### Elements of the Short Story GR. 9 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Title:

|  |  |  |
| --- | --- | --- |
| **Term** | **Paraphrased Explanation** | **Example from the story** |
| **Conflict type** (man vs. man, self, supernatural, environment, society) |  |  |
| **Climax** |  |  |
| **Plot**  **Rising Action**  **Falling Action** |  |  |
| **Character**  **Narrator** |  |  |
| **Quality of Character**  Static vs. dynamic  Flat vs. round  Stereotype vs. original |  |  |
| **Protagonist**  **Antagonist** |  |  |
| **Introduction**  **Conclusion** |  |  |
| **Foreshadowing** |  |  |
| **Setting** |  |  |
| **Suspense** |  |  |
| **Flashback** |  |  |

**Climax:** Turning point, highest point of action/emotion

**Conflict:** Main problem in the story

**Plot:** Main events of the story

**Rising Action:** Events that lead to the climax

**Falling Action:** Events that follow the climax and lead to the conclusion; tie up loose ends in plot

**Character:** Person in the story

**Narrator:** Person telling the story

**Dynamic:** Character that changes

**Static:** Character that doesn’t change

**Round:** Well developed character

**Stereotype:** Predictable character

**Original:** Unique character

**Flat:** Character that the audience knows very little about (1-2 things)

**Protagonist:** Main Character

**Antagonist:** Character or force against main character

**Introduction:** Beginning of the story, introduces conflict, character, setting

**Conclusion:** Outcome of the conflict/end of the story

**Foreshadow:** Hints of what will come later in the story

**Setting:** Time and place of the story

**Suspense:** Withholding information to create tension

**Flashback:** Referring back to earlier events to help explain the present