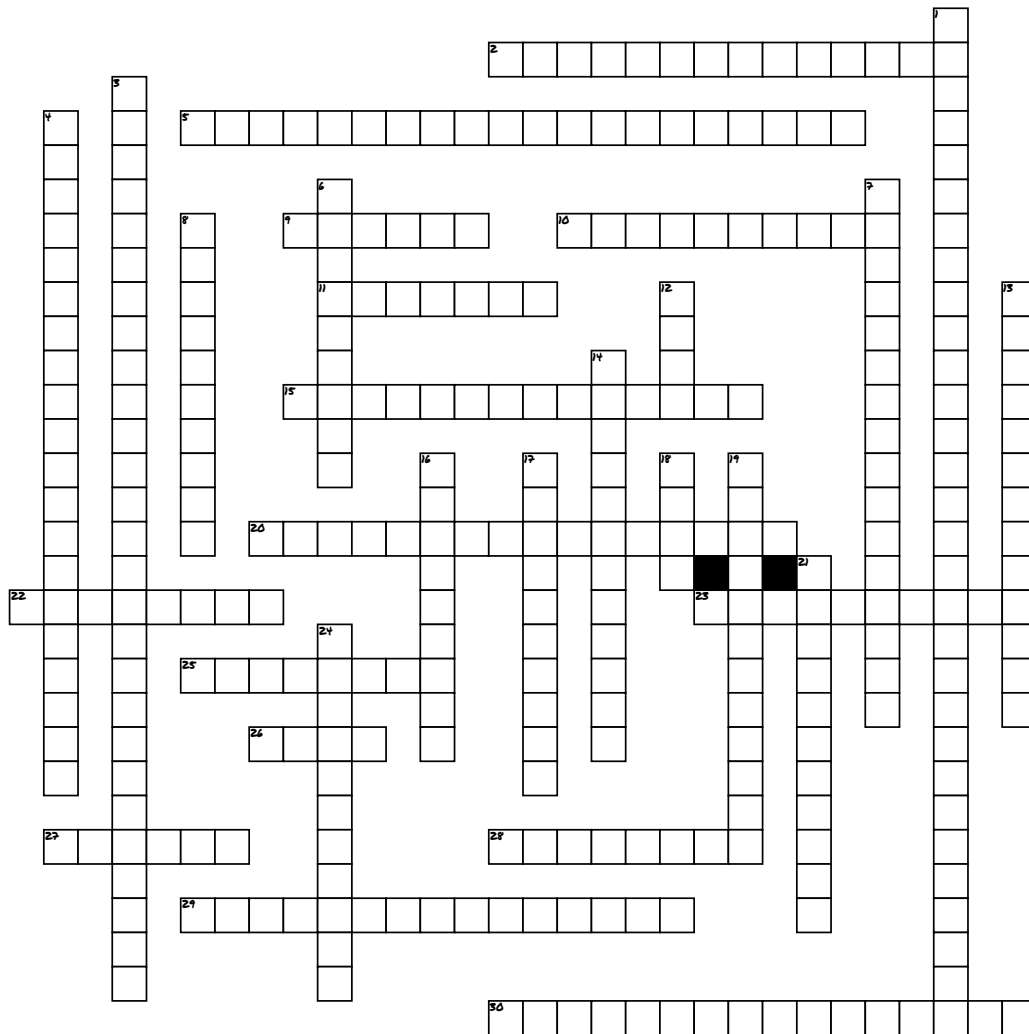


Name: \_\_\_\_\_

# EXPOSITION - SHORT STORY



## ACROSS

2. LESS IMPORTANT CHARACTER  
5. VANTAGE POINT THAT USES "YOU"  
9. MOST INTENSE OR EXCITING PART OF THE STORY AND IS ALSO THE TURNING POINT  
10. CONFLICT BETWEEN CHARACTERS IS RESOLVED  
11. TIME AND PLACE OF THE STORY  
15. THE MOST IMPORTANT CHARACTER IN THE STORY  
20. THE RESPONSE BY THE CHARACTER THROUGH SPEECH OR ACTIONS  
22. THE STRUGGLE BETWEEN TWO OPPOSING FORCES  
23. THE CHARACTER OR FORCE THAT GOES AGAINST THE MAIN CHARACTER  
25. CONVERSATION BETWEEN TWO OR MORE CHARACTERS  
26. HOW THE AUTHOR WRITES THE STORY (SARCASTIC, HUMOROUS, ETC.)

27. A THING THAT REPRESENTS OR STANDS FOR SOMETHING ELSE, ESPECIALLY A MATERIAL OBJECT REPRESENTING SOMETHING ABSTRACT

28. EXAMPLE: TWO FRIENDS GET INTO A FIGHT AND YELL AT EACH OTHER

29. A CHARACTER THAT DOES NOT CHANGE FROM THE BEGINNING TO THE END OF THE STORY

30. A CHARACTER THAT CHANGES THROUGHOUT THE STORY

## DOWN

1. VANTAGE POINT THAT USES "HE," "SHE," "THEY," AND KNOWS ALL (GOD'S POV)  
3. VANTAGE POINT THAT USES WORDS LIKE "HE," "SHE," "THEY" -- LIMITED KNOWLEDGE  
4. USES WORDS LIKE "I," "ME," ETC  
6. AN EVENT OR SCENE TAKING PLACE BEFORE THE PRESENT TIME IN THE NARRATIVE  
7. THE MAIN CHARACTER'S THOUGHTS OR FEELINGS - THE RESPONSE INSIDE THE CHARACTER

8. IN THE BEGINNING OF THE STORY, INTRODUCES THE SETTING AND CHARACTERS

12. SEQUENCE OF EVENTS WHERE EACH AFFECTS THE NEXT ONE THROUGH THE PRINCIPLE OF CAUSE AND EFFECT

13. CONFLICT BEGINS TO SETTLE IN A STORY

14. EXAMPLE: A GROUP OF PEOPLE PROTEST TO CHANGE A LAW

16. EXAMPLE: A CHARACTER ARGUES WITH THEIR SELF

17. A WARNING OR INDICATION OF A FUTURE EVENT

18. HOW THE WRITING MAKES THE READER FEEL

19. EVENTS BUILD IN A STORY, CONFLICT BECOMES INCREASINGLY INTENSE

21. EXAMPLE: CHARACTER STRUGGLES TO SURVIVE ALONE IN THE WILDERNESS

24. THE VANTAGE POINT FROM WHICH THE AUTHOR TELLS THE STORY

## WORD BANK

RESOLUTION  
POINT OF VIEW  
CLIMAX  
3RD PERSON POINT OF VIEW OMNISCIENT  
MAIN CHARACTER  
DYNAMIC CHARACTER  
1ST PERSON POINT OF VIEW  
SETTING

RISE IN ACTION  
MAJOR CHARACTER  
MAIN CHARACTER  
2ND PERSON POINT OF VIEW  
FLASHBACK  
DIALOGUE  
MINOR CHARACTER  
MAIN CHARACTER

3RD PERSON POINT OF VIEW LIMITED  
FORESHADOW  
CONFLICT  
EXPOSITION  
EXTERNAL RESPONSE  
SYMBOL  
ANTAGONIST

PLOT  
INTERNAL RESPONSE  
FALLING ACTION  
STATIC CHARACTER  
MAIN CHARACTER  
TONE  
MOOD