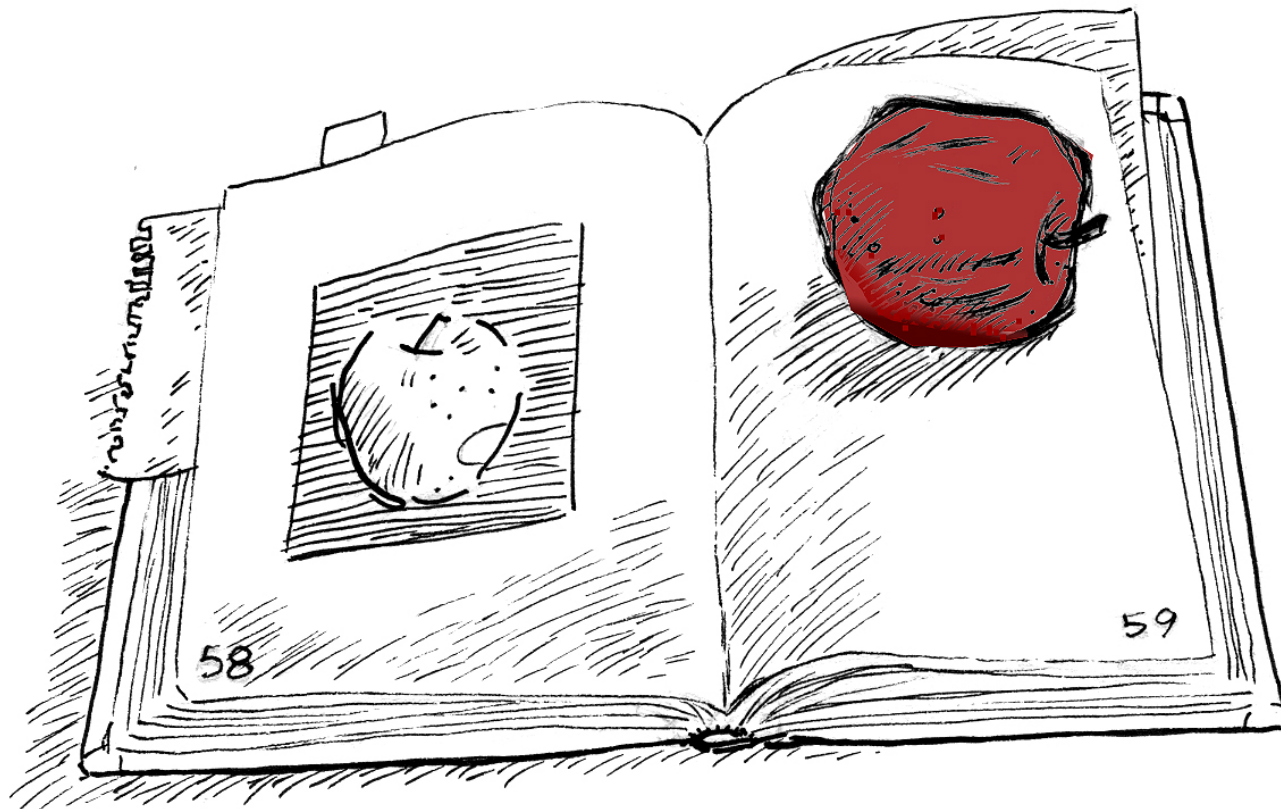


# Conflict

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# *Types of Conflict*

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In both nonfiction and fiction, characters are shown dealing with **conflicts** and secondary-conflicts in one fashion or another:

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

# *Types of Conflict*

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In both nonfiction and fiction, characters are shown dealing with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature  
(wilderness / disease / animals)
- human vs human  
(political / economic / religious / racial differences)
- human vs supernatural *or* gods/God/ Fate  
(Jonah / Oedipus vs Fate)
- human vs self  
(mental illness / morality conflicts / physical endurance)
- human vs technology or progress  
(computers / industrialism / corporations)
- *Be able to identify these as they appear in your readings.*

# Conflict

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In both nonfiction and fiction, characters are shown dealing with **conflicts** and secondary-conflicts in one fashion or another:

- For nonfiction, conflict allows the author
  - > to provide his/her observations on issues he/she sees in society
  - > to provide background material for his/her argument and observations
  - > to resolve issues he/she sees within society **-or-**  
to simply acknowledge something should be done
  
- For fiction, conflict
  - > motivates the plot forward
  - > provides context for the purpose of the story
  - > shows how the protagonist operates within his/her world
  
  - > creates a journey situation

# *Journey = Quest*

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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*

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## **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—
- and to decide the *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*

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**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. journey type
6. mode of transportation

- Likewise, be able to back-up your observations with evidence from the story itself.

Note specific passages and phrases which defend your views.

- *We will be returning to these elements in a few days.*