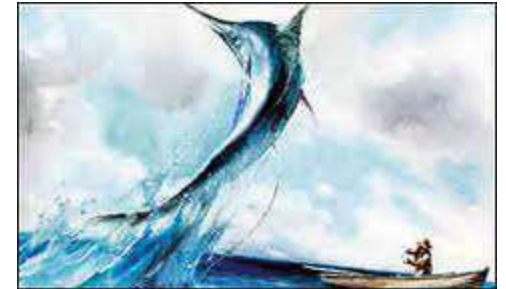


Plot: A series of related events

- ❑ **Exposition:** sets the stage for the book—introduces setting and characters
 - ❑ **Conflict:** the problem in the story
 - ❑ **Rising action:** the *major* events in the story
 - ❑ **Climax:** the turning point of the story
 - ❑ **Denouement:** transition from climax to resolution
 - ❑ **Resolution:** when all the loose ends of the story are tied up and the conflict is solved.
-

External Conflict: character struggles with an outside force

- ❑ Man vs. man
- ❑ Man vs. nature
- ❑ Man vs. technology
- ❑ Man vs. society



Internal Conflict: character struggles with his/her own emotions

- ❑ Making a decision about something
- ❑ Guilt about a past decision

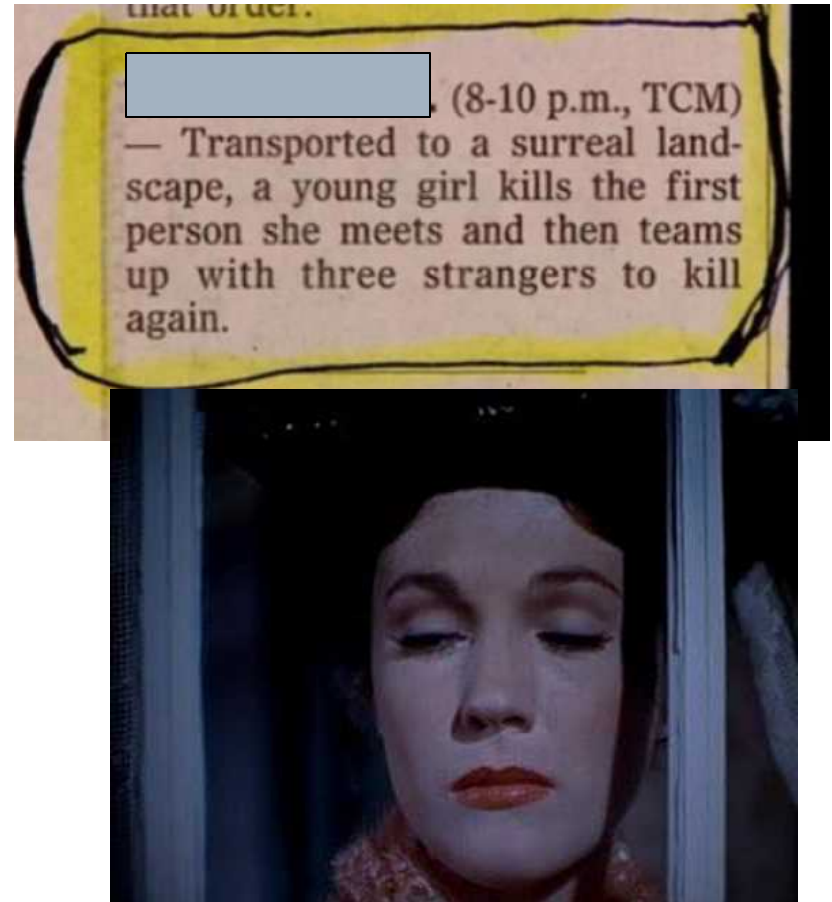


Point of View: whose perspective the story is told from

Why does point-of-view matter?

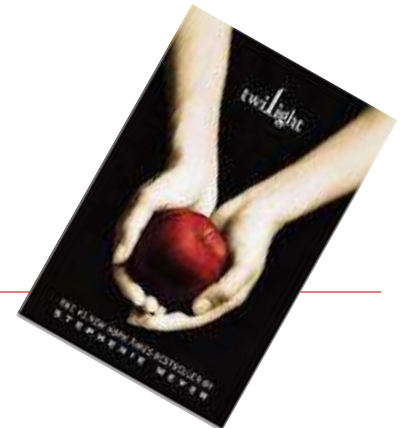
- Influences our understanding of a situation
- Allows the author to fix the reader's attention on particular detail, opinion, or emotion
- Determines the angle/perception of the story

Mary Poppins:
A delightful story about
about a kind nanny who
brings a family closer
together.



First Person POV

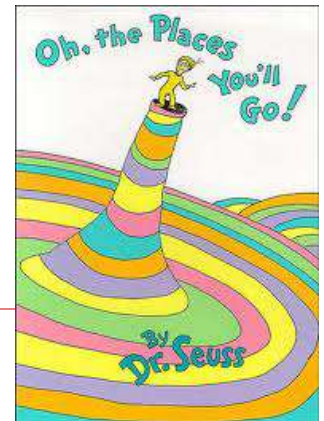
- Narrator is a character in the story
 - Advantage: helps the reader connect with the character
 - The world is depicted solely through that character's eyes
 - Something to think about:
 - No human being has the ability to see and know EVERYTHING.
 - First person POV challenges the reader to see beyond what the character might see
 - "I'd never given much thought to how I would die - though I'd never had reason enough in the last few months - but even if I had, I would not have imagined I would die like this." – *Twilight*



Second Person POV

- ❑ Narrator seems to be having a conversation with the reader
- ❑ Utilizes the 'you' pronoun
- ❑ When you see this in stories—pay attention!
 - Author has made a daring choice with a purpose in mind
 - Draws the reader in by making them a participant

"You have brains in your head. You have feet in your shoes.
You can steer yourself any direction you choose. You're on
your own. And you know what you know. And YOU are the
guy who'll decide where to go."
(Dr. Seuss, *Oh! The Places You'll Go!* 1990)



Third Person Omniscient: God-like narrator

- Knows the thoughts/feelings of all characters
 - Allows the reader to see multiple perspectives
 - Gives a more objective view of events

"In omniscient voice, we can flit from person to person" Mr. Franka said. He scanned the rows of students, pleased to see they were paying attention. It was a good honors class this year. "But some readers find that the omniscient voice doesn't allow them to develop a bond with the characters. At times, if handled poorly, it can even be jolting". *I'm hungry*, Kelly thought." -- *Sleeping Freshmen Never Lie*

Third Person Limited POV

- Narrator is not a character in the story
 - Reader sees the world through the eyes, ears, and mind of just one character—we only know what he thinks and observes
 - If the character doesn't see or experience it...neither does the reader.

"At the moment when life as he had known it changed forever, Alex Morales was behind the counter at Joey's Pizza, slicing a spinach pesto pie into eight roughly equal pieces." -- *the dead and the gone*

Characterization: How an author gives information about the characters in a story

□ Direct Characterization: (tell)

- The character is described through **direct** description from the author.

"Lennie is big and dumb. His childlike innocence allows him to take an active role in George's dream of owning farm. Lennie loves soft things and animals, which he accidentally kills because of his strength. His size combined with his mental handicap frequently put him and George in difficult situations." – *Of Mice and Men*, Steinbeck

□ Indirect Characterization: (show)

- Speech
- Thoughts
- Effects
- Actions
- Looks



Character Terms

- ❑ Protagonist: the leading character, hero, or heroine of a drama or other literary work
-
- ❑ Antagonist: the character who opposes or struggles with the leading character (protagonist)
 - ❑ Static character: a character who does not change during the course of the story
 Static=Stays the Same
 - ❑ Dynamic character: a character who undergoes a major change during the story
 - ❑ Motivation: what drives a character to do what they do
 - ❑ Trait: characteristics about the character
 - ❑ Archetype: a type of character who repeatedly appears in stories
 - Examples: the hero, the martyr, the villain in black, the bully, the star-crossed lovers
-

How does an author keep you engaged in the story?

- Suspense: a feeling of growing tension or excitement—what might happen next?
 - Foreshadowing
 - Occurs when the author gives you hints about what is to come in the story
-

□ Tone: the writer's attitude or feeling toward the subject

■ Tone can often be determined by point-of-view

□ Mood: the feeling or atmosphere of the story

■ Created by the use of description, characterization, setting, etc.

□ Scary Mary

❑ Irony: the contrast between what is expected and what actually happens or exists.

“Mr. Play it Safe was afraid to fly. He packed his suitcase and kissed his kids goodbye. He'd waited his whole life just to take that flight. And as the plane crashed down, he thought, “Well isn't this nice?”

- ❑ Used to add unexpected twists to the story
- ❑ More than just a coincidence
- ❑ Verbal irony
- ❑ Dramatic irony
- ❑ Situational irony



Allusion

- A reference in a literary work to a person, place, or thing in history or another work of literature. Allusions are often indirect or brief references to well-known characters or events
 - “The couple danced as though they were Romeo and Juliet”
 - “Should we build an ark?” John asked, after it rained for 5 days straight.
-