Notes: Short Stories
Starting it all off - Setting

A. When and where the story takes place
B. Establishes the atmosphere of the story
C. What are the requirements of Setting?
   1. **Time**
   2. **Place**
   3. **General environment**
   4. **Mood and Tone**
Characters & Characterization
Characterization - process by which the writer reveals the personality of a character.

- There are two ways that we learn about characters.
  1. Direct characterization
  2. Indirect characterization
Direct Characterization

- the author directly tells the reader something about the character

Examples: The author will SAY...
- “She is kind.”
- “He hates math.”
- “The robber felt guilty about what he did.”
Indirect Characterization

- the personality of the character is revealed (indirectly) and the reader must make inferences.
- There are five methods of indirect characterization.
# Indirect Characterization

<table>
<thead>
<tr>
<th><strong>SPEECH</strong></th>
<th>What does the character say? How does the character speak?</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>THOUGHTS</strong></td>
<td>What is revealed through the character’s private thoughts and feelings?</td>
</tr>
<tr>
<td><strong>EFFECT</strong> on others toward the character</td>
<td>What is revealed through the character’s effect on other people? How do other characters feel or behave in reaction to the character?</td>
</tr>
</tbody>
</table>
## Indirect Characterization

<table>
<thead>
<tr>
<th>ACTIONS</th>
<th>What does the character do? How does the character behave?</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOOKS</td>
<td>What does the character look like? How does the character dress?</td>
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</table>
Types of Characters

- **Protagonist**: The main character who is trying to achieve a goal.

- **Antagonist**: The character who antagonizes (causes problems) in the story. It DOES NOT have to be a person, it can be any obstacle.
Types of characters: Flat v. Round

- **Flat Character** - character with only one trait, one-sided, no depth

- **Round Character** - a complex character, many-sided, realistic, more traits are given or observed in this type of character
Types of characters:
Static v. Dynamic

Static character - does not change during the story (in personality, maturity, beliefs, etc.)

Dynamic character – changes, usually for the better, due to events in the story
Types of characters

**Foil** - This character serves as a contrast for another character, often the characteristics of the “foils” appear exaggerated because of the stark contrast.
Conflict
External vs. Internal Conflict

External Conflict takes place outside of the body

Internal Conflict takes place inside of the body/mind
External

Man vs. Man

The most straightforward type of conflict pits the **characters** directly against another character with apparently opposing viewpoints.
Man vs. Nature

This type of conflict pits a story's main character or characters against a natural force such as a flood, predatory animal, or disease epidemic.
Man Against Society

In many stories, the protagonist battles an unjust element of government or culture.
Internal

Man vs. Self

Some literary conflicts take the form of a character struggling to overcome fear, addiction, emotional damage or other crippling personal issue.
Point of View

WHO IS TELLING THE STORY?
FROM WHAT PERSPECTIVE?
Point of View

- **1st Person** - story is told by a character in the story; uses “I”; narrator knows only his own thoughts and feelings and what he sees.

- **1st Person Detached** - story is told by a narrator who is reflecting on something that happened in the past; narrator has had time to reflect back on the event
2nd Person - almost never used in literature

When the narrator says “You” and puts the reader directly into the story
3rd Person Objective

- This narrator can only tell you what can be seen or heard. They cannot know anyone’s thoughts or feelings.

- They are all objective observers. They can tell others what they see or hear, and can guess at someone’s thoughts, but can not know what others are thinking unless they are told.
3rd Person Limited

- A narrator who is confined to what is experienced, thought, or felt by a single character, or at most a limited number of characters.

- They do not seem to be sure of what every character is feeling.
3rd Person Omniscient

- A narrator who knows everything that needs to be known about the characters and events in the story, and who has privileged access to a character's thoughts, feelings, and motives.

- This narrator never needs to say “maybe” or “perhaps” a character feels something. They always know. Think of this as a God-like knowledge.
Figurative Language
Figurative Language

- **Simile** - Comparison using "like" or "as"
  - Ex: *As boring as watching paint dry.*

- **Metaphor** - A direct comparison saying one thing is like another (NOT using "like" or "as")
  - Ex: *The classroom was a zoo.*

- **Personification** - Giving an inanimate (not-living) object human qualities
  - Ex: *The wind howled in the night.*
Figurative Language

- **Alliteration** - the same sound starts a series of words or syllables
  - Ex: *Sammy saw six snakes.*

- **Onomatopoeia** - the pronunciation of the word sounds like the sound it makes
  - Ex: *Buzz, Click, Pop*
Irony – a contrast or contradiction

- Verbal Irony - verbal irony involves what one does not mean. When in response to a foolish idea, we say, “what a great idea!” it is a verbal irony. (Like sarcasm)

- Situational irony - when something differs between our expectation and what actually happens instead.
Symbolism

- A concrete object stands for an abstract idea (something represents something other than itself)

  **EX:** the U.S. Flag
Tone v. Mood

**Tone** - the author’s attitude about the story. Generally conveyed through the choice of words or the viewpoint of a writer on a particular subject.

**Mood** - the feeling the reader gets from the reading.
Theme – The main idea of the story; the idea the author wants to put across to the reader.

- The theme must be:
  - **Specific**
  - **Universal** (can apply to anyone)
  - Important to the story
  - Provide unity to the story
  - Presents the reader with a new awareness of life
Themes v. Topics ... through the eyes of Nemo.

- Topics: love, family, danger, trust, obedience, security, risk

- Topics are not THEMES!

- A THEME is what the author is trying to tell you about that topic.

- So, let’s look at trust ... 
  - The author believes that a person needs to learn how to trust themselves and others.
Themes v. Topics … through the eyes of Nemo.

- BUT WAIT!!!!!!!!!!!!!!!!!!!!!!! Remember that I also said that the theme needs to be UNIVERSAL. That means that it needs to apply to everyone and not just this movie and these characters.

- REVISED thematic statement: A person needs to learn how to trust themselves and others.