

NAME: \_\_\_\_\_

# STORY ELEMENTS

**CHARACTERS**

**SETTING**

**PLOT**

**CONFLICT**

**RESOLUTION**

NAME: \_\_\_\_\_

# STORY ELEMENTS EXAMPLE: THE FOX AND THE CROW

## CHARACTERS

- A sly fox
- A foolish crow.

## SETTING

- Bright Morning in the woods.

## PLOT

- A hungry fox is looking for food.
- The fox notices the crow with cheese in it's beak.
- Using his charming words, the fox tricks the crow into dropping the cheese into the fox's mouth.
- The story ends with the fox feeling satisfied, and the crow left with nothing to eat.

## CONFLICT

- The Fox wants the cheese that the Crow has.

## RESOLUTION

- Using his charming words, the fox is able to trick the crow into singing. When she starts to sing, the cheese drops into the fox's mouth.

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# STORY ELEMENTS EXAMPLE: CINDERELLA

## CHARACTERS

- Cinderella
- The step sisters
- The stepmother
- The fairy godmother
- The prince.

## SETTING

- Long time ago in a kingdom.
- Physical locations include:  
Cinderella's palace, and the  
ballroom at the Prince's Palace.

## PLOT

- Cinderella's father passes away leaving her with her horrible stepmother and two step sisters.
- Cinderella is forced to stay at home, while her stepmother and step sisters attend the ball.
- The Fairy Godmother helps Cinderella go to the ball.
- The clock nearly strikes twelve and Cinderella runs away leaving her glass slipper behind.
- The Prince finds Cinderella using her glass slipper.
- The prince and Cinderella get married and live happily ever after.

## CONFLICT

- Cinderella must find a way to get away from her stepmother and stepsisters.

## RESOLUTION

- Cinderella and the prince get married and live happily ever after.

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# STORY ELEMENTS EXPLAINED PART 1

## CHARACTERS

Every story has at least one main character. The main character should be introduced at the beginning. While introducing this character it is a good idea include key information about this character's personality, past and physical appearance.

The main character also goes through changes throughout the story. All the challenges and obstacles they face in the story allows them to learn, grow and develop. But be careful here - Growth should not be mistaken for a personality change! The main character must stay true to who they are. Deep inside, their personality should stay more or less the same. The only thing changes is the lessons they learn.

## SETTING

Settings in stories refers to three things: Location, Time Period and Mood. The easiest element to understand is location. Location is the physical place or places to story takes part in mostly. For example the tale of Cinderella takes part in two main locations: Cinderella's Palace and the Ballroom at the Prince's Palace. It is a good idea to explain each new location in great detail, so the readers feel like they are also right there with the characters.

Next comes time period. Every story is set is some time period. Some stories especially about time-travelling may be set across multiple time periods. You don't always have to include the exact date or year in your story. But it is a good idea that during the planning phrase, you know the year or even dates the story is set on. This can help you include accurate details about location and even key events.

The final part of settings is mood. Mood is the feeling you want readers to feel when reading your story. Do you want them to be scared, excited or happy? It's the way you explain, and describe a particular location, object or person. For example in horror stories, you may notice dark language being used throughout, such as gore, dismal, damp or vile. While a fairy-tale like Cinderella uses light and warm language, such as magical, glittering, beautiful or happily ever after.

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# STORY ELEMENTS EXPLAINED PART 2

## PLOT

The plot explains what a story is about from beginning to end. It can contain multiple scenes and events. In its simplest form a plot has a beginning, middle and end. The beginning introduces the characters and sometimes shows a minor conflict. The middle is where the major conflict occurs. And the ending is where all conflicts are resolved, and the story comes to a close.

## CONFLICT

A story is not a story without conflict. Conflict is also a key part of a story's plot (see section above). The purpose of conflict in stories is to challenge your characters and push them to their limits. It is only when they face this conflict, do they really grow and reach their full potential. Conflicts can be internal, external or both. Internal conflicts come from inside your main character, such as not having the confidence in themselves or having a fear of something. While external conflicts are created elsewhere, such as natural disasters or evil villain creating havoc.

## RESOLUTION

The resolution is a solution to the main conflict. Without a resolution, the conflict would be never-ending, and this could lead to a disappointing ending to your story. Resolutions could include huge battle scenes, or even the discovery of new information which changes everything. Sometimes in stories resolutions don't always solve the conflict 100%. This normally leads to cliff-hanger endings, where a small piece of conflict still exists somewhere. But the important thing remember, is that all conflicts need some kind of resolution in stories to make them satisfying to the reader.

