

# Characteristics of Narratives

## Purpose:

- \*to tell a story / entertain or inform

## Main parts:

### 1. Opening – introducing characters

#### Ways to 'grab' the reader

- \*dialogue (perhaps a warning)
- \*questions
- \*unusual description
- \*dramatic exclamation
- \*describe something intriguing

#### To introduce a character:

- \*Use an interesting name
- \*Describe something about the character
- \*Describe feelings

### 2. Setting

#### To build or create a scene / context

- \*make the characters do something
- \*use detail to create feeling
- \*use names (people / places) to make the story seem real
- \*use weather, time of day, or season to add realistic details
- \*introduce story hooks

### 3. Dilemma

#### To introduce a problem

\*use 'empty' words - (it, someone, something) - to create suspense

- \*use short sentences to be dramatic
- \*descriptions
- \*suspense words (suddenly, without warning)
- \*ask questions to draw the reader in
- \*exclamations or short sentences
- \*describe something – rather than name it
- \*use ominous sounds, darkness or cold to build tension

#### 4. Reaction / events

- \*build on techniques already introduced
- \*vary sentence structure
- \*alliteration to emphasise sounds or actions
- \*metaphors and similes
- \*introduce complications (e.g unfortunately ....., we hadn't noticed that .....

#### 5. Resolution / ending

- \*Help arrives – perhaps in an unusual form
- \*Characters do something unexpected
- \*Only resolve part of the problem, so the character learns something for the future
- \*Revisit where the story began
- \*Avoid cliches (... they lived happily ever after) and dreams!

(6. Sometimes the ending also includes a short comment - or maybe the hint of a future adventure.)

### Features

- \*descriptive words (adverbs and adjectives)
- \*metaphors and similes
- \*point of view

### Examples

- \*fairy tales
- \*myths and legends
- \*historical
- \*romance
- \*adventure games
- \*etc