Cluster diagram of Aristotle’s six elements of a play (version one):

- **Spectacle**
  - = the visual effects

- **Music**
  - = tempo
  - = patterns

- **Language**
  - = enunciation
  - = dialog

- **Thought, Theme, and Ideas**
  - = what the play means

- **Action and Plot**
  - = what are the events of the play:
    - initial entanglement
    - rising action
    - falling action
    - climax
    - resolution

- **Characters**
  - = people in the play
Cluster diagram of Aristotle’s six elements of a play (version two):

- **Spectacle** = the visual effects
- **Music**
  - rhythm
  - patterns
- **Language**
  - enunciation
  - dialog
- **Action and Plot** = what are the events of the play:
  - initial entanglement
  - rising action
  - falling action
  - climax
- **Characters** = people in the play
- **Thought, Theme, and Ideas** = what the play means
  - thought
  - theme
  - ideas
  - rhythm
  - patterns
  - tempo
  - word choices
  - enunciation
  - dialog
Cluster diagram of Aristotle’s six elements of a play (version three):

Aristotle’s Six Elements of a Play

- **Spectacle**
  - = the visual effects

- **Music**
  - tempo
  - patterns

- **Language**
  - enunciation
  - dialog

- **Thought, Theme, and Ideas**
  - = what the play means

- **Action and Plot**
  - = what are the events of the play:
    - initial entanglement
    - rising action
    - falling action
    - climax

- **Characters**
  - = people in the play

- **Rhythm**
  - pattern
e

- **Enunciation**
  - word choices

- **Tempo**
  - enunciation