

What is a random or iterative story?

Some elements of definitions:

This is a tale with a repetitive and enumerative structure (to be distinguished from a repetitive formula), short, with a series of situations, elements or characters that are repeated until the denouement. These texts intended for the youngest reassure by their regular ordering and help to structure the child in his relation to the world. They are built in a ternary way: introduction-development (cumulative, swappable, suppressible or nested meetings) - conclusion. Mi-song, half-game, half-tale, this is an oral tradition. It continues the pleasure of listening through its dynamic structure and the charm of its naive narrative fantasies.

The different story structures:

Enumeration:

The simplest form, very linear. This is the principle of the list: Add to each episode in this type of story a different element (character, clothing, body part ...): then b then c ... For example the days of the week, "walk in the woods", "still nothing?"

Elimination:

A group that loses its members one by one.

Replacement:

who gives room to b who leaves room for c etc: "splash", "the ogre, the wolf, the little girl and the cake", "it's not my fault" (chained causality), "the fly that fart" (cause and effect relationship)

Accumulation:

In this tale, it is the principle of the list that also prevails with the addition of a new element but with a summary of the whole. Ex: "the muffle", "the big turnip", a, then a + b, then a + b + c ...

Accumulation by the image: the image accumulates all the elements without the text taking them systematically.

nesting:

This is the system of Russian dolls. Each element of the tale contains another (a food chain). Ex: "the fly that flew without looking"

Each structure can adopt a particular form:

roundtrip (accumulation, rupture and return, absolute symmetry),

to go without return, (accumulation and rupture)

returns without going (finding / accumulation towards the initial cause)

a circular organization (accumulation that brings back to the first element or passage from a character object to a character or a character from place to place ...)

One can also distinguish in each story, different ends of different ends: with end, without end ...

We can classify the structures of this kind of story in 3 types:

1. The butt:

Composed of a series of incoherent actions, each action serving as a pretext for the next until the beginning of the return. Each episode of the story refers the character from one interlocutor to another.

Ex: "The three goats"

2. The comparison:

This tale insists on strength. At the end, return to the initial situation. It is a series of constraints that are always denied until the episode announcing, by an acceptance, a precipitous positive return.

Ex: "The cutest of little mice" (Mr. Rongetout wants to marry his daughter, the most powerful character in the world: the sun. "I'm not the most powerful, says the sun." What a disappointment for Mr. Rongoutout! so who is the most powerful character in the world?), "The Good Friends"

3. The circumstantial sequences:

The link in this tale is through recourse to the opposition, the cause and the consequence. The hero solicits the help of characters who only agree to help him on a given condition, each condition will each time involve a new character until the return. Ex : « La grosse faim de P'tit bonhomme » « la maison à dormir debout »

Ex. "It's not my fault" -Replacement-, "The flea and the louse" -accumulation by imitation- (This morning, in the house next door, the louse and the flea had breakfast. the wind rushes through the window and lifts the louse that sits down on the lit stove. "Then the flea begins to cry, then the window hearing the crying flea decides to start slamming, so the door hearing the flea crying and the window slamming decides to creak, so ...).

So there are tales by enumeration, using the end to end, going without return and with end ...