

12/2/15

Short story.

* Elements:

- character
- setting
- conflict
- complication.
- climax
- conclusion.

* Single plot.

- * Not more than 3 characters.
- * One conflict
- * One climax.

Techniques

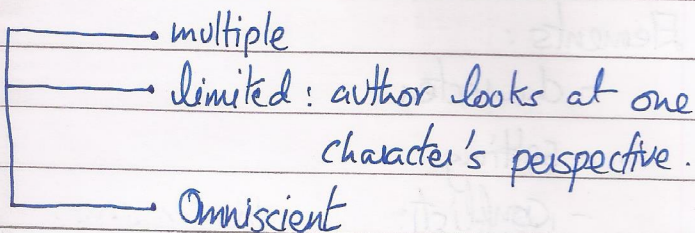
1. Flashbacks/flash forward.
2. Two narrators
3. Foreshadowing
4. Cliffhanger.
5. Time lapse.
6. Subtext.

7. POV

→ 1st person.

→ 2nd person.

→ 3rd person



1) Objective: outer appearance of emotion.

2) Subjective: emotions of characters. (actual)

8. Suspense

- uses long sentences, comma.

9. Tension

- short sentences, non-sentences

10. Interweaving description with narration; use imagery in description.

11. Dialogue

- not more than three medium sized dialogues

- strictly only that which helps story progress

12. Punctuation

13. Characterisation.

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Opening Sentences / Paragraphs.

Types:

- * Dialogues / Quotation
- * Scene-setting
- * Description of the person.
- * P.O.V
- * Conflict establishment
- * Mystifier
- * Puzler.

1. Scene-setting: when establishing the character & ~~the~~ setting or mood, feeling, thoughts.
2. Conflict establishes; begins with the problem continues with complication then climax
3. Mystifier: hooks the reader, reader does not understand at the beginning
4. Third person narrator speaks.
5. First person narrator (You) speak.

6. Quotation / Dialogue.

7. Puzzler: mixture of conflict established and mystifier.

§.

* Topic sentence comes ~~at~~ in the end of the paragraph in a narrative for dramatic.

23/2/15. Short Story

- * One problem
- * Upto 3 characters.
- * One plot
- * One climax
- * Necessary description of characters.
- * Short time period.
- * Max two narrators
- * Minimum dialogue to carry the story forward.
- * Pace should be fast
- * Theme
- * Raise one question.
- * All elements present and complete to satisfy the reader.

Novel.

- * Multiple mini problems; hint at main problem
- * Many characters.

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Opening chapter of a Novel.

- 1) It's a hook - must make reader care.
- 2) Hint at the main plot
- 3) Hint at the goal.
- 4) Hint at the theme.
- 5) Introduce the setting, protagonist, antagonist
- make reader ~~to~~ bother about characters.
- 6) Do not introduce the story.
- 7) Hint at tone & mood of whole story
but establish the tone & mood of this chapter.
- 8) Don't start with action but give conflict.
- 9) Dialogues.
- 10) POV. - establish one (voice characterisation)
- 11) Mysterious - foreshadowing.
- 12) Do not even write a back story.
- 13) Don't bait and ~~switch~~.
 - Sustain tone & genre for the first chapter as this is the tone & genre for the entire novel.

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Descriptive Writing.

- 1) Its for a short time
- 2) Intewoven emotions.
- 3) Organisation.
- 4) Natural description.
- 5) Tense

Rhetorical Device.

- * Can evoke emotional response
- * provokes rational argument - primary.
- * Eg: irony, metaphor, onomatopoeia.

↓

"dived down deeper into the sea of knowledge and come up drier than any man I ~~he~~ knew"

Entertain

①

- * Hook the reader from its first sentence.
- * Cause the reader to feel from the outset that they are going to enjoy the time given over to reading your story.
- * Do this by writing about characters and incidents that the reader can relate to.
- * Begin and remain lively, interesting & meaningful.
- * The narrator must have an inviting, interesting tone of voice
- * Unified and coherent: the reader constantly feels that the story is leading somewhere interesting
- * Opening: a short, catchy sentence or intriguing question
- * Style: economical & sharp; each word has been weighed
- * Paragraph-length; sentences must be varied. Use full stops and semicolons, never commas.

②

Sense of character: description; how they speak; what they speak about; what they do; how they do it; what other characters say them; how other characters react when they are around.

Sense of setting: mood + atmosphere: allows reader to enter the world of the story and feel involvement with action

Tension: created by revealing details in a measured way - piece by piece

Pace: Use shorter sentences.

Dialogue: tight & dramatic

- must be useful & interesting
- must contribute to story
- causes characters to come alive & leap off the page.

Marking

Content: plot, characters etc
Language: pacing;
organisation; sequencing
sentence variety, vocab

③ Structure:

- coherent and unified
'beginning > middle > end'
structure.
- lead on quickly to conflict
- middle: sense of rising action; events build up
- Opening must:
 - a) set the scene
 - b) create suitable mood.
 - c) introduce main characters.
- end: tie all loose ends

④ Plan

- ① Message / theme to convey to reader or what you want the reader to think about after reading the story.
- ② Structure / sequence
- ③ What the reader must feel?
 - interest • involved • tensed
 - excitement • moved • wonder.
- ④ Include only what is relevant
- ⑤ Involve the reader by setting the mood.
- ⑥ Use description but only for effect.

⑤ Describe effectively

- create vivid and original imagery
- Best: image etched onto reader's mind.
- show, don't tell.
- Don't describe every noun/verb
- Use precise vocabulary to create economical writing
- evoke an emotion in the reader.