MAIN CHARACTER  CHARACTER/FORCE OPPOSING MAIN CHARACTER |  |
| **Introduction**  **Conclusion** | -BEGINNING OF STORY CONFLICT & SETTING INTRODUCED  -HOW THE CONFLICT IS SOLVED |  |
| **Foreshadowing** | -HINTS AT FUTURE OCCURENCES IN STORY |  |
| **Setting** | LOCATION, TIME WHERE STORY TAKE SPLACE. OFTEN SIGNIFICANT TO THEME AND PLOT |  |
| **Suspense** | -FEELING CREATED BY STORY THAT MAKES READER TENSE |  |
| **Flashback** | -REFERENCES TO EARLIER EVENTS TO HELP UNDERSTAND PRESENT SITUATION |  |

**Climax:** Turning point, highest point of action/emotion

**Conflict:** Main problem in the story

**Plot:** Main events of the story

**Rising Action:** Events that lead to the climax

**Falling Action:** Events that follow the climax and lead to the conclusion; tie up loose ends in plot

**Character:** Person in the story

**Narrator:** Person telling the story

**Dynamic:** Character that changes/learns

**Static:** Character that doesn’t change/learn

**Round:** Well developed character; many traits

**Stereotype:** Predictable character

**Original:** Unique character

**Flat:** Character that the audience knows very little about (1-2 things / traits)

**Protagonist:** Main Character

**Antagonist:** Character or force against main character

**Introduction:** Beginning of the story, introduces conflict, character, setting

**Conclusion:** Outcome of the conflict/end of the story

**Foreshadow:** Hints of what will come later in the story

**Setting:** Time and place of the story

**Suspense:** Withholding information to create tension

**Flashback:** Referring back to earlier events to help explain the present