

# CNF REVIEWER

## UNIT 5: SCENES & FIRST PERSON POV

**Scene** is a complete mini story inside a bigger story. It refers to the action of characters to people, places, and events. They are the building blocks of the story.

“We remember the important episodes in our life in scenes.”

**Lee Gutkind**

“The chief distinction between traditional reportage and CNF is the use of scenes or dramatic writing.”

**Cristina Pantoja Hidalgo (2003)**

“A scene is a basic building block of a piece of fiction, one that portrays the characters in action, moving the story forward by their behaviors, words, thoughts. The essential elements present in almost every scene are action, conflict, images, dialogue—all unified by a singular dominant purpose”

**James V. Smith, Fiction Writer’s Brainstormer**

### 7 LAYERS OF FUNCTIONS

1. Time and Setting
2. Dramatic action
3. Conflict, tension, and suspense
4. Drives the reader to turn the page (turning point)
5. Specific goal
6. Goes after something fails and tries again
7. Thematic significance / author’s reason

- **Active Verbs & Sensory Details** - gives strong image and cinematic description.

### Point of View

- answers the question “who is narrating?”
- who owns the story and who can best tell the story

### First Person POV

- the narrator is a character themselves in the story.
- uses the pronouns I and my

### ELEMENTS OF A GOOD SCENE

1. Specific storytelling purpose
2. Provides valuable information
3. Offers a POV
4. Enhances character development
5. Contributes to worldbuilding
6. Shows without telling
7. Distinct beginning, middle, and end
8. Novel in a miniature

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## UNIT 6: DIALOGUE AND CHARACTERIZATION

### I. DIALOGUE

**Dialogue** refers to the spoken words in a narrative. In CNF, it must follow the nonfiction contract—it is based on truth and research.

- **Dialogue writing presents a particular challenge to a creative nonfiction writer.**

### Good Dialogue:

- Is constructed
- Does not mirror real-life speech exactly

- Distills the speaker's meaning and enhances the reader's understanding.

- makes use of the narrator/characters to describe the character to the reader.

- Indirect (implicit)

- encourages the reader to pay close attention to character's behavior, thoughts, appearance, and words to be able to know the character better.

## TYPES OF DIALOGUE

- Inner

- characters speak to themselves and reveal their personalities.
- stream of consciousness, dramatic monologue.

- Outer

- conversation between characters

## PURPOSE OF A DIALOGUE

Understanding what makes good dialogue requires knowing:

- Its purpose in the narrative
- What makes it work
- What makes it fall flat

Dialogue needs to:

- Reveal character
- Move the narrative forward
- Ideally do both at once

Dialogue must:

- Be part of the context in the narrative
- Show how a character responds to the conflict driving the story.
  - Whether that conflict is internal or external

## II. CHARACTERIZATION

Characterization is how a writer develops and presents characters.

## TYPES OF CHARACTERIZATION

- Direct (explicit)

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## UNIT 7: CNF GLOSSARY

### I. FIGURATIVE

> "words and phrases with a more imaginative meaning than usual"  
Language that goes beyond literal meaning.

### METAPHOR

> "figure of speech that is used to make a comparison, but in a way different from a simile"

Also defined as:

> "the implicit, implied, or hidden comparison between two unrelated things but share some common characteristics."

### SYMBOL

> "a thing that stands for or represents something else"

### SYMBOLISM

> "a literary device that uses symbols to imbue meaning in a story"

Also:

> "In literature, symbolism is the use of a concrete image to represent an abstract idea."

It uses representational imagery where:

> “the writer employs an image with a deeper, non-literal meaning, for the purpose of conveying complex ideas.”

## II. Writing Figuratively... Symbolic Writing

- You may include objects and images that bear meanings beyond the literal meaning.
- A symbol must be something **(tangible or visible)**
- The idea it symbolizes must be **(abstract or universal)**
- It allows writers to express complex ideas while giving the reader a visual, sensory experience.

### Types of Symbols

1. **Conventional symbols** – widely accepted and used by many writers

2. **Private symbols** – created by an individual writer for a particular work

### Ways Symbols Are Interpreted

- Personal
- Contextual
- Cultural

### Why Use Symbols and Metaphors?

- Help readers visualize complex concepts and central themes
- Allow writers to communicate big ideas efficiently and art full
- Invite readers to interpret a text independently
- Add emotional weight
- Conceal controversial themes
- Show change or growth

Why are symbols and metaphors significant in CNF writing?

> “Writing goes beyond just putting words together; it’s about creating a captivating experience that resonates with your readers.”

> “They add depth and meaning to your writing.”

> “Metaphors and symbolism are like the brushes and paints of literature.”

They:

- Add depth and complexity
- Invite readers to explore deeper meanings
- Create a more fulfilling reading experience

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## UNIT 8: CNF ELEMENT – FIGURES OF SPEECH

### Figures of Speech

> “create figures or pictures in the mind of the reader or listener.”

> “add color and interest and awaken the imagination.”

They help convey meaning faster and more vividly than plain words.

### Figurative Language

What is figurative language?

> “words or expressions, called ‘figures of speech,’ that have a different intended meaning from their literal interpretation.”

It is:

> “the opposite of literal language, in which words match their definition.”

Why Use Figurative Language?

- \* To play with a word’s literal meaning
- \* To make writing more creative and fun
- \* To allow a reader to visualize a scene

Example:

> "It's raining cats and dogs."

## TYPES OF FIGURES OF SPEECH

### 1. Simile

Comparison of two different things using **like or as**.

Example:

> "The stock market is **like** a roller coaster ride—up and down."

### 2. Personification

Applying human traits to animals, things, or ideas.

### 3. Onomatopoeia

> Words that spell out sounds; words that sound like what they mean.

Examples:

**growl, hiss, pop!, boom, crack, splash**

### 4. Metaphor

> "An implied comparison between two usually unrelated things."

Examples:

\* Lenny is a snake.

\* Ginny is a mouse when it comes to standing up for herself.

> Simile uses like/as, Metaphor does not

### 5. Alliteration

> "A repetition of initial consonant sounds."

Example:

> "If **P**eter **P**iper **p**icked a **p**eck of **p**ickled **p**eppers..."

### 6. Assonance

> "the repetition of vowel sounds within neighbouring words"

Examples:

\* "fleet feet sweep by sleeping streets"

\* "Beanz Means Heinz"

\* "He gave a nod to the officer with the pocket"

### 7. Allusion

> "A reference to another piece of literature or to history."

Example:

> "She hath Dian's wit" (from Romeo and Juliet)

#### Common types:

- Mythology
- The Bible
- Shakespeare's works

### 8. Hyperbole

> "An **exaggeration** for the sake of emphasis."

Examples:

\* I may sweat to death.

\* The blood bank needs a river of blood.

### 9. Metonymy

> Substitution of the name of one thing for another because of a close relationship.

Examples:

\* "**Grey hair** should be respected." (**old people**)

\* "The **pen is mightier than the sword.**" (**words vs. forces**)

### 10. Paradox

A statement that, despite sound reasoning, leads to a conclusion that seems:

> "senseless, logically unacceptable, or self-contradictory."

Examples:

\* "The thing worth living for is a good death."

\* "For some newspapers, bad news is good news indeed."

### 11. Euphemism

“The substitution of an agreeable or inoffensive expression for one that may offend or suggest something unpleasant.”

Examples:

- **Die - pass away**
- Kill - eliminate
- A prisoner - guest of the law
- Old - of a certain age

### 12. Oxymoron

“Apparently contradictory terms are combined to produce a good language effect.”

Examples:

- **living death**
- **cruel kindness**
- **bitter-sweet** memories
- orderly chaos
- proud humility

### 13. Irony

“It is a figure of speech that achieves emphasis by saying the **opposite of what is meant.**”

Examples:

- “You are a fine goalkeeper,”  
(allowing six goals)
- “This hard-working boy seldom reads more than an hour per week.”