Short Story Elements

**What is a short story?**

* A brief, imaginative \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ containing few characters, simple plot, conflict, and suspense which leads to a climax and a swift conclusion.
* Can be read in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**The four elements of a short story**







1. **Plot**

The \_\_\_\_\_\_\_\_\_\_ in a story. Consists of six main ingredients:

1. Introduction/exposition

2.

3. Rising Action

4.

5. Falling Action

6.

**Plot Graph:**

**Introduction**

Introduces reader to:

* Setting
* Characters involved
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - question or statement that grabs the reader’s attention

**Inciting Incident**

* The first major action in the story that sets the story in motion.

**Conflict:** the most important feature of the story.

**Internal Conflict:** man versus \_\_\_\_\_\_\_\_\_\_\_\_

**External Conflict:**

Man vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Man vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Man vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Man vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Man vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Man vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Rising Action**

* Incidents which \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ the plot along. Often includes:

**Foreshadowing:** ­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ at events that may occur later in the plot.

**Flashback:**  the insertion of a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ event into the time order of the narrative.

**Suspense :** the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ that moves the plot along and keeps the reader guessing how the conflict will be resolved.

**Climax**

* The \_\_\_\_\_\_\_\_\_\_\_\_\_ of interest when the character solves his/her struggles.
* The highest point of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Falling Action**

* Character completes the action of his or her decision
* The final workings of a story’s conflict
* All \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ends are tied up
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: a surprise ending

1. **Setting**

* The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ where the action occurs
* Helps create \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* **Mood**: The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ the setting evokes

1. **Characters**

* Any \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ involved in the plot
* Usually less than \_\_\_\_\_\_\_\_
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: the character that we follow who strives to resolve conflict. USUALLY the good guy.
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: the “bad guy” or villain in the story. Creates conflict.
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: other characters who are necessary to move the plot along, but are not involved in the central conflict.

1. **Theme**

* The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ the author is conveying.
* To determine, consider:

1. Determine the specific conflict
2. Decide which side of the conflict the story represents
3. How is the conflict resolved? Who wins? Who loses?

* Theme is NOT the moral of the story OR plot.