**PLOT ELEMENTS STUDY GUIDE**

**RESOLUTION**

**EXPOSITION**

**CLIMAX**

**INCITING INCIDENT**

**RISING ACTION**

**FALLING ACTION**

**EXPOSITION**- The setting, characters, and basic situation are introduced

**INCITING INCIDENT** - The event that sets the story in motion

**RISING ACTION** - The events that move the story along, and lead to the climax

**CLIMAX** - The most exciting and intense part of the story. The turning point.

**FALLING ACTION** - The events that follow the climax, and lead to the resolution

**RESOLUTION** - The end of the story

**CHARACTER TYPES STUDY GUIDE**

**PROTAGONIST** - character who faces the conflict and is the focus of the story

**ANTAGONIST** - character who causes the conflict

**ROUND** - character we know a lot about

**FLAT** - character we know little about

**DYNAMIC** - character changes personality or beliefs by the end of the story

**STATIC** - character who stays the same throughout the story and doesn’t change

**COMPLEX** - character is complicated and not easily described

**MINOR** - character who is not important in the story, story is the same without them