

SETTING

HOW DOES IT IMPACT THE CHARACTERS AND CONFLICT?

Points to Ponder:

- When is **SETTING** important to the story?
- When doesn't **SETTING** impact the plot?
- Think of a book where **SETTING** (Place and Time) were crucial to the plot.
- How do the characters beliefs, values, actions and reactions reflect the **SETTING** (Time and Place)?

SETTING = PLACE and TIME



[illegible]

A collage of various images including a basketball player, a woman holding a bouquet, two people on horseback, a person in a clown costume, a police officer, a person holding a baby, a person playing guitar, and two people playing hockey.

- [illegible]

A collage of various images including a woman shopping, a man in a blue jacket, a man in a hat, a pirate, a mermaid, a man in a green jacket, a man in a hat, and a man in a field.



PLOT

The over-riding thoughts behind every plot are: *What does the protagonist want? What does the antagonist want? Why is each person's goal so important to him/her?*

Climax (Turning Point)

The **Climax** is decision time for the *Protagonist*, the point where all of the tension reaches the boiling point. This is when the reader knows if the *Protagonist* reaches his/her goal or not.

Rising Action

(Complications)

- Each **Complication** deepens the *Protagonist's* struggle with the *Antagonist*.
- Each **Complication** stems from the one before it and leads into the next situation.

Falling Action (Resolution)

(The conflict unravels)

The **Falling Action** clarifies the events that occur after the *Climax*.

*The **Inciting Moment*** hooks the Protagonist and Antagonist, and propels them from the **Rising Action** through to the **Resolution**.

*The **Exposition** or **Background*** provides basic information that the author develops as the story about the Protagonist, Antagonist, plot/conflict and setting unfolds.

Denouement

(Conclusion)

The **Denouement** ties together any loose ends from the plot, the subplots and with the characters.

CONFLICT

The **Conflict** shows the struggle between the **Protagonist** (the main character) and the **Antagonist** (the force that opposes the main character).

Person vs. Person



Psychological?

Person vs. Nature



Internal?

Man vs. Society



External?

Person vs. Machine



Person vs. Self



Physical?

Person vs. Supernatural



What Kind of World Does the Author Create?

A story reflects the qualities that make the setting unique. The characters and events create a word picture of that specific time and place by developing these qualities. The story serves as a vehicle that reveals the social, political, ethical and religious standards of that period. The characters, as well as their actions and reactions, are reflective of that particular period.

Beliefs?

Customs?

**What is
Sacred?**

Values?

**What is
Scorned?**

Expected Behaviors?

Theme

What is the author's universal message?

The **Theme** that the author develops is the point that he/she makes about people, or their beliefs and/or their actions, or any combination of these factors. What makes a **Theme** universal is its ability to transcend Time and Place. A contemporary author, for example, could be making the same point about war as Homer did in *The Aeneid*. Unlike the moral of a fable, the **Theme** is never directly stated, but is implied. The reader's job is to verbalize this message.

- Choices in life
- Coming of age
- Conflict of cultures and values
- The individual and society
- Life and loss
- Nature of evil
- The power and pain of love
- Triumph and defeat
- The uses and abuses of power
- Loss of innocence

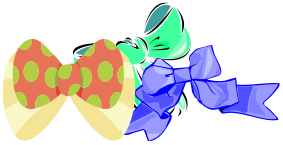
Examples of **Theme**:

- The lack of communication can lead to tragedy.
- In war, everyone loses.
- If he chooses, man can overcome any hurdle or hardship.
- A person must stay true to him/herself.

Symbols

Symbols occur in most short stories and novels. They enhance the piece by taking it to a deeper level. Not everything in a story (an object, a season, the weather, a color, etc.), is a **Symbol**. They should be well-thought out in order to tie into the **Theme**, though, and not be seen by the reader as an add-in at the last minute.

Ribbons



Vanity (*Animal Farm*)

Violin



Beauty; defiance (*Night*)

Handkerchief



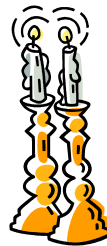
Fidelity (*Othello*)

Geese



Freedom (*One Flew Over the Cuckoo's Nest*)

Gold Candlesticks



Materialism (*The Crucible*)

Food



Temptation (*The Odyssey*)

Tone

What is the author's attitude?

Indifferent **bitter** satirical **happy** insistent
bold Apprehensive incredulous **nostalgic**
sill **terrified** skeptical sympathetic **candid**
admirable **Provocative** Harsh **sorrowful**
joyful despairing **joking** Demanding **arrogant**
melodramatic upset **excited** bored subdued

The author specifically chooses words and sentence structures to convey his/her **Attitude** about the characters, their beliefs and their actions and reactions. The way he/she has the characters talk and act are meant to show their attitudes about themselves, about those around them and about the lives that they lead.

A Partial, but Useful list of Literary Terms

Combine them with the **Elements of Literature** to bring depth and understanding to your exploration of any fiction or non-fiction.

- ▶ **Allegory**: characters and actions stand for something in history, religion, art, etc. Has a real and a symbolic meaning.
- ▶ **Alliteration**: the repetition of beginning sounds.
- ▶ **Allusion**: a reference to a person, place or thing in literature, art, history, etc. Example; References to Dracula and Merlin in *To Kill a Mockingbird*.
- ▶ **Epilogue**: a short narrative at the end of a story that ties up any loose ends for the characters and in the plot.
- ▶ **Flashback**: reveals details from an earlier time in the character's life.
- ▶ **Foreshadowing**: hints about future events.
- ▶ **Hyperbole**: an exaggeration or overstatement. Example: *It was hot enough to fry an egg on the sidewalk.*
- ▶ **Imagery**: words/phrases that stir up the five senses: sight, taste, touch, smell, and hearing.
- ▶ **Irony**: what is said or what is happening is different from what is meant or what should be occurring.
- ▶ **Metaphor**: a direct comparison between two unlike things. Example: *The sun is an orange.*
- ▶ **Mood**: the author's emotional attitude toward the characters and events (see **TONE** slide).
- ▶ **Oxymoron**: using a contradictory adjective to describe a noun; i.e. *jumbo shrimp*.
- ▶ **Paradox**: contradictory on one level, but reveals a deeper truth.
- ▶ **Point of View**: the beliefs and attitude of the narrator of the story.
- ▶ **Simile**: the comparison of two unlike things using either like or as. Example: *The sun is like an orange.*
- ▶ **Syntax**: the way words are put together to form phrases and sentences.

PowerPoint: Elements of Literature (10 slides):

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