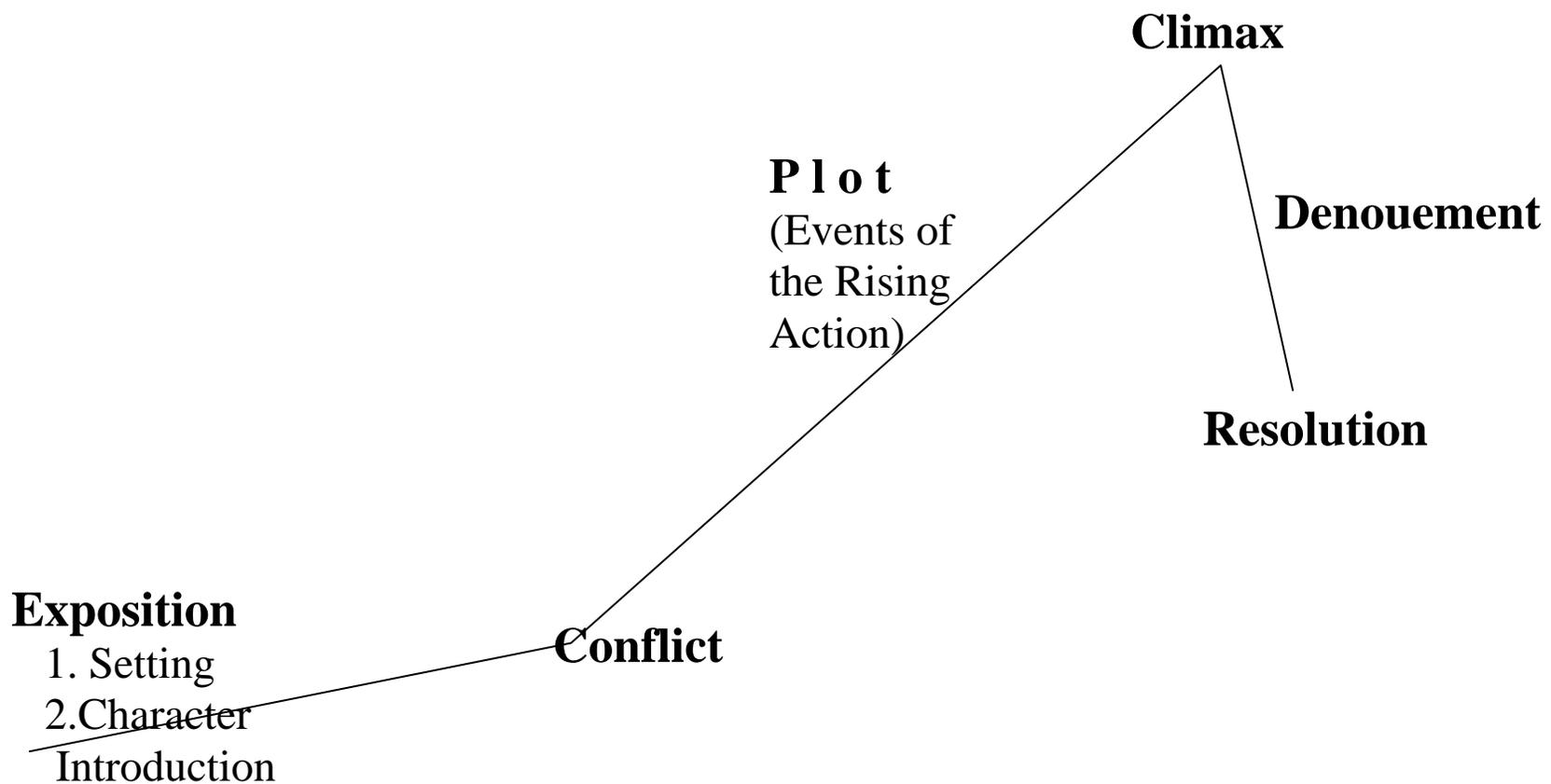


PLOT DIAGRAM



Literary Terms for Short Stories

1. Genres - the types of literature
 - short stories
 - drama
 - nonfiction
 - poetry
 - novels
2. exposition - introduction of the characters and setting
3. setting - the specifics of most of the action of the plot
 - time
 - place
 - mood
4. conflict - the central problem propelling the characters into the plot
 - one versus another or others (including "society")
 - one versus nature (including animals, storms, diseases, etc.)
 - one versus self (AKA the *Internal Conflict*, ultimately asking the **Big Question**, as Hamlet said, "To be, or not to be, that is the question." [suicide])
5. climax -
 - the point of no return in the plot
 - the point at which the outcome is most in doubt
 - the point at which the reader is most involved emotionally
6. plot - the events of the action
7. rising action - the events leading up to the climax
8. denouement - how it all turns out, the untying of the knot of the conflict
9. resolution - the solution to the central conflict of the story
10. realism - having the qualities of real life
11. verisimilitude - having a resemblance to real life
12. narrator - the voice telling the story
13. protagonist - the main character (antagonist = the opponent)
14. characterization - methods the author employs to make the reader know the characters
 - showing what the character does
 - reporting what the character says
 - telling what the other characters say about that character
15. pun - the play on the double meaning of a word
16. stereotype - presenting a character as the representative of a certain group of people; can be dangerously close to prejudice
17. flat *versus* round characters - ones who are simple and used for a single purpose *vs.* ones who are fully developed like real people, often showing human faults & human greatness together
18. static *versus* dynamic characters - ones who never change *vs.* ones who grow during the story to understand life or themselves better
19. foreshadowing - hints or clues the author gives about what will happen later on in the story
20. suspense - when it is obvious that something is about to happen, but it is unclear exactly what will happen ("a red herring" = a fake clue)
21. irony - when the outcome is the opposite of what is expected
22. allusion - a reference to something the author thinks everybody already knows
23. allegory - a system or set of symbols in a story so complete that even the names of the characters, the place names, and the events symbolize equivalent ones in real life or history
24. symbol - an object which carries more meaning than just its dictionary definition
25. point of view - the perspective of the narrator
 - first person (the "ego" or "hero" point of view)
 - third person limited (the "camera" or "video" point of view)
 - third person omniscient (the "God" or "historical" point of view)

26. theme - the message or deep meaning about life shown by a story, when the reader steps back from the story and feels that they have been there or done that or felt like that, too, or that that has happened to them or someone they know, or they have seen things to work out just like that in the world at large (example - "Friends are forever.")
27. moral - a simplistic theme, often in the form of a warning (example - "Don't drink gasoline.")
28. dialogue - conversation between characters
29. dialect - the mannerisms, accents, and even vocabulary and grammar associated with a particular region or group of people
30. surrealism - including elements beyond the understanding of reality which most people generally believe or juxtaposing incongruous components in a way not seen in real life
31. fantasy - including actions, settings, or characters which could not occur in real life
32. hyperbole - (pronounced : high **PER** buh lee)(like uh **POS** tro fee and kuh **TAS** tro fee) exaggeration for an effect, often humorous, often reinforcing thematic considerations