## Traditional Story Elements

**Aristotle**

<table>
<thead>
<tr>
<th>Beginning</th>
<th>Context/Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Middle</td>
<td>Theme</td>
</tr>
<tr>
<td>End</td>
<td>Plot</td>
</tr>
<tr>
<td>Compelling characters</td>
<td>Rising tension</td>
</tr>
<tr>
<td>Protagonist-hero</td>
<td>Conflict</td>
</tr>
<tr>
<td>Antagonist</td>
<td>Resolution</td>
</tr>
</tbody>
</table>

Not necessarily all elements
Traditional Elements

Things are clear
generally linear
beginning, middle, end
We recognize the hero
We can follow the events
We understand the theme
We feel the resolution
Exposition/Beginning

Begin Powerfully/interestingly

Setup--often in beginning

Info needed to follow the story

who, what, where, when, why

just enough...........

usually in beginning

Can be sprinkled throughout--usually is
Exposition from “Three Kings”
Exposition/Context

dialogue

narration

visually

Sound/music

text
Three Kings “exposition”
We learn........

“feel” of the desert war
characters
their situations
the hierarchy
hints at the storyline
“media war”