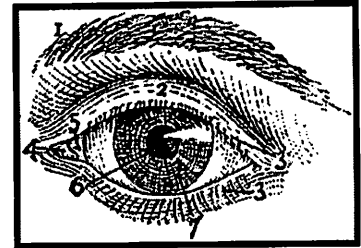


I SPY WITH MY LITTLE EYE:

POINT OF VIEW



Point of view is sometimes called the angle of **narration**. This describes how the story is told. Point of view is classified by who is doing the talking:

First Person

- The story is told by one of the **characters** in the story
- Usually marked by the pronounced use of the pronoun "I"

First Person Participant is a major character telling the story

First Person Observer is a minor character telling the story.

In first person narration, the narrator can only relate what the narrator's character can see and feel. To have more scope in describing the events the author can use the **third person**.

Third Person:

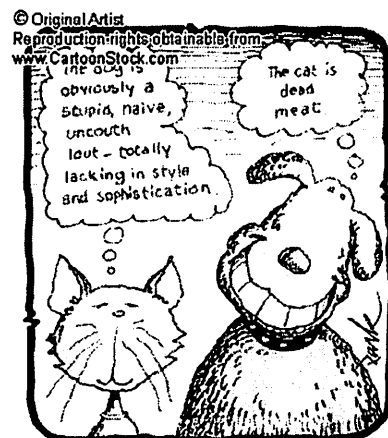
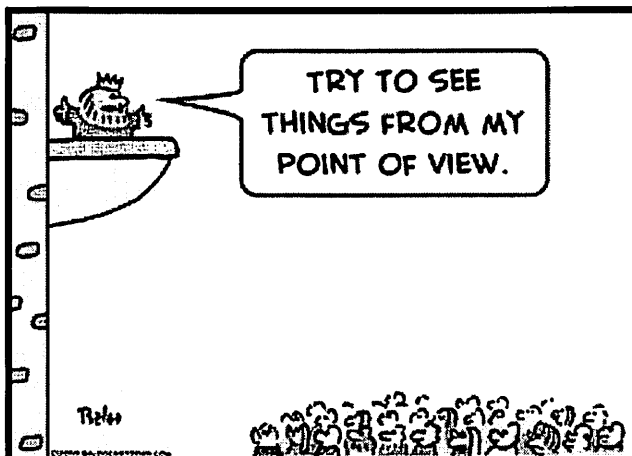
- Story is told from the point of view of a narrator **outside** of and **uninvolved** in the action of the story.
- Uses "he," "she," "it"

Third Person Objective:

- recounts the **action**, but not the **thoughts** or **feelings** of the characters.
- Can't "see" inside character's heads

Third Person Omniscient:

- Recounts the **thoughts** and the **feelings** and **emotions** of the characters
- Narrator is "God" – like;
- Omni = **all** and Scient = **knowledge**



The way they think of each other.

- Rich
- Rigid
- Risk-taking
- Rough
- Rowdy
- Rude
- Ruthless
- Sad
- Safe
- Satisfied
- Scared
- Scheming
- Scrawny
- Scruffy
- Secretive
- Secure
- Self-centered
- Self-confident
- Self-controlling
- Selfish
- Sensitive
- Sentimental
- Serious
- Sharp
- Sharp-witted
- Shiftless
- Short
- Shrewd

- Shy
- Silly
- Simple
- Sincere
- Skillful
- Sly
- Smart
- Sneaky
- Soft-hearted
- Solitary
- Sorry
- Spendthrift
- Spoiled
- Sterile
- Stern
- Stingy
- Strange
- Strict
- Strong
- Stubborn
- Studious
- Submissive
- Successful
- Superstitious
- Supportive
- Suspicious
- Sweet
- Tactful

- Tactless
- Talented
- Talkative
- Tall
- Tardy
- Temperate
- Thankful
- Thorough
- Thoughtful
- Thoughtless
- Thrifty
- Thrilled
- Timid
- Tired
- Tireless
- Tolerant
- Touchy
- Tough
- Trusting
- Trustworthy
- Truthful
- Ugly
- Unconcerned
- Uncoordinated
- Undependable
- Understanding
- Unforgiving
- Unfriendly

- Ungrateful
- Unhappy
- Unkind
- Unmerciful
- Unselfish
- Unsuitable
- Upset
- Useful
- Vacant
- Violent
- Virtuous
- Warm
- Weak
- Wicked
- Wild
- Wise
- Wishy-washy
- Withdrawn
- Witty
- Worried
- Wrong
- Young
- Zany

- Fierce
- Fighter
- Finicky
- Flexible
- Foolish
- Forgetful
- Forgiving
- Formal
- Fortunate
- Foul
- Frank
- Fresh
- Friendly
- Frightened
- Frustrated
- Fun loving
- Funny
- Furious
- Fussy

- Garrulous
- Generous
- Gentle
- Giddy
- Gives up easily
- Giving
- Glamorous
- Gloomy
- Glum
- Good
- Graceful
- Greedy
- Gregarious
- Grouchy
- Grumpy
- Guilty
- Gullible

- Handsome
- Happy
- Hard-working
- Hardy
- Harried
- Harsh
- Hateful
- Haughty
- Healthy
- Helpful
- Hesitant

- Honest
- Hopeful
- Hopeless
- Hospitable
- Hot-tempered
- Humble
- Humorous

- Ignorant
- Ill-bred
- Imaginative
- Immaculate
- Immature
- Immobile
- Impartial
- Impatient
- Impolite
- Impudent
- Impulsive
- Inactive
- Inconsiderate
- Inconsistent
- Indecisive
- Independent
- Indiscriminate
- Indolent
- Industrious
- Inefficient
- Inimitable
- Innocent
- Insecure
- Insincere
- Insipid
- Insistent
- Insolent
- Intelligent
- Intolerant
- Intrepid
- Inventive

- Jealous
- Jolly
- Jovial
- Joyful

- Keen
- Kind
- Kindly

- Lackadaisical

- Languid
- Lazy
- Leader
- Lean
- Left-brain
- Liar
- Licentious
- Light
- Light-hearted
- Limited
- Lively
- Logical
- Lonely
- Loquacious
- Loud
- Lovable
- Loving
- Loyal
- Lucky

- Malicious
- Mannerly
- Mature
- Mean
- Meek
- Merciful
- Messy
- Meticulous
- Mischievous
- Miserable
- Moody
- Mysterious

- Nagging
- Naïve
- Naughty
- Neat
- Negligent
- Nervous
- Nice
- Noisy

- Obedient
- Obese
- Obliging
- Observant
- Open
- Optimistic
- Organized

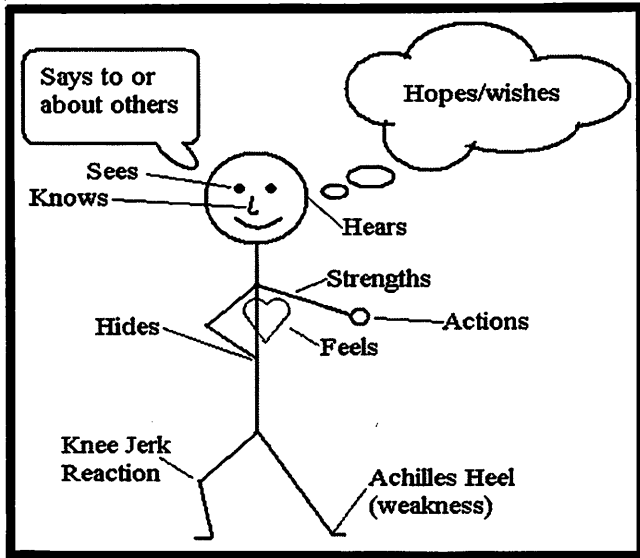
- Outspoken
- Overweight

- Patient
- Patriotic
- Peaceful
- Perseverant
- Persistent
- Persuasive
- Perverse
- Pessimistic
- Picky
- Pitiful
- Plain
- Playful
- Pleasant
- Pleasing
- Polite
- Poor
- Popular
- Positive
- Precise
- Pretty
- Prim
- Primitive
- Proper
- Proud
- Prudent
- Punctual
- Purposeful
- Quarrelsome

- Quick
- Quiet

- Rational
- Rawboned
- Reasonable
- Reckless
- Relaxed
- Reliable
- Religious
- Repugnant
- Repulsive
- Reserved
- Resourceful
- Respectful
- Responsible
- Restless

POTENTIAL INTERNAL CHARACTER TRAITS

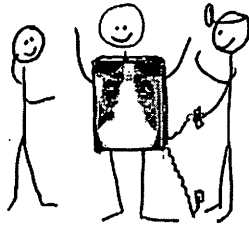


- Able
- Absent-minded
- Active
- Adventurous
- Affable
- Affected
- Affectionate
- Afraid
- Aggressive
- Alert
- Ambitious
- Amiable
- Angry
- Animated
- Annoyed
- Anxious
- Apologetic
- Appreciative
- Argumentative
- Arrogant
- Attentive
- Austere
- Average
- Awkward
- Babyish
- Bad
- Bashful
- Bewildered
- Blasé

- Blowhard
- Boastful
- Bold
- Boorish
- Bored
- Bossy
- Brainy
- Brave
- Bright
- Brilliant
- Brutish
- Busy
- Calm
- Candid
- Capable
- Carefree
- Careful
- Careless
- Caring
- Caustic
- Cautious
- Changeable
- Charismatic
- Charming
- Cheerful
- Civilised
- Clever
- Clumsy
- Coarse

- Cold-hearted
- Committed
- Communicative
- Compassionate
- Competent
- Complacent
- Conceited
- Concerned
- Confident
- Confused
- Conscientious
- Considerate
- Consistent
- Contented
- Cooperative
- Courageous
- Cowardly
- Crafty
- Creative
- Critical
- Cross
- Cruel
- Cultured
- Curious
- Dainty
- Dangerous
- Daring
- Daring
- Dark
- Dauntless
- Decisive
- Deferential
- Demanding
- Demanding
- Dependable
- Depressed
- Desiccated
- Despondent
- Determined
- Devoted
- Diligent
- Disaffected
- Disagreeable
- Discerning
- Discontented

- Discouraged
- Discreet
- Dishonest
- Disillusioned
- Disloyal
- Dismayed
- Disorganized
- Disparaging
- Disrespectful
- Dissatisfied
- Distressed
- Domineering
- Doubtful
- Dreamer
- Dreamy
- Dull
- Dutiful
- Eager
- Easygoing
- Effervescent
- Efficient
- Eloquent
- Embarrassed
- Encouraging
- Energetic
- Enthusiastic
- Equable
- Ethical
- Evil
- Exacting
- Excessive
- Excitable
- Excited
- Expert
- Exuberant
- Facetious
- Fair
- Faithful
- Faithless
- Fanciful
- Fearful
- Fearless
- Feisty
- Ferocious
- Fidgety



WHO ARE YOU? CHARACTERIZATION IN SHORT STORIES

Characterization is a technique used by writers to add detail to help develop more of a character's **personality** as the story progresses. It also shows any **changes** a character may

undergo during the story.

Most stories have a **protagonist** who is the **main character** of the story, and a **antagonist** who opposes the main character.

There are two main "types" of characters:

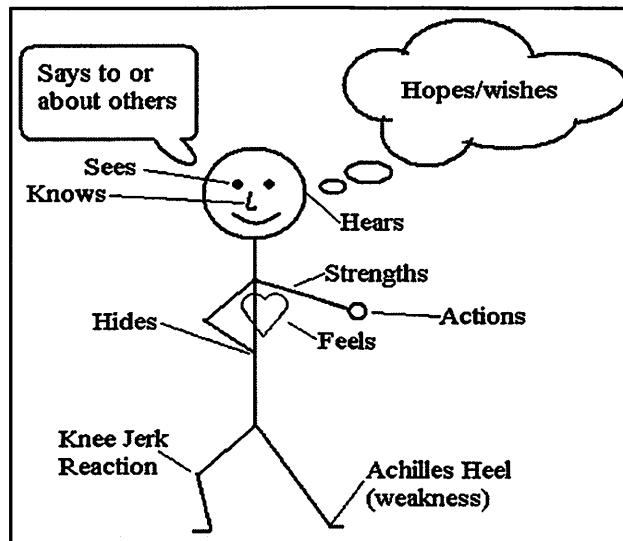
- A **round** character has several sides to his/her personality
- A **flat** character does not develop, and usually only has one major characteristic that can describe them.

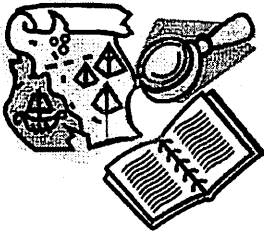
How does a writer reveal character?

A writer reveals character by presenting the **personal traits** of characters in the story. These are often **internal traits** (or **external traits**). The author may reveal character in several ways, either through **direct** or **indirect** characterization:

- What a character **says** (indirect)
- What a character **does** (indirect)
- What a character **thinks** (indirect)
- What a character **looks like** (indirect)
- What is **said** about the character (direct)
- How others **react** to the character (indirect)

In a **character analysis**, where you are analyzing what a character is like, you may want to look at the following:





Where the heck am I . . .
Setting and the Short Story

The setting of the short story is the **time** or **place** that the events happen. For some stories the background will be described in **detail** and in others it will be **intentionally vague**. Both are techniques that the author can use to force a certain **mood** on the reader. While the idea of setting sounds simple, there are often many different **levels** of setting one can find when looking at a short story. Where and when a story takes place can shape the way a character **acts** or **thinks** or the **action** of the story itself.

There are 2 main types of setting both of which can be broken down into 2 subtypes: **macro** (bigger picture) and **micro** (smaller picture)

1. Geography

Macro Examples:

- planet
- culture
- country
- _____

Micro Examples:

- character's house
- character's bedroom
- furniture in bedroom
- _____

2. Time/Temporal

Macro Examples:

- Era
- Year (s)
- Past/Present/Future
- _____

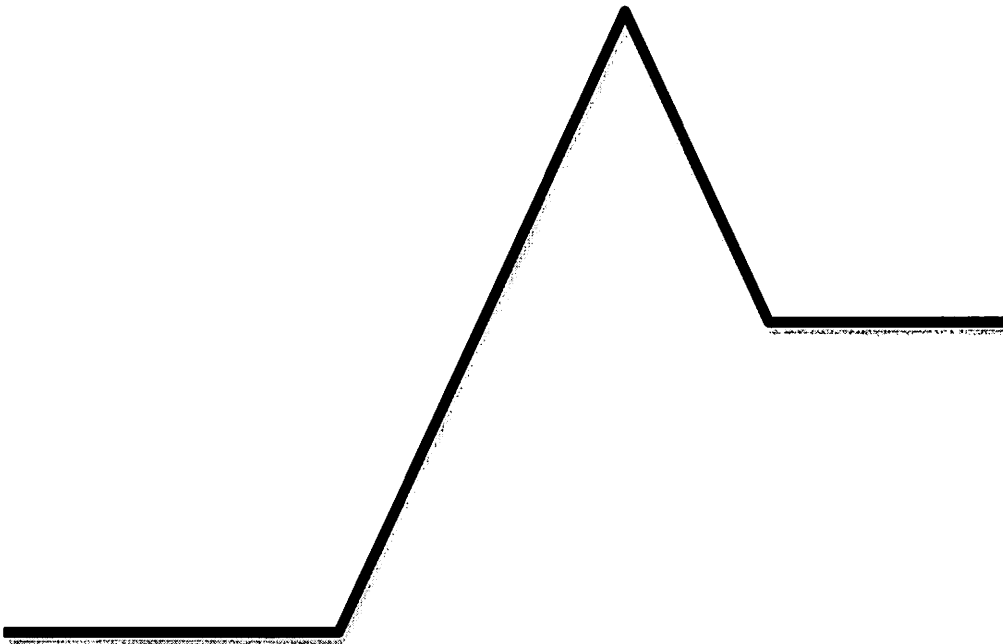
Micro Examples:

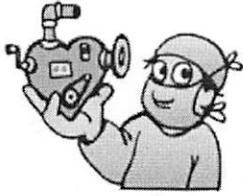
- Month
- Hours
- Day
- _____

7. The Conflict

- Like the **muscles** on a skeleton, it is what moves the story **forward**.
- **Six types of conflict**
 - Person against **person**
 - Person against **self**
 - Person against **nature**
 - Person against **fate**
 - Person against **society**
 - Person against **supernatural**
- Conflicts are dividend into **internal** conflicts (inside oneself) and **external** conflicts (outside of oneself).

The Plot Graph





Date: _____

Get ready for some . . .
Short Story Plot Structure

The plot is the interrelationship of the main **events** that take place during the **action** of a short story. It is like the story's **skeleton**. Without it, the story would not hold together. The plot is sometimes told in **chronological** order, or sometimes uses other methods of development (e.g. **flashbacks**). Regardless, almost all short stories follow the formula below:

1. Exposition

- Provides reader with information about the **characters** and the **setting**.

2. The Inciting Force

- The **reason** the story occurs
- The **first** real event in the story that **impacts the characters**
- Very important because:
 - all of the following events **happen because** of the initial incident
 - it gives rise to the **main conflict** (problem)

3. The Rising Action

- The **events** that move the story along
- **Two main** kinds of action:
 - Major incident: it creates a **significant change** in the action (e.g. a crime)
 - Minor incidents: **lead up to** the major incident (e.g. a group pressures a person to commit a crime).

4. The Climax

- The point where the **conflict resolves itself**; the point of most tension
- Usually close to **the end of the story**
- Sometimes, a story **ends** with the climax, to leave the reader in **suspense** (a **cliffhanger**).

5. The Falling Action

- The events that happen **after** the character makes a decision
- Leads to the **resolution** of the story

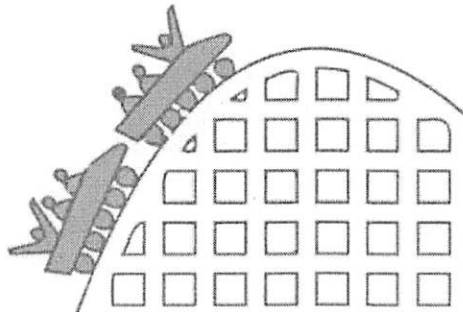
6. Denouement/Resolution

- What happens **after** the falling action
- **resolves** all the problems and conflicts in the story

SUSPENSE – A DEFINITION

SUSPENSE is a quality – in a **situation, incident** or in a behaviour – that causes anxious uncertainty.

- ⇒ In a well-planned story, the suspense keeps the audience **wondering** about the outcome of the **main character's** conflict
- ⇒ Anxiety **increases** as the plot **develops**. The plot of a story is like an emotional **rollercoaster**. As you go up, and up, and up, the anxiety **increases** until the **climax** is reached.



TYPES OF SUSPENSE

SUSPENSE can be divided into **two** types: one type provokes **intellectual** curiosity; the other creates **emotional** involvement.

- a) Intellectual Curiosity: Situations, **behaviour** or incidents that pose an intellectual "**teaser**"
- b) Emotional Involvement: A situation, incident, or a series of incidents or behaviour that is so **tense** with feeling or imminent **danger** that the audience, too, experiences the same **emotions** felt by the character.

METHODS USED TO CREATE SUSPENSE

1. Conflict: The audience **wonders** how each conflict will end.
2. A precarious situation: How will the person **get** him or herself out?
3. An unsolvable problem: How can the person involved **resolve** it?
4. Foreshadowing: **Hints** that the author gives about actions and **events** that will happen later in the story. The audience wonders if these will **happen** and what **effect** they will have.
5. Delay: **Postponing** an anticipated event to keep the **interest** high.
6. Red Herrings: **Clues** that lead you off track.

Types of Irony

1. Verbal Irony

<p>A character says one thing but means the opposite (also called sarcasm)</p> <p>Ex:</p> <ul style="list-style-type: none">- <i>The locker room smelled really good</i>- <i>Awesome! More homework!</i>	<p>YOUR EXAMPLE(S):</p>
--	-------------------------

2. Dramatic Irony

<p>When the reader understands more about the events of a story than the character</p> <p>Ex:</p> <ul style="list-style-type: none">- <i>Tim's parents are proud of the "A" he got on the test, but we, the reader, know he cheated</i>	<p>YOUR EXAMPLE(S):</p>
--	-------------------------

3. Situational Irony

<p>When what actually happens is the opposite of what is expected</p> <p>Ex:</p> <ul style="list-style-type: none">- <i>Bill Gates uses an Apple computer</i>	<p>YOUR EXAMPLE(S):</p>
--	-------------------------

IMAGERY: vivid descriptive language which appeals to the reader's senses of sight, taste, touch, smell, or hearing; the author uses words to 'paint a picture' in the reader's head. Similes and metaphors are types of imagery, as are other types of descriptive language.

OXYMORON: placing side-by-side two words or phrases that mean the opposite.

MY EXAMPLE:

ALLUSION: An allusion is a reference, usually brief, to a presumably familiar person or thing. The author makes the assumption that the reader knows to what he is referring. For example, if an author wrote that the character "had met his Waterloo" the reader would have to know what Waterloo was referring to.

MY EXAMPLE:

MOOD OR ATMOSPHERE: the prevailing feeling in a literary work created through word choice, descriptive details, and evocative imagery.

MY EXAMPLE:

TOPE: the attitude of the writer towards the subject he/she is writing about.

MY EXAMPLE:

SUSPENSE: an element of plot that makes us want to read on. The reader may worry about whether a character can overcome obstacles in his or her path. This can be created through the use of short sentences and a lot of action in a short time span.

FLASHBACK: an interruption in the telling of the story when the writer "flashes back" to tell us about events which happened earlier.

STYLE: a writer's characteristic way of writing, i.e. his/her choice of words, length of sentences, use of language, description, etc.

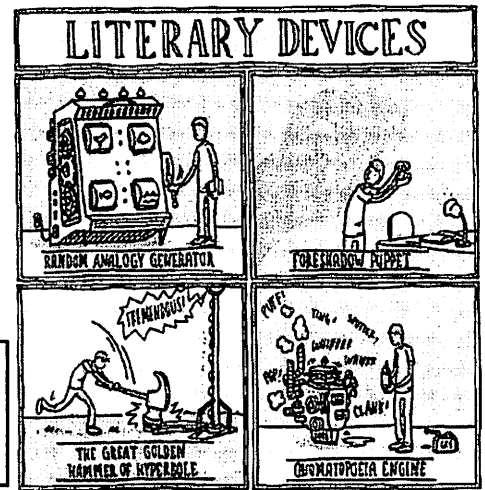
IRONY: a literary device that creates a contrast or discrepancy between what is said and what is meant, or between expectations and reality. There are three types of irony:

- 1) **Verbal Irony:** the use of words to say the opposite of what is really meant.
- 2) **Situational Irony:** when an event turns out to be the opposite of what would normally be expected.
- 3) **Dramatic Irony:** when the reader or audience knows something the characters do not.

LITERARY DEVICES

ALLITERATION: a group of words that begin with the same sound. Alliterations can help make the writing memorable and reinforce meaning. They draw attention to the images and enhance the sound of language.

MY EXAMPLE:



SIMILIE: a figure of speech that makes a comparison between two seemingly **unlike** things using the connective words **like** and **as**. The comparison is to help highlight a characteristic or characteristics of the main object being compared.

MY EXAMPLE:

METAPHOR: a figure of speech that makes a comparison between two seemingly **unlike** things **without** using **like** or **as**. The comparison is to help highlight a characteristic or characteristics of the main object being compared.

MY EXAMPLE:

PERSONIFICATION: a metaphor in which human attributes are given to inanimate objects.

MY EXAMPLE:

REPETITON: words or phrases that are repeated to create emphasis, atmosphere, rhythm or imagery.

ONOMATOPOEIA: words with meaning that are connected to their sounds.

MY EXAMPLE:

FORESHADOWING: refers to clues that hint at what is going to happen later in the text. It is used to arouse the reader's curiosity, build suspense, and help prepare the reader to accept events that happen later in the story.