

LITERARY

A. Antagonist: The opponent or enemy of the main character

Ex.

Voldemort in "Harry Potter"

Protagonist: The main or central character of literature. Usually ~~is~~ the main character is involved in conflict or struggle with the antagonist

Ex: Harry Potter

B. Dynamic Character: One who undergoes a significant internal change over the course of a story. May be a change in understanding, values, insight, etc.

Ex: Scrooge, Harry Potter

Static Character: One who does not go through a significant change over the course of a story

Ex.

C. Indirect Characterization: The author shows the reader what the character is like through their looks, actions, what they say, think and ~~do~~ how they affect other characters

Direct Characterization: The author tells the reader what the character is like

Ex.

"Ben was a quiet, serious boy."

D. Foreshadowing: Clues or hints about something that is going to happen later in the story. Used to build suspense.

Ex. Charlotte's Web: Charlotte explains to Wilbur that all living things die. This sets the stage for the main plot struggle - Saving Wilbur from slaughter

E. Setting: The environment in which a story takes place, including the time period, the location, and the physical characteristics of the surroundings

Ex: Church basement, Sunset Towers (Chicago)

F. Conflict: A struggle between opposing forces.

Internal: Struggle within the character

Ex.

Depression, Shyness

External: Between the character and another person, society, nature or technology

Ex.

Rikki Tiki + Nag

G. Dramatic Irony: When the reader or audience member knows something the characters do not

Ex. In the Lion King, Simba feels guilty for his father's death, unaware that Scar actually killed Mufasa.

H. Situational Irony: When something happens that is the reverse of what you expected.

Ex.
a policeman getting arrested

I. Verbal Irony: When the name or description of something implies the opposite of the truth

Ex.
calling a very large dog "Tiny"

J. Suspense: The excitement or tension that readers feel as they become involved in a story

Ex.

K. Theme: A story's main message or moral

Ex.

Good always wins out over evil, Don't judge a book by its cover, Love conquers all

L. Point of View: The perspective from which the story is told, who is telling the story

First-person:

when the narrator is a character in the story who describes things from his or her own perspective, uses "I"

Third-person Limited:

when the narrator is not a character in the story but describes the experiences and thoughts of only one character in story

Third-person Omniscient:

narrator is not one of the characters and is able to describe the experiences and thoughts of every character in the story

M. Plot: The sequence of events in a story

Exposition:

What happens at the beginning/
the main problem the main char. faces

Rising Action:

What happens to intensify
the problem

Climax:

When the problem
reaches its most intense point
and begins to be resolved

Resolution:

How things end

Falling action: loose ends of the
Story are tied up

A. Alliteration: The repetition of consonant sounds at the beginnings of words.

Ex. "the angels, not half so happy in heaven,

B. Allusion: an indirect reference to another literary work or to a famous person, place or event

Ex.

C. Hyperbole: a figure of speech in which the truth is exaggerated for emphasis or humorous effect

Ex. "I was so hungry I could have eaten a cow"

D. Metaphor: figure of speech comparing two things that are basically unlike but have something in common. Does not use "like" or "as"

Ex. "All the world's a stage, and all the men and women are merely players" - Shakespeare

E. Onomatopoeia: -The use of words such as pow, buzz, and crunch whose sound suggest their meanings

Ex. The snake hissed

F. Personification: figure of speech in which human qualities are given to an object, animal or idea.

Ex. "the grey-eyed morn smiles on the frowning night"

G. Simile: figure of speech that compares two things using the word "like" or "as"

Ex. "Skin as white as snow"

H. Symbol: a person, place, an activity, or an object that stands for something beyond itself

Ex. The American flag symbolizes freedom

GENRES

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A. Historical Fiction: Contemporary fictions set in the past. may contain references to actual people and events of the past

Ex. "The Devil's Arithmetic"

B. Realistic Fiction: type of fiction that creates a truthful imitation of ordinary life.

Ex.

C. Science Fiction: Writing in which the writer explores unexpected possibilities of the past or future, using known scientific data and theories as well as their creative imagination.

Ex.

D. Adventure Novel:

Ex.

E. Short Story: - shorter than a novel and can usually be read in one sitting.

Ex.

F. Informational: work that gives facts about a specific subject

Ex.

G. Non-fiction: Writing that deals with real people, events, and places

Ex.

autobiograph, biograph and essay
newspapers, articles, diaries

H. Fiction: Works that have imaginary elements, such as a novel and the short story. Comes from the imagination of the writer.

Ex.

ORGANIZATIONAL STRUCTURES

A. Sequence - uses time, numerical, or spatial order as the organizing structure

B. Compare and Contrast explains how two or more objects, events, or positions in an argument are similar or different

C. Problem and Solution - requires writers to state a problem and come up with a solution.

D. Cause and Effect - used to show causal relationships between events.

E. Chronological written in order of time/events