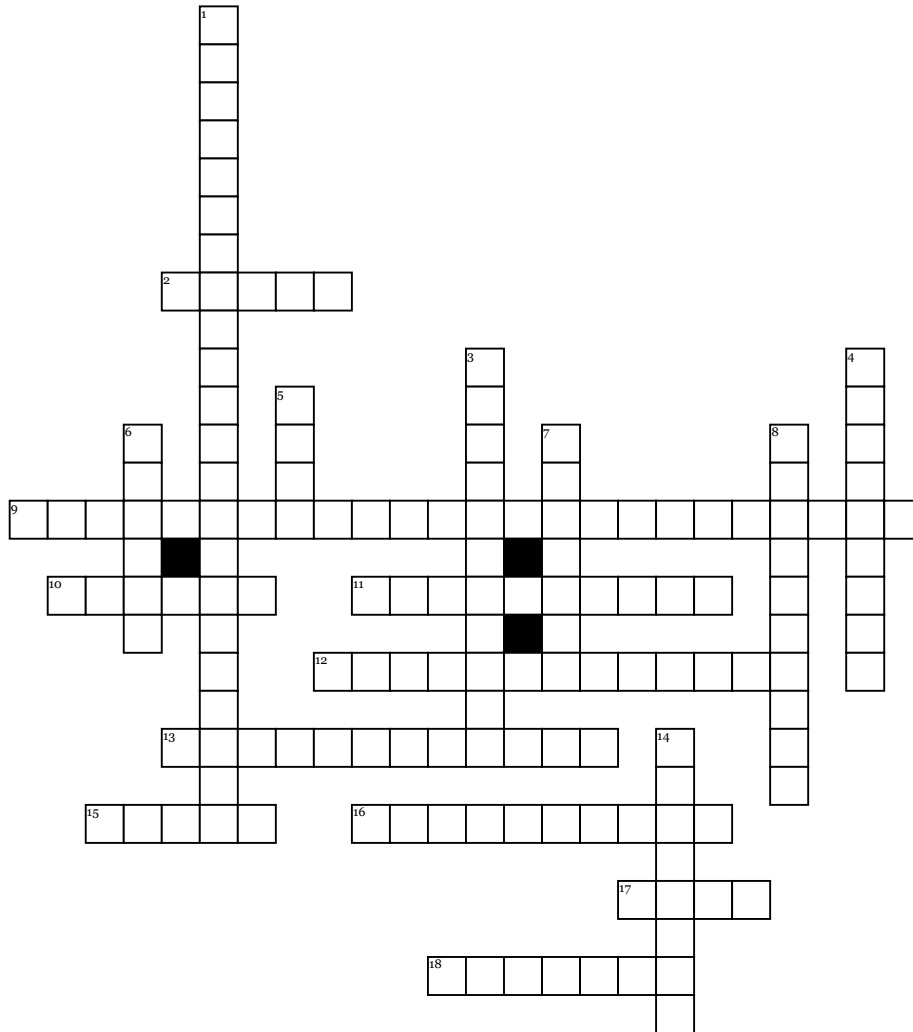


Short Story Terms



Across

- 2.** The central idea or insight into life that a literary work conveys. It is usually the underlying thought within a story. It can also be thought of as the moral or message the writer is trying to present. It is the point or purpose of the work as a whole. It can be stated directly or implied.
- 9.** The author provides clues about a character by describing what a character looks like, does or says and how other characters react to them. The reader makes inferences based on this information.
- 10.** A character that does not change throughout the story.
- 11.** Introduction of time, place, and characters
- 12.** Action leading to the solution
- 13.** Complications/problems that keep the plot from moving too smoothly toward its resolution, create excitement or interest in the story

15. A well rounded characters about whom much is known.

16. Shows how the situation turns out; ties up loose ends

17. What happens in a story. It is made up of a series of related events that include the exposition, conflict, rising action, climax, falling action, and resolution.

18. A character who changes due to events of the story.

Down

1. The author tells you a character's traits

3. The main character

4. Anything which stands something other than itself. For example, a heart is a shape, but also represents love; white is a color, but also represents purity; a dove is a bird, but also stands for peace; a flag represents a country; and a flashy car may represent wealth.

5. A one-dimensional character about whom little is known.

6. Turning point in the story; point at which the conflict comes to a head.

7. It explains the time and place of the action. Time can include not only the historical period—past, present, or future—but also a specific year, season, or time of day. Place may involve not only the geographic place—a region, country, state, or town—but also the social, economic or cultural environment.

8. The person/thing in opposition to the main character

14. A struggle between opposing people or forces—the problem that moves the story

Word Bank

Exposition

Protagonist

Round

Direct Characterization

Flat

Denouement

Theme

Static

Antagonist

Plot

Symbolism

Setting

Rising action

Dynamic

Conflict

Falling Action

Climax

Indirect characterization