**Short Story Structure and Construction - Grade 11 English**

**STRUCTURE:**

- **Introduction**: serves as an introduction to the following...

- the main characters

- the plot

- the setting (time and place)

- the mood (feeling of the story)

- the conflict

- foreshadowing

**- Inciting Incident**: the point in the story where the conflict is first introduced

- **Rising Action**: series of events that increase the tension leading to the climax

**- Climax**: events of the story come to the highest point of tension and the turning point for the conflict

- **Denouement** (falling action): the final unraveling of a plot; the plot resolution leading to a conclusion

- **Conclusion**: tying up of the loose ends of a story, more details are given; reader learns what might happen next to the main characters

![A picture containing clock

Description automatically generated]()

**POINT OF VIEW:**

**- Omniscient**: a story told by the author, using third person; their knowledge and control are unlimited. The author may describe the thoughts of any or all of the characters; however, the author does not need to reveal the thoughts and feelings of all the characters to have an omniscient point of view (pov). ***If the author reveals the feelings or thoughts of two or more characters, it is from an omniscient point of view.***

- **Limited Omniscient**: a story in which the author associates with a major or minor character and this character then serves as the author’s spokesperson. The author limits themselves to the expression of this character’s thoughts and none of the others. The reader usually has access to the thoughts and feelings of the PROTAGONIST and sees the story through their eyes.

- **First Person**: the author identifies with a major or minor character or disappears inside of a character; the story is told using the first person “I”.

**- Objective**: a point of view that is the opposite of omniscient. An objective point of view is like a roving camera or a fly upon the wall where events are simply recorded without judgment of comment. Very little of the past or future is given as the story is set in the present tense. The author doesn’t show the feelings/thoughts of characters, leaving the reader to judge these things for themselves.

**CHARACTER TYPES:**

**Flat**: a character known only by one or two traits.

**Round**: A complex and many-sided character whom the reader learns much about what they think, feel and want.

**Stock**: a stereotyped character (eg - “mad scientist”, “dumb blonde”).

**Static**: a character who remains the same from the beginning of the plot until the end; their opinions/behaviour do not change. This type of character learns nothing from the story’s events.

**Dynamic**: a developing character that undergoes a permanent change for better or worse. This type of character does learn something from the story and is different at the end of it than they were at the beginning.

**CONFLICT:**

1) INTERNAL: a) **person vs self** - conflict with some element in their own nature; may be physical, mental, emotional or moral. This is usually referred to as a dilemma and the character must decide what to do.

2) EXTERNAL: a) **person vs person** - one character has a direct conflict with another.

b) **person vs the environment** - the character struggles against the situation they are in. This can take many forms including: society, nature or an organization such as the government. In this type of conflict, environment is any place the character is within that somehow challenges that character (such as society).

c) **person vs the unknown** - this can include: gods, God, religion, fate, ghosts, the supernatural, luck, destiny or anything else that is beyond the control of humans. In this case, the character may question why God or gods allow the character to suffer or succeed.

**LITERARY TERMS:**

**Allegory**: a narrative in which there are always at least two levels of meaning - 1) literal and b) moral ie/Animal Farm.

**Allusion**: a brief reference to a person, place or event, either in history or in previous literature which the reader is assumed to know.

**Antagonist**: the forces arrayed against the protagonist of a story, whether persons, things, conventions of society or traits of the protagonist’s own character.

**Atmosphere**: the mood prevailing in a literary work; often pertains to the writer’s tone.

**Dialogue**: conversation between two or more characters in a text.

**Genre**: a type of writing; a literary class or type (ie/ romance, western, sci-fi).

**Epiphany**: the sudden realization or comprehension of the (larger) essence or meaning of something.

**Fantasy**: tends to draw upon a common set of creatures that are easily recognizable to fans of the fantastic genre and have some pre-determined traits.

**Flashback**: In history, film, television and other media, a **flashback**  (also called **analepsis** ) is an interjected [scene](http://www.reference.com/browse/wiki/Scene_%28fiction%29) that takes the narrative back in time from the current point the [story](http://www.reference.com/browse/wiki/Plot_%28narrative%29) has reached. Flashbacks are often used to recount events that happened prior to the story’s primary sequence of events or to fill in crucial [backstory](http://www.reference.com/browse/wiki/Backstory). In the opposite direction, a [flashforward](http://www.reference.com/browse/wiki/Flashforward) (or prolepsis) reveals events that will occur in the future. The technique is used to create suspense in a story or develop a character. In literature, **internal analepsis** is a flashback to an earlier point in the narrative; **external analepsis** is a flashback to before the narrative started.

**Foil**: refers to a literary device where the author creates a character whose primary purpose is to create a contrast to another character by laying emphasis or drawing attention to the latter’s traits and characteristics through the former’s obviously contradictory ones.

**Foreshadowing**: refers to the use of indicative words/phrases and hints that set the stage for a story to unfold and give the reader a hint of something that is going to happen without revealing the story or spoiling the suspense.

**Irony**: the use of irony in literature refers to playing around with words such that the meaning implied by a sentence/word is actually different from the literal meaning derived. Often, irony is used to suggest the stark contrast of the literal meaning being put forth.

**Plot**: refers to the sequence of events and happenings that make up a story. There is usually a pattern, unintended or intentional, that threads the plot together.

**Protagonist**: the main character in a literary work.

**Satire**: refers to the practice of making fun of a human weakness or character flaw. The use of satire is often inclusive of a need or decision of correcting or bettering the character that is on the receiving end of the satire.

**Setting**: the time, place and mood of the events of the story. It basically helps in establishing where and when and under what circumstances the story is taking place.

**Stereotype**: to characterize or regard as a stereotype ie/ The actor has been stereotyped as a villain.

**Suspense**: the intense feeling that an audience goes through while waiting for the outcome of certain events. It basically leaves the reader holding their breath and wanting more information.

**Symbol**: a literary device that contains several layers of meaning, often concealed at first sight, and is representative of several other aspects/ concepts/ traits than those that are visible in the literal translation alone. Symbol is using an object or action that means something more than its literal meaning.

**Theme**: the base topic or focus that acts as a foundation for the entire literary piece. The theme links all aspects of the literary work with one another and is basically the main subject.

**Verisimilitude**: a literary device wherein the quality of seeming truthfulness or verity is ascribed to a person, notion, concept, statement or event. The quality of the stated seeming to be true and correct and accurate is referred to as verisimilitude. ie/ The bestseller, *Diary of Anne Frank,* lent verisimilitude to the suffering of the Jewish people during the Holocaust.