

## Nathaniel Hawthorne, "Young Goodman Brown"

● **Applicable fiction terms:** (look up in *Bedford Glossary* and in *Holt* as well, 749-51)

allusion	ambiguity	simile	* <b><u>allegory</u></b>	* <b><u>narrator intrusion</u></b>
antagonist	archetype	connotation	* <b><u>double meaning/double entendre</u></b>	
controlling image, etc. ("conceit")	point of view			
dialogue	diction	static character		
dilemma	explication (as "exegesis", "explication de texte")/exposition			
foreshadowing	stereotype	genre		
hyperbole	stock character			
imagery	initiation	subplot		
motif/leitmotif	meiosis			

● **Characters:**

● **Dialogue/diction:**

Who narrates this story? What do we get from this **point of view**?

What do you make of the parts where the narrator ***intrudes*** into the story s/he tells? (Where s/he stops telling the story for a second to instead *comment* on it, or address us directly as readers of the story?)

● **Setting:**

How does the *setting* mirror the action in the narrative?

In what ways can we read the settings *allegorically*? (look up "allegory" in *Bedford Glossary*)

● **Imagery/ Symbols/references/motifs/etc. – this story is loaded with these!:**

What elements work as *symbols* in the story? Which ones are repeated often enough to qualify as *motifs*?

What elements work as *metaphors* – of thinking about something by speaking about something different?

What names or objects in the narrative have a “**double meaning**” (*double entendre*)?

Do any elements in the narrative work as controlling images? (*controlling image/conceit*)

• **Irony:**

Whether what Young Goodman Brown experiences is a dream, what *ironies* occur in the story?

Whether this is a dream, what *wisdom* comes, of all places, from the Devil? What does it mean for the Devil to say the things he does in ¶ 63 (p.609)?

• **Themes** (what the story is *about*, not just what *happens* in it [plot]):