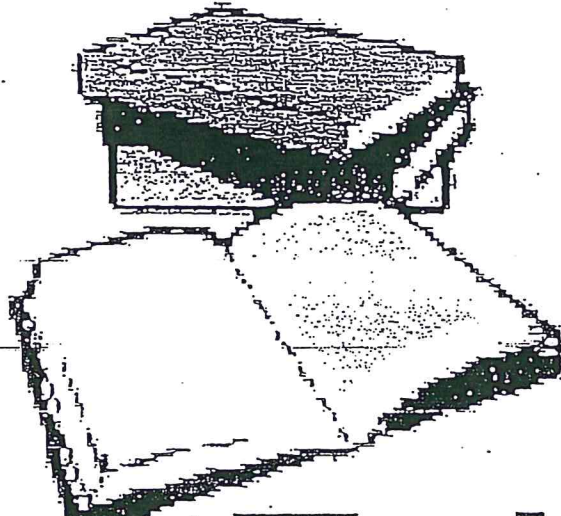
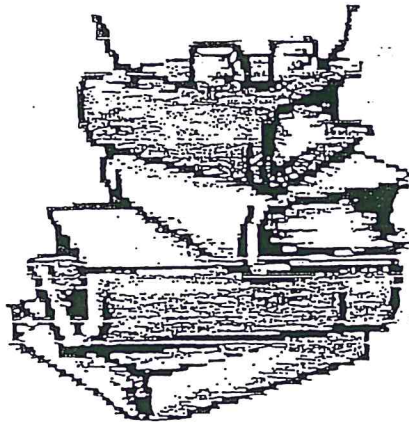


ANATOMY



OF A



SHORT STORY

THE SHORT STORY

1. The Study of the Short Story
2. Short Story Definitions/Elements of Fiction
3. Short Story Definition Assignment
4. Charts:
 - i) Short Story Summary
 - ii) Elements of Fiction
 - iii) Vocabulary List

5. Analysis of a Short Story

THE STUDY OF THE SHORT STORY

The short story has some unique characteristics which make it an art form separate from the poem, the play, and the novel. By studying the design of the short story, we will better understand its parts and enjoy reading it.

SHORT STORY DEFINITIONS

A. It is a piece of prose fiction which can be read in a single sitting, presenting an artistic and unified impression of life, through its main devices: plot, characters, and setting.

B. A short story is a piece of prose which involves:

	---	one important person
making	---	one important struggle
to gain	---	one important result

C. The short story develops a single incident, in one locale, with a small group of characters and happens in a short period of time.

D. The short story illuminates life. It shows in a dramatic manner how a character faced with a problem, is forced to make a decision to carry out an action, to accomplish success or happiness.

SHORT STORY DEFINITIONS/ELEMENTS OF FICTION

A. The PLOT is the framework of the short story. It consists of:

1. The INTRODUCTION which has four purposes:

- a. to arouse the reader's interest
- b. to introduce the main characters
- c. to give an idea of the setting (time and place)
- d. to give clues as to what action might follow

2. The RISING ACTION is a series of steps that develops the clues and actions hinted at in the introduction.

- Conflict is a clash of opposing forces:
i.e. man vs man, man vs environment, man vs himself
There is now more than one possible outcome to a story.

3. The CLIMAX is the point at which we know how the story will end. The main conflict and suspense are ended here.

4. The FALLING ACTION is an event or several events that take place just before the conclusion.

5. The CONCLUSION follows soon after the climax. Details can be explained here that couldn't be explained before the climax or the suspense would be ruined.

B. SETTING: The time and place in which the story occurs.

C. MOOD: The emotional atmosphere of the story (eg dark and gloomy, or light-hearted).

D. SUSPENSE: What is a character risking? What are the alternatives a character may choose? What possible blockages are there in the various choices? We decide what we would do and read on to discover the correctness of our solution.

E. DIALECT: It is unusual language patterns and pronunciations peculiar to people of a particular race, geographic region or degree of education. It adds local colour and description.

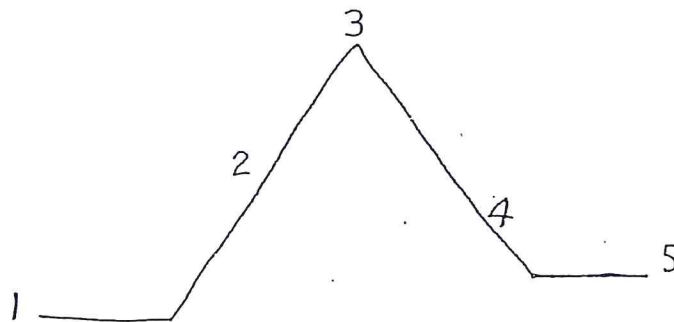
F. TITLE: It focuses on some idea or clue. It illuminates some part of the development. It is a clue, a spotlight to help solve the conflict.

G. DIALOGUE: It is the use of direct quotation of the characters in the story. It creates a natural, realistic situation, reveals dialect,

social status, and character type.

- H. FORESHADOWING: The author drops a hint; he implies something to the reader that will probably occur further on in the story. Foreshadowing is the implanting of important clues in a story to lure the reader to certain decisions about events to occur.
- I. FLASHBACK: A character may daydream during which many facts are revealed to us, or summarized in a short space. A flashback is a quick review of facts or past events.
- J. NARRATOR: A story can usually be said to be told by one person, the narrator. He can be a character in the story, the author, or an uninvolved witness to the incident. Discover if the narrator is biased. Try to form opinions as you read. Decide on the narrator's point of view.
- K. SYMBOL: A person, object, or act which secondarily stands for or suggests something greater or deeper. Thus, symbols create two meanings to an object; one of which is an emotional meaning. The flag is a symbol of loyalty; the cross for Christian religion.
- L. Irony: A hint of sarcasm, a slight twist of what was expected.

PLOT OUTLINE:



Elements of Fiction :

Theme - the underlying meaning (message) or idea of a story. It is the reason the author composed the tale.

Protagonist - the main character in a play, story or novel

Antagonist - the character in a story who fights, struggles or contends with the protagonist ..

Conflict - the struggle(s) between opposing characters or forces, usually the protagonist versus the antagonist.

Conflict may be presented in one or several of the following ways:

- ✓ *character vs. character* - a physical, emotional or psychological struggle between characters
- ✓ *character vs. environment* - a struggle between a character(s) and his/her surroundings; a struggle with nature or society
- ✓ *character vs. him/herself* - an emotional or psychological conflict within a character (usually the protagonist)

More Elements of Fiction

Character Types:

Flat - only 1 or 2 character traits are given.

Round - fully developed; many traits are given.

Static - character who's thought and actions **do not** change over the course of the story.

Dynamic - character who's thought and actions **do** change.

Foil - character that has different thoughts and ideas than the protagonist. Often a friend or "sidekick".

Confidant - character that the protagonist trusts and shares secrets with.

Point of View:

1st Person - story is told from the protagonist's point of view, so that their thoughts and feelings are known.

3rd Person:

Omniscient - "All knowing." "He/she" point of view where the thoughts and feelings of several characters are known.

Limited Omniscient - "he/she" point of view where the thoughts and feelings of the protagonist (and maybe another character) are known.

Epiphany: "The a-ha moment," the sudden realization that a protagonist goes through.

Crisis: The moment in the plot that leads directly to the climax.

Allusion: a brief reference, explicit or indirect, to a person, place or event, or to another literary work or passage

Cliché: a sentence or phrase, usually expressing a popular or common thought or idea, that has lost originality, ingenuity, and impact by long overuse,

Colloquial: conversational rather than formal speech or writing; informal

Connotation: the associated or secondary meaning of a word or expression in addition to its explicit or primary meaning

Denotation: word that names or signifies something specific

Genre: a class or category of artistic endeavor having a particular form, content, technique, or the like

Idiom: an expression whose meaning is not predictable from the usual meanings of its constituent elements, as *kick the bucket* or *hang one's head*, or from the general grammatical rules of a language, as *the table round* for *the round table*, and that is not a constituent of a larger expression of like characteristics.

Jargon: the language, especially the vocabulary, peculiar to a particular trade, profession, or group

Paradox: a statement or proposition that seems self-contradictory or absurd but in reality expresses a possible truth.

Satire: the use of irony, sarcasm, ridicule, or the like, in exposing, denouncing, or deriding vice, folly, etc.; a literary composition, in verse or prose, in which human folly and vice are held up to scorn, derision, or ridicule.

Slang: very informal usage in vocabulary and idiom that is characteristically more metaphorical, playful, elliptical, vivid, and short lived than ordinary language

Stereotype: a simplified and standardized conception or image invested with special meaning and held in common by members of a group; often judging a person/group based on a single, simple commonly held belief