English First Peoples 12 **Movie Choice: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Term** | **Definition** | **Example (please explain terms that require it)** |
| Rising Action | The events in the story that lead to the climax |  |
| Climax | The highest point of tension in the story. Often near the end of the story. The last moment where it is uncertain of how the story will turn out and before the conflict begins to be resolved. |  |
| Falling Action | The tying up of loose ends in the story directly after the climax.  |  |
| Resolution | When the conflict of the story is resolved. |  |
| Foreshadowing | Hints of what will come in the story. |  |
| Setting | Time and location that a story takes place |  |
| Suspense | A feeling of uncertainty of curiosity of what will happen next in the story |  |
| Irony | A contrast between what is expected and what actually happens |  |
| Symbol | An object, action, setting or character that represents more than what it literally is. Pay attention to things that are described in detail, are mentioned more than once, or are contained in the title of the story. |  |
| Atmosphere | The feeling or mood conveyed by the setting |  |
| Stereotype | A one-dimensional character that possesses stereotyped qualities in relation to gender, class or ethnicity etc. |  |
| Character | A person or animal in a story |  |
| Protagonist | The main character in the story |  |
| Antagonist | What is opposing the main character. It could be another character, an internal struggle, environment, or even the supernatural.  |  |
| Internal ConflictExternal Conflict | A conflict within the character (a decision to make, a struggle with themselves). A conflict outside of the character (could be with their environment, another character etc.) |  |
| Static Character | Character that does not change from the beginning of the story to the end.  |  |
| Dynamic Character | A character who learns something in the story.  |  |
| Flat CharacterRound Character | A poorly developed character that the audience only knows 1-2 things about. A well-developed character that the audience know a lot about.  |  |
| Theme | The Main idea or message of the story. Should be expressed as a sentence and say what in particular you learn. For example, love is not a theme, what does the story say about love? Start with the title of the story as well.  |  |
| Character Development | How a character changes in the story.  |  |