

PLOT

- A sequence of events
- Concentrates on major happenings
- Driven by conflict

CONFLICT

- A clash of actions, desires, ideas or wills
- There are three kinds of conflict
 - Man vs Man
 - Man vs Environment
 - Man vs Self

All three kinds can be in the same story

SETTING

- Where a story takes place
- Can include an actual location, date, time, time period, event, or season
- May not be a physical place
- Often used to lay groundwork for the story

PROTAGONIST

- Central character in the conflict
- Could be sympathetic or unsympathetic character (“good” or “bad” guy)

ANTAGONIST

- Forces working against the protagonist
- Could be persons, things, society, traits of the protagonist’s own character

DILEMMA

- A situation in which a character must make a choice between two disagreeable, undesirable or unfavourable alternatives
- “Between a rock and a hard place”

INDETERMINATE ENDING

- No definite conclusion reached in terms of conflict
- Could be an open ended story or a cliffhanger leading into another work

THEME

- A controlling idea or central insight of the story
- Ask: what is the central purpose of the story
- Themes can be stated briefly (one sentence) or at a greater length
- Not all stories have a theme
- Theme creates unity within a story

Important Principles of Theme:

1. Theme should be expressed in the form of a statement
le. Loyalty (subject)

“Loyalty to a country often inspires heroic self-sacrifice” (theme)

2. Theme must be a **generalization** about life
3. Theme is the central and unifying concept of the story
4. There is no one way of stating theme

SYMBOLISM

- A literary device where something means MORE than what it is
le. Dove (a bird) is a symbol for peace
- Symbolism is often present in character names, actions, or the use of objects
- Stories use emphasis, repetition, and/or position to let the reader know that something is a symbol
- Symbols can have multiple meanings