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| 1. Physical setting | 11. Dynamic character | 21. Rising action | 31. Symbol / symbolism |
| 2. Time setting | 12. Indirect characterization | 22. Climax | 32. Situational Irony |
| 3. Social setting | 13. Direct characterization: | 23. Falling action | 33. Verbal irony |
| 4. Atmosphere / mood | 14. Character vs. character | 24. Resolution/Denouement | 34. Dramatic irony |
| 5. Character | 15. Character vs. self | 25. First-person P.O.V. | 35. Denotation |
| 6. Protagonist | 16. Character vs. nature / society | 26 Second-person P.O.V. | 36. Connotation |
| 7. Antagonist | 17. External conflict | 27. Third-person limited P.O.V. | 37. Tone |
| 8. Flat character | 18. Internal conflict | 28. Third-person omniscient P.O.V. | 38. Subject |
| 9. Round character | 19. Narrative hook | 29. Inference | 39. Theme |
| 10. Static character | 20. Exposition | 30. Foreshadowing | 40. Imagery |