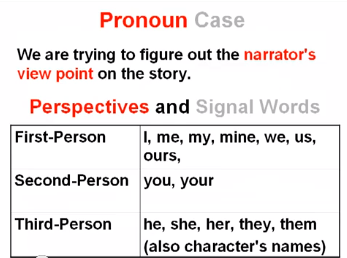


* **Exposition:** the part that \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, introduces characters, and provides \_\_\_\_\_\_\_\_\_\_\_\_\_action.
* **Antecedent action:** is what happens \_\_\_\_\_\_\_\_\_\_\_ the story, poem or play began or what happens \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: Moments of high \_\_\_\_\_\_\_\_\_\_\_\_\_. These moments can cause characters to respond and the plot to progress.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: The moment of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ at which the outcome will be decided. It is a critical \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in the story such as when a character makes a critical decision.
* **Falling Action:** The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are \_\_\_\_\_\_\_\_\_\_\_\_\_\_. The pieces all begin to fall into place.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:The final outcome.
* Sometimes plots can have more than \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. He suggests that stories can have multiple \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* **Suspense:** **The pleasurable \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ we feel that heightens our attention to the story, resides in our wondering \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**
* **Foreshadowing: An indication of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. Often creating anticipation (suspense)**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: Some moment of \_\_\_\_\_\_\_\_\_\_\_\_\_, discovery, or revelation by which a character’s life, or view of life, is greatly altered.**
* **Characters:**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ :** **The main character**
* **This is not always a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ person. They can have good and bad characteristics, or they can have all negative characteristics.**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: The character who opposes the protagonist.**

**Plot Elements: Point of View (Part 3)**

Dialogue and Narration

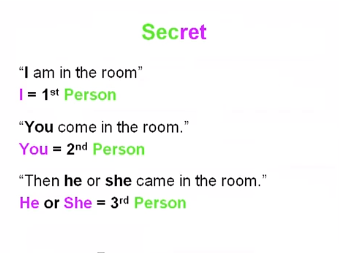
Dialogue =\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

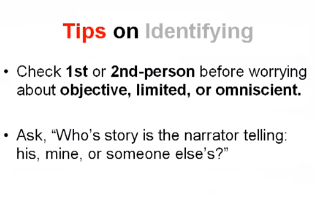
Narration= \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ separates narration

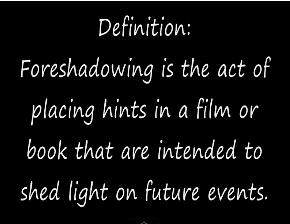
from dialogue.

|  |  |
| --- | --- |
| First Person | Uses “I” or “we” |
| Second Person | Uses “you” or “your” |
| Third Person | Third-Person  Narrator usually isn’t involved. Tells other’s stories.  “Lots of “He,” “She,” & character names. Three Types of Third- Narration |
| Third Person Omniscient | Narrator is all knowing |
| Third Person Limited |  |
| Third Person objective | Only characters \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and actions are narrated |



**Plot Elements: Foreshadowing**





**Plot Elements: Types of Conflicts**



|  |  |
| --- | --- |
| Person vs |  |
| Person vs |  |
| Person vs |  |
| Person vs |  |
| Person vs |  |
| Person vs |  |
| Person vs |  |