**Analyze Craft and Structure** Resource 1.6

**Plot:** A story’s plot is the sequence of related events in the story. Typically, a plot contains these elements:

**Exposition** is basic information about the characters and situation, usually provided at the beginning of a story. For example, at the beginning of “Uncle Marcos,” we learn about the characters of Uncle Marcos and Clara.

**Conflict** is a struggle between two opposing forces.

**Rising action** refers to events that increase the tension of the story’s main conflict.

**Climax** is the point of greatest tension in the story, usually when the outcome of the conflict is resolved.

**Falling action** refers to events that follow the climax.

**Resolution** is the story’s final outcome, in which remaining conflicts may be either resolved or

left open.

The **dialogue** and events in a story help develop the plot in several ways, such as by propelling the action of the plot forward. For example, the event of Uncle Marcos building his flying machine leads to the celebration as he takes off. A story’s dialogue and events may also reveal one or more characters’ traits and motivation. Finally, they may provoke a decision that leads to the next part of the plot.

In your groups, create an elements of plot diagram and identify the plot using text evidence to support your claim.

**Individual**

1. (a) Reread paragraph 2 of the story. What conflict does the author introduce in the first half of that paragraph? (b) **Interpret** What do the events in the first half of paragraph 2 tell the reader about the character of Uncle Marcos?

2. (a) What do you think is the climax of the story? (b) **Cite Evidence**: what events or ideas in the story support your claim that this is the climax?

3. (a) What event leads to the resolution of the story? (b) **Evaluate** Do you think this is a satisfying resolution? Why, or why not? Note anything you would add or change to make the resolution more satisfying