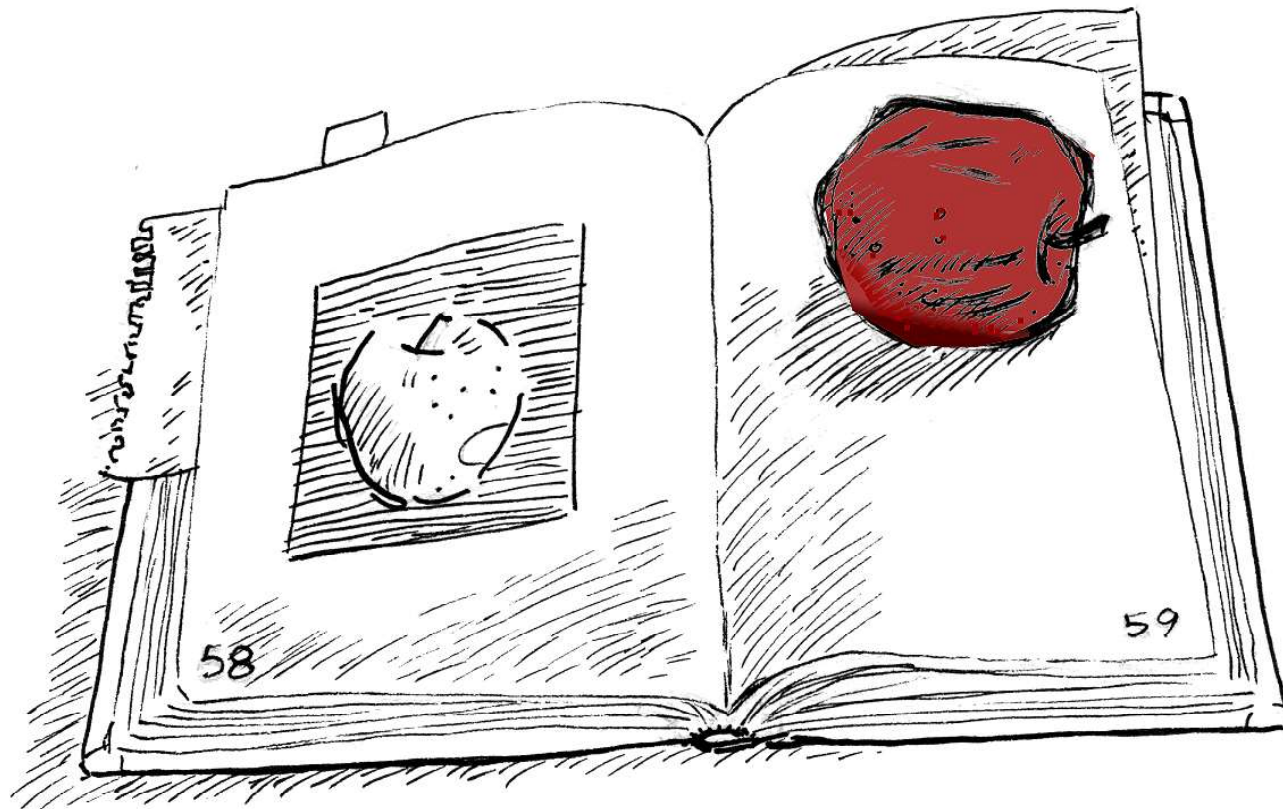


Conflict • Journey • Mode



Types of Conflict

All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human versus nature
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- human versus supernatural *or* gods/God/ Fate
- human versus self
- human versus technology or progress / society
- *Be able to identify these as they appear in your readings.*

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(computers / industrialism / corporations)
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examples:

Homer	<i>Odyssey</i>
Grimm Brothers	“Little Red-Cap”
Mark Twain	<i>Adventures of Huckleberry Finn</i>
L. Frank Baum	<i>The Wonderful Wizard of Oz</i>
J. D. Salinger	<i>The Catcher in the Rye</i>
George Lucas	<i>Star Wars</i>
Richard Wright	“The Man Who Was Almost a Man”

Journey = Quest

Modes of Transportation

ship, boat, raft

train, locomotive, subway, roller-coaster

car, racecar, recreational vehicle

spaceship, rocket

motorcycle, motorbike, bicycle, tricycle

horse, donkey, goat

on foot

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- *Any* mode of transportation becomes an obvious symbol.
- It is up to the critic to decide the *relevancy* of the vehicle in the plot—

Type of Journey

physical psychological

spiritual moral

cultural *et cetera*

Journey = Quest

mode } quest { life

- In addition, if characters are shown at a standstill, resting, relaxing, sleeping—these actions show: a state of limbo
or confusion
or lack of motivation
or lack of conflict in their life.

For Each Reading Assignment

To help build patterns with the various readings, identify the following elements in stories as the class progresses with different examples of literature.

1. protagonist
 2. antagonist
 3. conflict type
 4. protagonist's motivation / goals (journey)
 5. mode of transportation
 6. journey type
- Likewise, be able to back-up your observations with evidence from the story itself.
Note specific passages and phrases which defend your views.