

Narrative Framework

2

Author's Purpose: Entertain
Beginning, Middle, End

Fiction: Historical Fiction, Science Fiction, Mystery
Fairy Tales, Fables, Tall Tales, Myths.
Short Stories, Novels

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Literary Devices

- Imagery
- See • Taste
- Hear • Smell
- Feel
- Symbolism

PLOT Devices

- Foreshadow
- Flashback
- Suspense

Figurative Language

- Metaphor
- Similie
- Personification
- Hyperbole
- Alliteration
- Onomatopœia
- Allusion
- Idiom

Historical and Cultural Perspective

- Time
- Place
- Feelings

2

- Title
- Topic
- Theme, Moral, Lesson

Literal Questions

- Factual, Basic, Concrete
-

Inference Questions

- Conceptual, Essential, Abstract
-

4

Beginning	Middle	End
Exposition	Conflict Introduced	Climax
Setting	Rising Action	Falling Action
Characters Introduced	Most of the character development and interactions	Conflict Resolved
		Denouement

Character Analysis
says
thinks
effect on others
actions

looks
Static
Dynamic
Round
Flat

protagonist
Antagonist

conflict

Internal
Man vs Man
Man vs Nature
Man vs Society

external
Man vs Self

Point of View

1st P.O.V
3rd Person Limited
3rd-Omniscient

style
Tone
Mood
Dialogue

irony