

AP Literature Study Guide

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Unit 3: Longer Fiction and Drama I

Character Analysis:

- **Conflict:**
 - **Self:** internal conflict, motivations, values
 - **Others:** foils, rivals, allies
 - **Environment:** setting, nature, social hierarchy, politics
 - **Destiny:** purpose
 - Conflict always results in **CHANGE**
 - Can either result in submission or rebellion from characters
- **Tone:**
 - A narrator's **tone** or **attitude** can be determined by analyzing:
 - The **diction** used
 - **Connotations**
 - Whether or not the narrator is **omniscient**
 - Look for **irony**
 - Look deeply for the **contrast** in how a character perceives themselves and the narrator's perception and attitude toward the character

Types Of Characters:

- **Round:** major characters in the story, who are often found in contradictory situations, which forces them to undergo transformation
- **Static:** character that does not undergo any significant change
- **Dynamic:** character that undergoes a major transition
- **Flat:** character that does not change too much from beginning to end
- **Villain:** antagonist; the “bad guy”

Plot and Structure:

- **Plot:** sequence of events which involves the characters in conflict
- **Narrative order:** sequence of events
 - **Chronological:** events are told in order as to how they occurred
 - **Flashback:** occurs when the author narrates an event that took place in the past, before the current time of the event.
 - **Time Lapse/Flash Forward:** occurs when the author skips forward time periods
- **Conflict:** struggle between the protagonist and opposing forces
- **Plot Structure:**
 - **Exposition:** explanation of the situation and condition of characters; the beginning of the story
 - **Rising action:** the conflict is introduced for the protagonist to solve. **Tension** is usually building up, leading to complications.
 - **Climax:** turning point of the action
 - No new further action
 - Protagonist makes a decision and attempts to solve the problem
 - **Denouement/falling action:** ending; part after the climax giving an explanation and resolving the story.
 - **Closed:** reader feels that they know what will happen; ending is definite
 - **Open:** reader must infer on the ending
 - **Cliffhanger:** abrupt ending during the exciting part
- **Elements of Plot:**
 - **Suspense:** state of tension and uncertainty
 - **Foreshadowing:** planting hints on what will happen next or in the future
 - **Coincidence:** when events or situations happen by chance'
 - **Inevitability:** the result or outcome of the situation is necessary and would have occurred anyways; inescapable
 - **Sensationalism:** unrelieved suspense; violent
 - **Sentimentality:** overuse of sentimental value

Symbolism:

- **Symbol:** a setting, object, character, or event in a story that expresses not only a literal meaning, but also a figurative meaning that is deep and significant; represents a

certain idea.

- **Examples:**

- A **dove** is literally a white bird. However, as a symbol, it may represent peace, innocence, hope, purity, and simplicity.
- Literally **red** is simply a color. However, figuratively it may represent blood, passion, seduction, jealousy, danger, and death

- **Problem With Symbols:**

- People expect them to mean something (pin down a single meaning, which does not always work)
- Many readers expect symbols to be objects and images rather than events or actions

- **Allegories:** convey a certain message

- This means that it represents a form of universal theme, where this message is able to relate and cover numerous ideas and topics because it is so broad and common.
 - For instance, a family does not get along well in a society where they crave the attention of the wealthy. They often fight amongst each other, and judge one another based on their appearances and reputation amongst the wealthy.
 - An allegory to this statement is that jealousy brews from desire and desperation, for people crave to be a delusion they created. Societal hierarchy and class is also a major allegory.