Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Indiana Jones and the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Indiana Jones films are simple, classic stories. The characters are often stereotypical and the plot driven by a simple “good versus evil” conflict. These stories are escapist (made to entertain rather than instruct), falling in the adventure genre. As you watch the movie, fill in the table below with an example to support each descriptor.

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| --- | --- | --- |
| **Term** | **Definition** | **Example** |
| Protagonist | Main Character |  |
| Antagonist | Opposing character or force against the main character |  |
| Conflict | Main issue or problem in the story | Problem:  Conflict type (man vs. man, self, environment, supernatural): |
| Climax | Highest point of tension in the story |  |
| Dynamic Character | Character that changes in the story (Learns something and changes in a permanent way) | Character:  How does the character change: |
| Static Character | Character that doesn’t change (does not learn anything) | Character:  How do they stay the same: |
| Flat Character | Character with 1-2 traits; not very well developed | Character:  What do we know about them: |
| Round Character | Character with many traits; well developed | Character:  What do we know about them: |
| Stereotype | Character with predictable traits | Character:  Stereotype of? |
| Foreshadowing | Hints of what is to come in the story |  |
| Irony | Opposite happens of what was expected in the story |  |
| Central Plot | Main events of the story |  |
| Setting | Time and place of the story |  |
| Suspense | Withholding information to create tension in the story |  |