

Fantasy Study Guide

Text Element	Characteristics of Fantasy
CHARACTERS <i>the people or animals in the story that the action centers around</i>	<ul style="list-style-type: none"> ✓ some characters are <u>realistic</u> (<i>they are made up but believable</i>) ✓ some characters are <u>fantastic</u> or <u>unrealistic</u> (<i>there is something unbelievable about them, like animals that can talk, unrealistic beasts, or people with magical powers</i>)
PLOT <i>the events, what happens in the story; the structure of the action</i>	<ul style="list-style-type: none"> ✓ the plot is <u>fictional</u> (<i>it is made up; it didn't really happen</i>) ✓ parts of the plot are <u>realistic</u> (<i>some events are made up but believable; they could happen</i>) ✓ parts of the plot are <u>fantastic</u> or <u>unrealistic</u> (<i>some events could not really happen in real life</i>)
SETTING <i>the time and place in which the story occurs</i>	<ul style="list-style-type: none"> ✓ could be in the <u>past</u>, <u>present</u> or <u>future</u> ✓ may have <u>realistic</u> elements (<i>could be set in a real place and time or a fictional place that is realistic</i>) ✓ some characters are <u>fantastic</u> or <u>unrealistic</u> (<i>there is something unbelievable about them, like animals that can talk, unrealistic beasts or beings, or people with magical powers</i>)
THEME <i>a message the author conveys about life</i>	<ul style="list-style-type: none"> ✓ there is often a struggle between <u>good</u> and <u>evil</u> ✓ there is generally a lesson you could learn from the story (<i>like a moral but more complicated</i>) ✓ you have to <u>draw conclusions</u> from the characters' traits and the events to figure out the lesson (<i>the lesson is not stated explicitly</i>)
OTHER <i>other things it is important to know about this genre</i>	<ul style="list-style-type: none"> ✓ there are often magical elements ✓ there is a blending of <u>realistic</u> and <u>fantastic elements</u> ✓ Fantasies are generally medium to long, not short

Development of a Fantasy:

- Fantasies generally have main character(s) that encounter a **problem** of some type.
- The main problem is developed throughout the book; there may be minor problems along the way that are related to the main problem.
- This problem often involves a **clash between good and evil**. (Good characters against bad characters.)
- The problem is eventually resolved; there is a **solution** to the problem.
- The **good** side generally **wins**.
- There is normally a **"happy" ending**.

