**Elements of Plot Notes**

**Name:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Characters:**

Every story needs \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:

\* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the “good guy”.

The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the “bad guy”.

**Setting:**

The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of the story is the setting.

**Plot** is the sequence of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in a story linked by cause and effect. Every story must contain a plot.

3.

2. 4.

1. 5.

1. **Exposition**:

This usually occurs at the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_of a short story. Here the characters are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. We also learn about the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of the story. Most importantly, we are introduced to the main \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (main problem).

1. **Rising Action**:

This part of the story begins to develop the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(s). A building of interest or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ occurs.

1. **Climax:**

This is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_of the story. Usually the main character comes face to face with a conflict. The main character will \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in some way.

1. **Falling Action:**

All loose ends of the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are tied up. The conflict(s) and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_are taken care of.

1. **Conclusion:**

The story comes to a\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**Conflict:** Conflict is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in a story.

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ occurs when a character has an argument, disagreement, or type of “argument” with another character.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is when a character has a problem with outside forces: weather animals, land
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is when a character disagrees with societal values, laws or beliefs.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is when a character has a internal struggle between his thoughts and ideas.

**Theme:**

Each story has a theme, which is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ behind the events and the character’s actions. Think of it as the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ revealed by the story.

**Mood** is the feeling created in the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ by a passage.

**Tone** is the attitude of the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ toward the subject or audience.  
  
**Dialogue:** Dialogue is a written or spoken \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ between two characters. Dialogue can be identified in writing by \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**\*Example:** Sarah: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Laura: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**