

# **BASIC LITERARY ELEMENTS**

# **MAJOR CHARACTER**

**Plot revolves around him/her**



# MAJOR CHARACTER - PROTAGONIST

Plot revolves around him/her



# MAJOR CHARACTER - PROTAGONIST

Plot revolves around him/her



# ANTAGONIST

The protagonist's opposition



# DYNAMIC

Character changes over time

Change involves the plot's main conflict





# DYNAMIC

Character changes over time

Change involves the plot's main conflict



**PROTAGONIST**

**ANTAGONIST**

**DYNAMIC**





**STATIC**



# **STATIC**

**Character does not change over time**

**Personality stays the same**



# STATIC

Character does not change over time

Personality stays the same



**ROUND**

**Complex personality**

**Man vs. Himself**



**ROUND**

**Complex personality**

**Man vs. Himself**



**FLAT**

**One or two personality traits**



# ROUND VS. DYNAMIC

Not the same thing





# FLAT VS. STATIC

Not the same thing



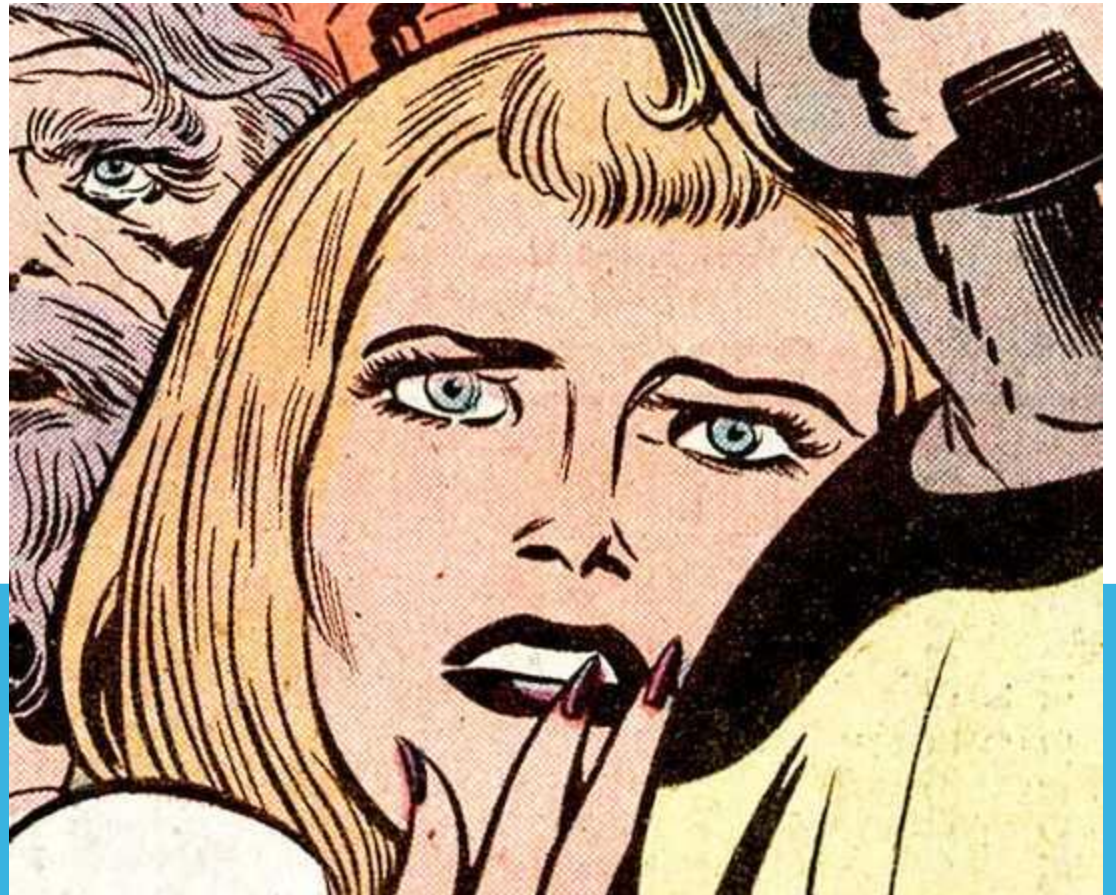
**STOCK**

**Used over and over**



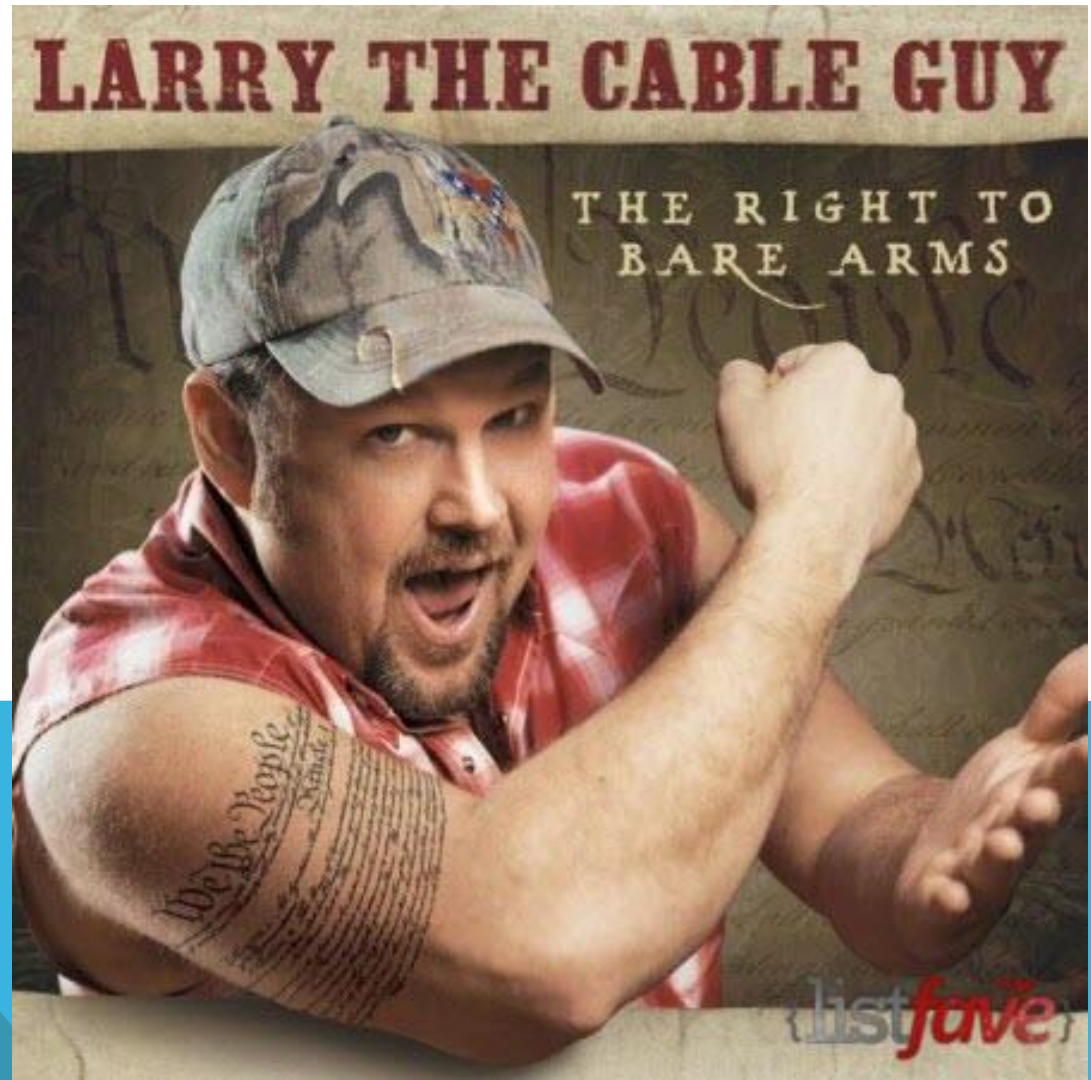
**STOCK**

Used over and over



# STOCK

Used over and over



# **FOIL**

**Any character whose personal qualities clash  
with another character**



# FOIL

Any character whose personal qualities clash with another character





# FOIL

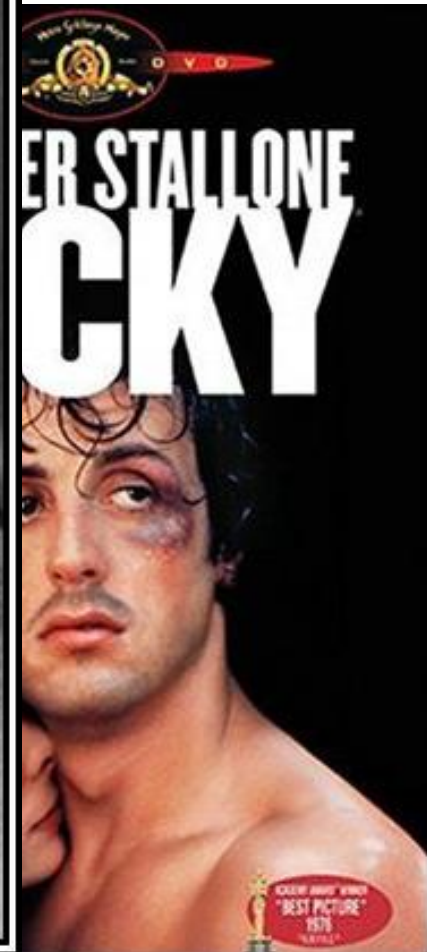
Any character whose personal qualities clash with another character





# FOIL

Any character traits or activities clash with a



# FOIL

Any character with contrasting personalities clash with a



StalloneZone

THE AMERICAN  
BEST PICTURE  
1978

# FOIL



**PLOT**



# PLOT

Plot refers to the series of events that give a story its meaning and effect.



# EVENTS FOLLOW A PATTERN

- Chronological





# EVENTS FOLLOW A PATTERN

- Chronological





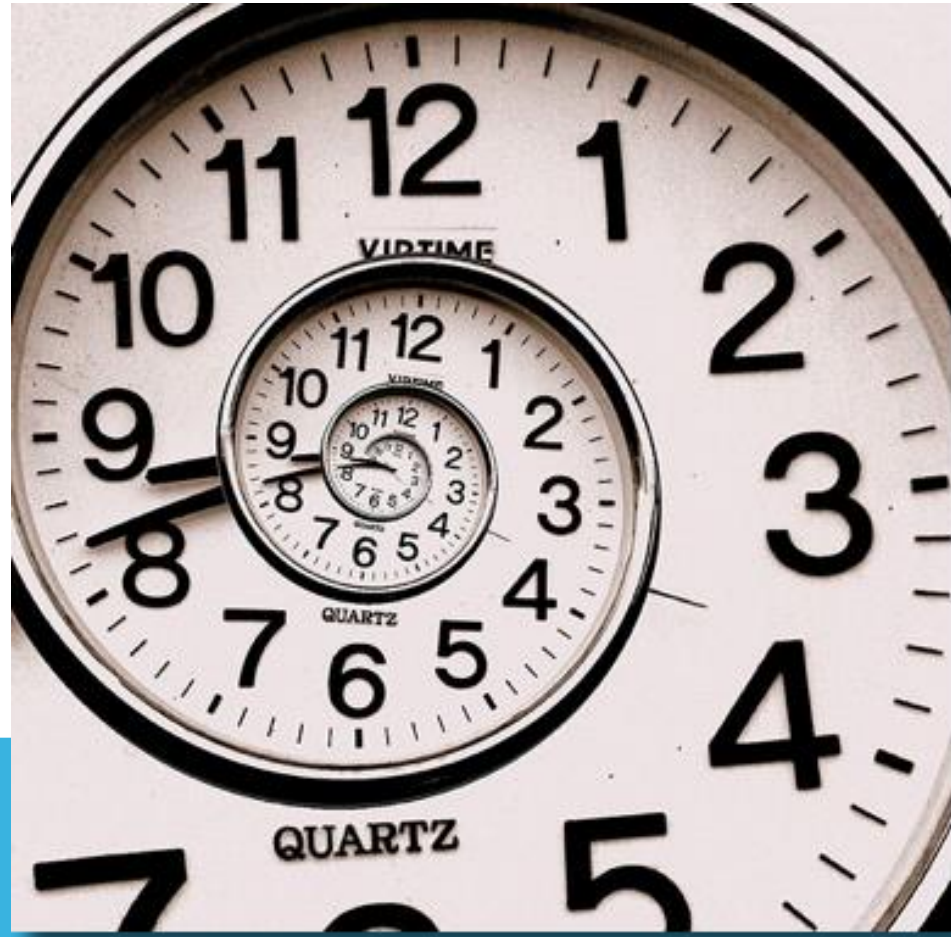
# FOLLOWING A PATTERN

- Circular



# FOLLOWING A PATTERN

- Circular



# CONFLICT



# CONFLICT

- A clash of actions, ideas, desires



In most stories, these events arise out of **conflict** experienced by the main character.



# CONFLICT

- Four types...







# MAN VS. MAN





# MAN VS. EXTERNAL FORCE



# NATURE...



...OR SOCIETY







# MAN VS. HIMSELF







# MAN VS. TECHNOLOGY



# SETTING

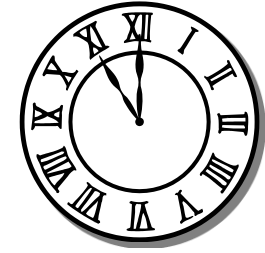


# SETTING

Setting is the “where and when” of a story. It is the time and place during which the story takes place.

# SETTING

Time and place are where the action occurs



## Details that describe:

- ✓ Furniture
- ✓ Scenery
- ✓ Customs
- ✓ Transportation
- ✓ Clothing
- ✓ Dialects
- ✓ Weather
- ✓ Time of day
- ✓ Time of year



## THE FUNCTIONS OF A SETTING

- To create a mood or atmosphere
- To show a reader a different way of life
- To make action seem more real
- To be the source of conflict or struggle
- To symbolize an idea



# MOOD

Mood is the feeling that the author tries to convey throughout the story. The atmosphere or emotional condition created by the piece, within the setting. Does the author want the reader to be frightened or sad, or does the story make the reader laugh and think happy thoughts?

To figure out mood, examine how you feel while reading the story. Often mood is conveyed by the story's setting.

# POINT OF VIEW

First Person Point of View- a character from the story is telling the story; uses the pronouns “I” and “me”

Third Person Point of View- an outside narrator is telling the story; uses the pronouns “he”, “she”, “they”

# TWO TYPES OF THIRD-PERSON POINT OF VIEW

## Third-Person Limited

- The narrator knows the thoughts and feelings on only **ONE** character in a story.

## Third-Person Omniscient

- The narrator knows the thoughts and feeling of **ALL** the characters in a story.



# WHAT IS A **THEME**?

**Theme**: Life lesson, meaning, moral, or message about life or human nature that is communicated by a literary work.

In other words...

**Theme** is what the story teaches readers.



# THEMES

A **theme** is not a word, it is a **sentence**.

You don't have to agree with the theme to identify it.

## Examples

*Money can't buy happiness.*

*Don't judge people based on the surface.*

*It is better to die free than live under tyranny.*



# IDENTIFYING THEMES

**Themes** are not explicit (clearly stated).

Themes are implied.

**Themes** are bigger than the story.

