### Elements of the Short Story GR. 11 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Title:

|  |  |  |
| --- | --- | --- |
| **Term** | **Paraphrased Explanation** | **Example from the story** |
| **Conflict type** (man vs. man, self, supernatural, environment, society) |  |  |
| **Complication** |  |  |
|  | Turning point, highest point of action/emotion |  |
| **Falling Action** |  |  |
| **Quality of Character**  Static vs. dynamic  Flat vs. round  Stereotype vs. original |  |  |
| **Protagonist**  **Antagonist** |  |  |
|  | **Outcome of conflict** |  |
| **Point of View**  Objective  Omniscient  Limited omniscient  First person |  |  |
| **Setting**  **Atmosphere** |  |  |
| **Suspense** |  |  |
| **Irony** |  |  |

**Theme:**

English 11 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Short Stories Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The Three Levels in Literature:

*Define*



Literal:

Inferential:

Critical:

**Example**

Literal:

Inferential:

Critical:

### Elements of the Short Story GR. 11 KEY Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Title:

|  |  |  |
| --- | --- | --- |
| **Term** | **Paraphrased Explanation** | **Example from the story / video** |
| **Conflict type** (man vs. man, self, supernatural, environment, society) | THE PROBLEM OR ISSUE THAT MUST BE RESOLVED |  |
| **Protagonist**  **Antagonist** | THE MAIN CHARACTER  CHARACTER OPPOSING MAIN CHARACTER |  |
| **Climax** | THE HIGH POINT OF ACTION IN THE STORY |  |
| **Falling Action** | SEQUENCE OF EVENTS THAT FOLLOWS CLIMAX AND LEADS TO RESOLUTION |  |
| **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 – MANY TRAITS  STEREOTYPE= COMMONLY HELD BELIEVE ABOUT A GROUP |  |
| **Direct Presentation**  **Indirect Presentation** | -NARRATOR STATES CHARACTER’S TRAITS  -ACTIONS, THOUGHTS, WORDS DEFINE WHAT TYPE OF CHARACTER A PERSON IS |  |
| **Resolution** | HOW THE CONFLICT IS SOLVED |  |
| **Point of View**  Objective  Omniscient  Limited omniscient  First person | -WRITER TELLS WHAT HAPPENS. CAN’T TELL ANYTHING OTHER THAN WHAT DIALOGUE STATES  -GODLIKE VIEWPOINT – KNOWS CHARACTERS THOUGHTS  -KNOWS ONE CHARACTERS THOUGHTS  -“I” POINT OF VIEW – THROUGH EYES OF ONE CHARACTER OR NARRATOR |  |
| **Setting**  **Atmosphere** | LOCATION, TIME WHERE STORY TAKE SPLACE. OFTEN SIGNIFICANT TO THEME AND PLOT  -MOOD OR EMOTION CONVEYED BY SETTING |  |
| **Suspense** | -FEELING CREATED BY STORY THAT MAKES READER TENSE |  |
| **Flashback**  **Foreshadow** | -REFERING TO PAST EVENTS  -HINTING AT FUTURE EVENTS |  |

**Define Theme: THE MAIN IDEA OR MESSAGE OF A LITERARY WORK.**

**The Theme is that:**