

# Story Genres

## Expository Non-Fiction

Explains information and ideas  
Uses illustration with captions, labels, diagrams  
Creates sections with headings  
Ex: Comets, Anasazi Indians

## Fables

1-2 main characters  
Outsmarts others  
Lesson learned  
Ex: The Tortoise and The Hare

## Fantasy

Invented world and characters  
Anything can happen  
Ex: Charlie and the Chocolate Factory

## Informational Narrative/Fiction

Presents facts and information

## Realistic Fiction

Characters and events are like real people and events  
Main character has a problem  
Contains dialogue, details, descriptive language  
Ex: The Oxcart Man

## Poetry

Uses images, figurative language, sensory details  
Expresses emotion and ideas with minimal words (uses simile, etc.)  
Creates rhythm  
Ex: Where the Sidewalk Ends, Something Big Has Been Here

## Historical Fiction

Historical events (past events from 1 time period)  
Portrays as if characters are real  
Setting as important at main events  
Ex: The Cabin Faced West

## Fairy Tale

“Once upon a time”  
Main character uses magic to solve problems  
Events occur in 3’s  
Ex: Cinderella

## **Folk Tale**

Story passed down over time  
“Once, long ago..”  
Animals behave/talk as humans  
Presents a lesson  
Ex: Pelé, Raven, Coyote stories

## **Tall Tale**

Main character is clever, “bigger than life”; defeats a powerful foe  
Uses humor and imagination  
Main character creates lakes, canyons, etc.  
Ex; Paul Bunyan, Pecos Bill

## **Native American Tales/Legends**

Story passed down over time  
Clever animals show how the world changed (“and that is how..”)  
Ex. How Raven Stole the Moon

## **Science Fiction**

Set in space, inside the earth, etc.  
Uses science, invention and fantasy  
Characters achieve success through new or invented technology  
Ex: Spy Kid, Star Wars

## **Mystery**

Hidden problem, “red herrings”, false leads  
Main character must uncover the truth  
Ex: Nate the Great, Cam Jensen

## **Add-on-Story**

1 character has a problem  
1 by 1 characters arrive to help solve the problem  
Together they solve the problem or create a surprise ending  
Ex: Stone Soup, If You Give a Mouse a Cookie