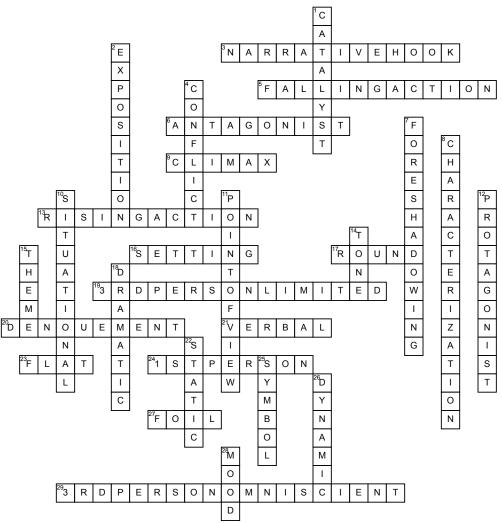
Name:	Date:	Period:

Short Fiction Terms



Across

- 3. Point where the conflict begins (plot diagram)
- **5.** Point in the story where the conflict starts to get resolved (plot diagram)
- 6. The character directly against the protagonist
- **9.** High point or turning point in the story (plot diagram)
- **13.** Point where complications begin in the story (plot diagram)
- 16. The time and place of a story
- 17. A character who shows a myriad of emotions
- **19.** Narrator is outside the story and has limited knowledge of characters' internal thoughts and conflict (point of view)
- 20. The end of the story (plot diagram)
- 21. Saying one thing but meaning another (irony)

- 23. A character who shows only one or two emotions
- **24.** Character in the story is telling the story (point of view)
- 27. A character who is the exact opposite of another in traits
- **29.** Narrator is not a character in the story but knows thoughts/emotions of all characters

Down

- 1. A character who triggers events
- 2. Point in the plot where the setting and characters are introduced (plot diagram)
- **4.** Problem that arises within the story between one or more individuals or things
- 7. Hints that something is going to happen

- 8. The author reveals either directly or indirectly qualities and actions that help the reader learn about the characters
- 10. An event occurs that was not expected (irony)
- 11. The perspective from which the story is told
- 12. The main character of the story
- **14.** The emotion the author conveys about the subject matter he/she is writing about
- **15.** The implied, unwritten message by the author; usually having to do with the need for social change
- **18.** When the reader or audience knows something that the characters do not (irony)
- 22. A character who does not change
- 25. That which stands for more than itself
- **26.** A character who changes as a result of the events in the story
- 28. An emotion the reader feels from the literature

Word Bank

Conflict Static Protagonist Climax Rising Action 1st Person Tone Dramatic Foil Exposition Theme Antagonist Foreshadowing Mood Dynamic 3rd Person Omniscient Round **Falling Action** Symbol Narrative Hook Verbal Catalyst Characterization Setting Point of View 3rd Person Limited Situational Denouement