The Fable As Literature

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Fable is a type of literature that uses animals or other non-human characters to convey moral lessons or ideas. It is a brief, allegorical narrative, usually in verse or prose, that features animals, mythical creatures, plants, inanimate objects, or forces of nature. The word "fable" is derived from the Latin word "fibula" which means a story that is meant to teach a lesson.

Fables are found in many forms of literature, including Aesop's Fables, which are a collection of short stories featuring anthropomorphic characters. These stories are often used to teach moral lessons and are considered to be one of the oldest forms of literature.

The fable as a genre features animals with human traits who carry on a brief action illustrating truths about human beings. The use of animals as protagonists is a defining characteristic of fables.

Aesop's Fables are a well-known example of the fable genre. Aesop was a Greek storyteller who composed 102 fables in verse around 500 BCE. After the 1600s, fables increasingly became common as a form of children's literature.

The fable as a stylistic test in classical Greek literature is a study of a curious and neglected facet of literature, in which the author traces the development and the uses of fable in European literature, from the Matrix of Storytelling. Ziółkowski's goal is to frame the basic questions that lead to an Literary Encyclopedia Fable is a succinct fictional story, in prose or verse, that features animals, mythical creatures, plants, inanimate objects, or forces of nature.

Fable is a literary genre that is often underestimated because of its links with popular non-literary forms. The fable is shown to have played a major role in the formation of modern English culture.

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