**![MC900441926[2]]()Terms of Narrative Fiction**

*Make sure you take the time to study these terms.*

1. **Plot** – sequence of events or incidents that make up a story.
	1. **Exposition** – designed to arouse reader’s interest; background is provided.
		1. **Setting** – the time and place in which the story is taking place, including factors such as weather and social customs.
		2. **Atmosphere** – the mood or feeling which pervades the story.
		3. **Characters**
	2. **Conflict** – struggle between opposing forces (protagonist vs. antagonist)
		1. **Internal Conflict:** a struggle within oneself
		2. **External Conflict:** a struggle with a force outside oneself
	3. **Rising action** – complication or development of the conflict.
	4. **Climax** – turning point of the story; point of most intense interest.
	5. **Falling action** – (denouement) events that lead to resolution.
	6. **Resolution** – outcome of the conflict.
	7. **Suspense –** the quality that makes the reader or audience uncertain or intense about events to come.

**Parts of a Typical Plot**



1. **Character** – is generally the central or focal element in a story.
	1. **Four types of characterization** – techniques the writer uses to develop a character.
		1. Physical description.
		2. Speech and actions of the character.
		3. INDIRECT CHARACTERIZATION: writer reveals information about character and personality through thoughts, words, actions, along with how other characters act and respond to the character
		4. DIRECT CHARACTERIZATION: writer makes DIRECT comments/statements about a character’s personality and tells what the character is like.
	2. **Five types of characters**
		1. **Round** – complex or presented in detail.
		2. **Flat** – characterized by one or two traits.
		3. **Dynamic** – developing and learning in the course of the story.
		4. **Static** – unchanged from the story’s beginning to end.
		5. **Stock** –a character based on stereotypes
	3. **Character Roles**
		1. **Protagonist**: the most important character in a narrative (play, poem, story, song).
		2. **Antagonist:** a person or force opposing the protagonist in a narrative.
2. **Mood**
	1. **Setting** – the time and place in which the story is taking place, including factors such as weather and social customs.
	2. **Atmosphere** – the mood or feeling which pervades the story.
3. **Point of view**

A**. First Person Point of View**

* Written from the perspective of *one* character in particular
* Uses personal pronouns (I, me, we, you, etc.)

B**. Second Person Point of View:**

* The narrator tells the story to another character using “you”
* This is not commonly used

C**. Third Person Point of View**

* Written from an objective point of view
* Uses he, she, they

 i) **Omniscient Point of View**

* Written in third person
* Gives the reader the thoughts, feelings, and motivation of *all of the characters*

ii) **Objective Point of View**

* Written in third person
* The author *does not reveal any characters’ thoughts* or feelings
* Instead, characters’ thoughts are inferred through actions and dialogue

iii) **Limited Omniscient Point of View**

* Written in third person
* Only gives the reader the thoughts of *one* character

**5. Theme**

The central, unifying idea of a work, stated either directly or indirectly. Generally an observation or insight about life or human nature, it should not be confused with a moral. Theme should be a complete statement, not a word.

**6. Devices / Techniques**

**Irony**: a contrast or incongruity between what is stated and what is meant or what is expected to happen and what actually does

1. **Verbal:** Something is said and something else is meant
2. **Dramatic:** reader or audience perceives something that the character does not
3. **Situational:** contrast between what happens and what is expected

**Dilemma:** a problem offering at least 2 solutions or possibility, none of which are practically acceptable

**Flashback:** a scene in a story that interrupts the action to show an even that happened at an earlier time

**Foreshadowing:** the use of hints or clues to suggest action or events to come and help build suspense

**Symbolism:** an object, person, place, thing or action that has a meaning in itself and also stands for something larger

**Dialogue:** the speeches of characters in a narrative or play.

**Narrator:** the storyteller, possibly a character in the story (first-person narrator), or an observer outside the story (limited omniscient, omniscient). A reliable narrator tells the truth and knows everything necessary for the story. An unreliable narrator may not know all the relevant information, may be intoxicated, may be mentally ill, or may lie to the audience.

***Make sure to review these terms for your final exam!***

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