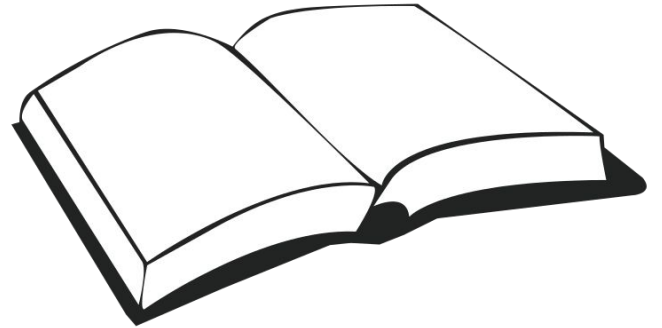# Elements of a Short Story

Why do people tell stories?

With a well-told story we can help a person see things in an entirely new way.

- Connect to other people, places or things
- Change laws
- Inspire a movement
- Persuasion
- Pass along traditions and ideologies
- Share new concepts

How do people tell stories?

Text is not limited to just a book. A text can also be…

- Newspaper
- Video
- Movie
- Stories
- Poems
- Music

What is a **narrative**?

- A narrative is a story made up of real or imagined experiences

- A **fictional** narrative is a made up story

- The purpose of a narrative is to tell a story

- The audience is generally the reader of the story

For example

There are many different genres of stories, including:

–Fantasy

–Humor

–Horror

–Mystery

–Biography

–Adventure

–Romance

Elements of a Story

1. Narrator
2. Character (protagonist and antagonist)
3. Plot (climax and conclusion)
4. Theme
5. Setting

Narrator

- The point of view the story is told from

- Determines how much the reader knows

Point of View (POV)

POINT OF VIEW PRONOUNS

You can determine the point of view of a story by the pronouns the narrator uses to describe the central character(s).

I, ME, MY	SHE/HE, HER/HIS	YOU, YOUR
First Person	Third Person	Second Person

The Write Practice

POV continued...

First Person - In this point of view, a character (typically the protagonist, but not always) is telling the story.

Second Person - In this point of view, the author uses a narrator to speak to the reader.

Third Person - In this point of view, an external narrator is telling the story.

Character

- A **character** is a person, animal, being, creature, or thing in a story

- **Characters** perform the actions and speak dialogue, moving the story along a plot line

Protagonist-the *main* character or one of the major characters

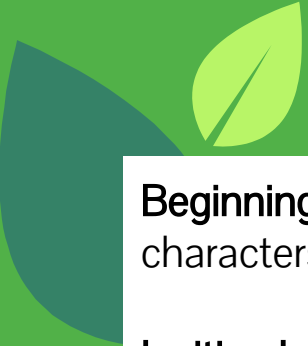**Antagonist-**the *character* or *force* the protagonist struggles against and must overcome

Plot

The **events** take make up a storyline.

- Beginning/Exposition
- Conflict
- Rising Action
- Climax
- Falling Action
- Conclusion/Resolution

Beginning/Exposition-Introduces background information about events, settings, characters etc. to the audience or readers.

Inciting Incident/Conflict-The event that sets the central conflict in motion.

Rising Action- A related series of incidents that build toward the climax.

Climax- The highest point of interest and the turning point in the story

Falling Action-The part of a plot that occurs after the climax has been reached and the conflict has been resolved.

Resolution-The final outcome. Can show how characters have changed or moved on. Can leave the reader thinking in some cases.

Theme

A **message** or abstract idea that emerges from the story.

Themes in Literature

Judgment · Survival · Peace and War · Love · Heroism

ood and Evil · Circle of Life · Suffering · Deception · Coming of A

ThoughtCo.

Setting

- The time and place a story is set.

- Appeal to the 5 senses: what does it look like, feel like, smell like, sound like, and taste like?
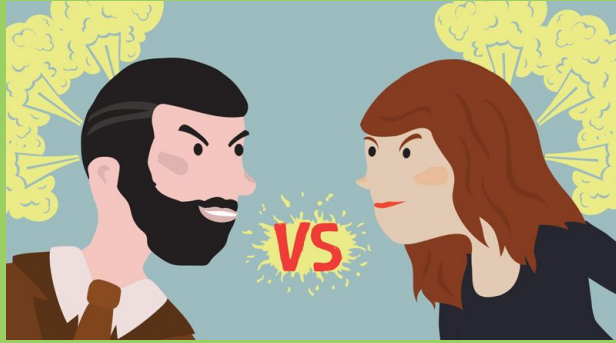
use imagery and descriptive writing

3:20 mins

4:41 mins

Conflict

Conflict is…

- a struggle or clash between opposing forces
- a battle
- a state of opposition between ideas, interests, etc.

Person vs. Person

- The central character faces opposition from another person or group of people.

Example:
A ninja warrior fights a rival clan to avenge his master's death

Person vs. Self

- a character is battling between two competing desires or selves, typically one good and one evil

- **Internal** struggle

Example:
An Olympic athlete pushes his performance to the limit despite his physical disability
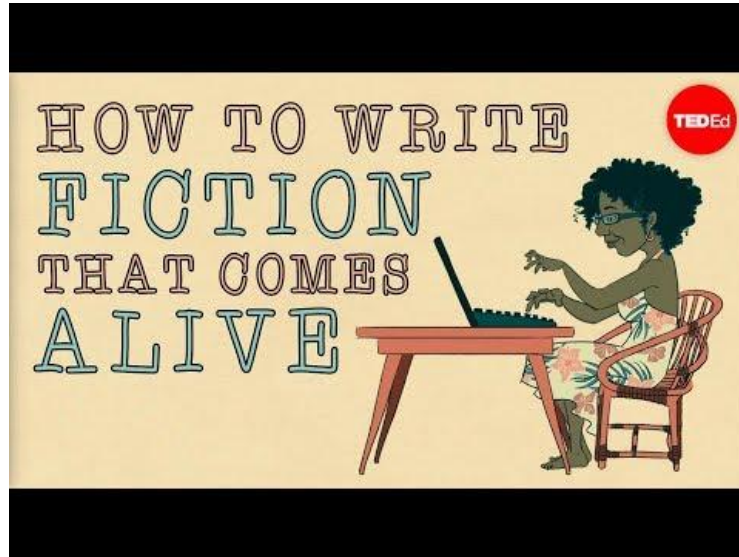
Person vs. Nature

- The central character struggles against animals, the elements, or other natural forces.

Example:
A castaway washes up on an island and must learn to survive with the available resources.

Descriptive Writing

Dialogue

Used when the characters speak to each other.

– Punctuate dialogue with "quotation marks."

– Create a new paragraph each time a new character speaks.

Example:

"Hello," said Ron. "How are you today?"