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Choosing your narrative point of view (POV)

Point of View	Definition	Effect
First person	written as if the narrator is a character, observing or taking part in the story. Tells the story using the pronoun 'I', 'we'.	It gives the reader access to the main character's thoughts, feelings, observations and motivations. It gives the reader a close connection with the main character.
Second Person	written as if the narrator is talking directly to the reader. It tells the story using the pronouns 'you'	It creates a more intimate relationship between the narrator and the reader. It involves the reader
Third Person	written as if the narrator is talking about the characters and events, but not necessarily a character in them.	It gives the reader access to delve in to all characters thoughts and feelings. It is more detached and so allows the reader to make judgements about the characters, rather than being involved with just one character. It also gives a smoother transition (movement) between past, present and future tense.
Limited narrator	a narrator aligned to a specific character, knowing nothing outside of that character's thoughts and interactions with the world and story	Allows the narrator to make a detached judgement about the main character and so manipulate the reader's opinion of the character.
Omniscient narrator	a narrator who is god-like, able to move from place to place and character to character, realigning the reader to any perspective they wish to share.	Allows the narrator to make detached judgements about multiple characters and so the reader can make more detached judgements about most of the characters.

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How Narratives are typically structured

Think of the books you've read, plays or films you've watched. Can you identify how this structure was used? Many writers use it!

CLIMAX

Main character comes face to face with a key problem and has a choice to make (the most tense and exciting part)

CONFLICT / Rising Action

A series of events unfold to keep the reader interested

Inciting incident

A problem is introduced and something happens to trigger the rising action



Falling Action

The problem unravels and the hero either wins or loses.

Resolution

The problem is solved

EXPOSITION

The information at the beginning that sets the scene (Introduces setting and main characters)

Denouement

The story ends exposing the fallout from the way the characters deal with the climax

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Commonly used storylines

The same old story? In 2004, Charles Booker wrote a book in which he claimed that there were only seven basic story plots and that all literature, films, video games and plays use. Knowing these plots will help you think about archetypal stories (typical ones).

1. Overcoming the Monster: the protagonist (hero) sets out to defeat an antagonist (enemy) which threatens the hero or their homeland.
2. Rags to Riches: the poor protagonist acquires power, wealth, loses it all and gains it back, growing as a person as a result.
3. The Quest: the protagonist and companions set out to acquire an important object or to get to a location. They face temptations and other obstacles along the way.
4. Voyage and Return: the protagonist goes to a strange land and, after overcoming the threats it poses or learning important lessons unique to that location, they return with experience.
5. Comedy: light and humorous character with a happy or cheerful ending; a comedy is a dramatic work in which the central motif (recurring idea) is the triumph over adverse circumstance, resulting in a successful or happy conclusion.
6. Tragedy: the protagonist is a hero with a major character flaw or great mistake which leads to their downfall (ruin / death). Their unfortunate end leads to pity.
7. Rebirth: an event forces the main character to change their ways and often become a better individual.

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Creating engaging characters

Protagonist	Antagonist
The protagonist is the main character in the story. At the end they are usually the hero.	The antagonist is the bad character in the story. They are usually involved in conflict with the protagonist

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Using a narrative hook to open

Puzzling hook	Comical hook	Visual hook	Direct speech hook	Atmospheric hook	Direct address hook
This opening generates questions about the story or situation, causing the reader to feel intrigued.	An opening that appeals to the reader's sense of humour.	An opening that focuses on the sense of sight in creating a strong visual description, for example of a setting or character.	This start focuses on a conversation to plunge the reader straight into the story.	The start of the story sets the tone or mood - e.g. makes a dark mood clear.	In this opening a writer speaks to the audience directly using 'you' or 'your'.

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Effective linguistic methods

Simile	A simile compares two things using the words 'like' or 'as'. The snake moved like a ripple on a pond
Metaphor	A metaphor is a word or phrase used to describe something as if it were something else. A wave of terror washed over him.
Personification	Personification is giving an inanimate object human feelings or actions. The thirsty flowers seemed to reach out and beg for water.
Symbolism	We grow up learning lots of symbols and these can be used in stories to convey meaning and feeling from single image. E.g a red rose can symbolise romantic love.

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Effective linguistic methods

Foreshadowing	Is a hint at something that will come later and have greater importance.
Flashback	Flashback is a device that moves an audience from the present moment in a chronological narrative to a scene in the past
Cyclical structure	This is where your writing comes 'full circle' and ends with a link back to the beginning.

