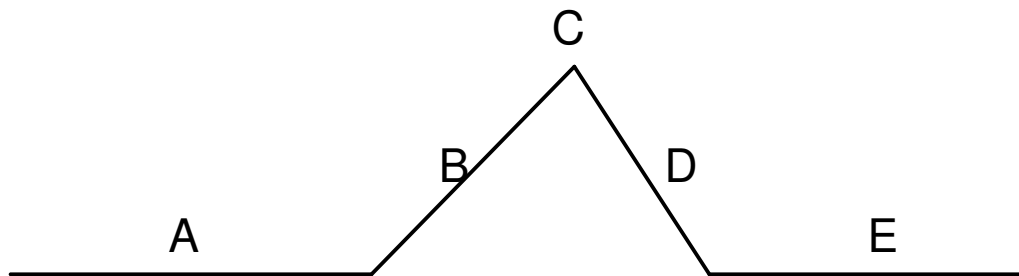


Appendix C-3

Major Aspects of the Short Story

Plot: the plan arrangement of related incidents, details, and elements of conflict in a story. Plot is divided into the following parts:

- A. **Exposition** - background information for narrative.
- B. **Rising action** - complication and crisis; usually involves conflict, adventure or suspense.
- C. **Climax** - the most intense moment or event, usually occurring near a narrative's major turning point: the moment when the main character turns toward a good or bad solution of his problem.
- D. **Falling action** - consequences of the climax.
- E. **Denouement** - resolution and conclusion.



Conflict: The conflict may be physical or mental: the interplay between two opposing forces. Conflict is usually one of the central elements in the plot.

- A. Person against the supernatural force (God, gods, the devil, ghosts)
- B. Person against nature (storms, beasts, insects, desert island)
- C. Person against society (humans, injustice, prejudice)
- D. Person against self (inner conflict to make a decision)
- E. Person against person

Characterization: the technique an author uses to develop the personalities of his fictional characters so they seem believable, act consistently and speak naturally. Characters are developed by:

- A. Physical appearance
- B. Thought, dialogue, and action
- C. Opinions of other characters in narrative

Setting: the *time* and *place* of events in a narrative: the physical background.

- A. Identifies atmosphere of the story
- B. Used to reflect the life styles and positions of characters in the story

Theme: the *main idea* of a literary work: the *general truth* behind the story.

Theme in many short ideas is implied rather than stated.

- A. The underlying message of the story
- B. Comments of human nature

Point of View: the position from which the author tells the story.

- A. First person (I, we, us, my, our)
- B. Third person observer
- C. Third person omniscient

Short story terms:

- A. **Protagonist** - main character of the story
- B. **Antagonist** - the character that opposes the protagonist
- C. **Symbol** - something relatively concrete (object, action, character of scene) that signifies something abstract, such as a concept or idea.
- D. **Irony** - a statement or situation that is the opposite of what is expected.
Verbal irony refers to a statement that says the opposite of what is meant.
Irony of the situation is a happening contrary to that which is expected.
- E. **Foreshadowing** - hints by the author of events to occur later in the narrative.
- F. **Short story** - a brief, highly unified piece of narrative prose fiction. Short stories usually involve fewer characters, less time, and employ less complex plot than the novel.
- G. **Tone** - the attitude a *writer* takes toward his or her subject, characters and readers.
- H. **Mood** - how the *reader* reacts to the narrative.
- I. **Moral** - judgment of the goodness or badness of human behavior.
- J. **Immediacy** - feeling that the reader is involved in the story.