

Element & Definition

Examples From Stories

1) Lesson about life

primary purpose:
general truths
about life

chief aim:
entertain
common people

F & J: *It's bad to repay*
good w/ evil
Y & D:
S & F:

2) One dimensional characters

1 or 2 main traits

stereotypes or
stock characters

F & J: *Jinnee - evil + manipulative*
Fisherman - Stock good guy
Y & D: *Doctor - stock good guy*
Vizier - bad guy
S & F: *Falcon - always loyal*

3) Supernatural or magical elements

exaggerated
or unrealistic
details

F & J: *Jinnee*
Y & D:
S & F: *snake in tree*

4) Clear separation of good & evil

F & J: *those who help = good*
Y & D: *those who harm*
their helpers = bad
S & F:

5) Trickery

used by weak
characters to
outsmart
strong
characters

F & J: *tricks jinnee back into bottle*
Y & D: *tricks king into getting punished*
(Karma)
S & F:

General characteristic of folk tales: a) How were they told? _____
b) Therefore, what happened? _____