Elements of a Story



<u>Looking experience</u>: Questions to ask while observing the artwork of your choice.

- What do you think is happening in this artwork? Where do you think it takes place?
- What characters/people/animals do you see?
- What do you think happened right before this scene? What might happen after?
- If you were in this artwork what would it feel like? What would you do?

<u>Discussion</u>: Identify and define elements of a story.

- **Setting**: The "when" and "where" of the story. The physical location and time when the story takes place.
- **Characters**: The "who" of the story. They are most often people or animals. The characters of a story perform the actions and speak dialogue as they move the plot forward.
- **Plot/action**: The "what" of the story. The plot includes the events that happen in a story. Plot usually begins with a problem and ends with the story's resolution.
- **Conflict/problem**: The "why" of the story. The conflict is a challenge or a problem that drives the action of the story.
- **Resolution**: The solution to the conflict and the way the action of the story is resolved. Usually happens at the end of the story.

<u>Activity</u>: Create a story using your knowledge of the elements of a story and artwork as inspiration.

| Once upon a time in | (setting-place) during | (setting-time) | |
|----------------------------|--|---|--|
| there was | _ (main character) who met | (another | |
| character) and they | <u>(plot-what did they do)</u> . But then they met | | |
| (villain) who | o(conflict/problem-wha | (conflict/problem-what did the villain do), | |
| so they used | (prop-thing) to | (resolution- | |
| how they solved the proble | m). And then they | | |

More museum activities can be found online: ideaMuseum.org

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