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| **FICTION** | **PLAYS** | **NON-FICTION** | **POETRY** | **FILM** | **VISUALS** |
| ***ELEMENTS of FICTION***   1. PLOT 2. CHARACTER 3. SETTING 4. STYLE 5. NARRATION 6. THEME 7. Motifs 8. Theme Statements | ***ELEMENTS OF A PLAY***   1. Plot 2. Character 3. Theme 4. Language 5. Rhythm 6. Spectacle | ***ELEMENT OF THOUGHT***   1. Purpose, goals, objectives? 2. Main Question being answered? 3. Information (data, facts, examples, observations, experiences)? 4. Interpretation and Inferences made? 5. Concepts (theories, definitions, principles)? 6. Assumptions (anything taken for granted)? 7. Implications and Consequences? 8. Point of View and perspective? 9. Rhetorical Devices | **TPCASTT:**   1. Title? 2. Paraphrase? 3. Connotations? 4. Attitude? 5. Shift? 6. Tone? 7. Theme?   **SOAPSIS:**   1. Speaker? 2. Occasion? 3. Audience? 4. Purpose? 5. Style (Poetic Stylistic Devices) 6. Imagery? 7. Sound Devices? | ***ELEMENTS OF FILM***   1. LIGHTING 2. COLOUR 3. FRAMING 4. MOTION & SPEED 5. TRANSITION 6. CAMERA ANGLE 7. SOUND 8. SPECIAL EFFECTS 9. MOTIFS | ***ELEMENTS OF VISUALS***   1. Colour and Light  * Quality of light, shade, symbolism, mood  1. Focal Point (subject) – the central point of attention or interest 2. Framing  * Vantage point, perspective, use of space, background |
| ***REMEMBER – the TOOLS and TECHNIQUES in one genre can and usually do cross over to other genres!!!!*** | | | | | |