**Instructions**: Fill out the chart below (will expand as you type) with as many comparisons/contrasts between *The Sea Devil* *and A Mountain Journey* that you can think of. Take the element of fiction given and provide a statement about it as it relates to the story, as well as, a quote from the story (include the page number). Then label the element/point as either a point of comparison (similarity) or contrast (difference).

The points for comparison and the element of fiction are here:

* **Motivation** – how is Dave’s motivation different from the SD’s protagonist?
* Both make poor decisions (hubris) – the **complicating incident** in each story: write down the quotes and the page #’s
* **Climax** – when each characters’ fate (because of the conflict) is revealed: quotes?
* **Setting** is like a character - the antagonist - in each story: find a quote to support this. Many of these quotes are the examples of **figurative language** that we discussed as a class.
* **Characterization**: Discuss how the fisherman is **dynamic** – he changes over the course of his conflict, but Dave does not change – he is in denial right up until the end. He does not listen to his inner voice of warning. What quote reveals SD protagonist’s dynamic status? What quote reveals Dave Conroy’s **static** status as a character? **Irony** in each story? Dramatic in MJ and situational in SD
* Both envision a haven/sanctuary - **symbolism** (quotes?) What other symbols are there in each story?
* **Theme**: Each character’s hubris – arrogance: find quotes that support the hubris of each character
* **Theme statement**: Excessive pride and arrogance can often lead to conflict with nature, which may in turn result in our downfall.
* Luck – one bad – one good (links to **theme** – neither of them ever had any control over their situation after the initial error. Do we have control? Or is our hubris going to result in a conflict with our environment? Do we over-estimate ourselves and underestimate nature?

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| **Mountain Journey** | **Sea Devil** |
| **Motivation** | **Motivation** |
| **Complicating incident** | **Complicating incident** |
| **Climax** | **Climax** |
| **Setting/ figurative language** | **Setting/ figurative language** |
| **Characterization** | **Characterization** |
| **Irony - dramatic** | **Irony – situational**  |
| **Symbolism (setting)**  | **Symbolism (act)** |
| **Theme (Hubris - luck?)** | **Theme**: **(Hubris - luck?)** |