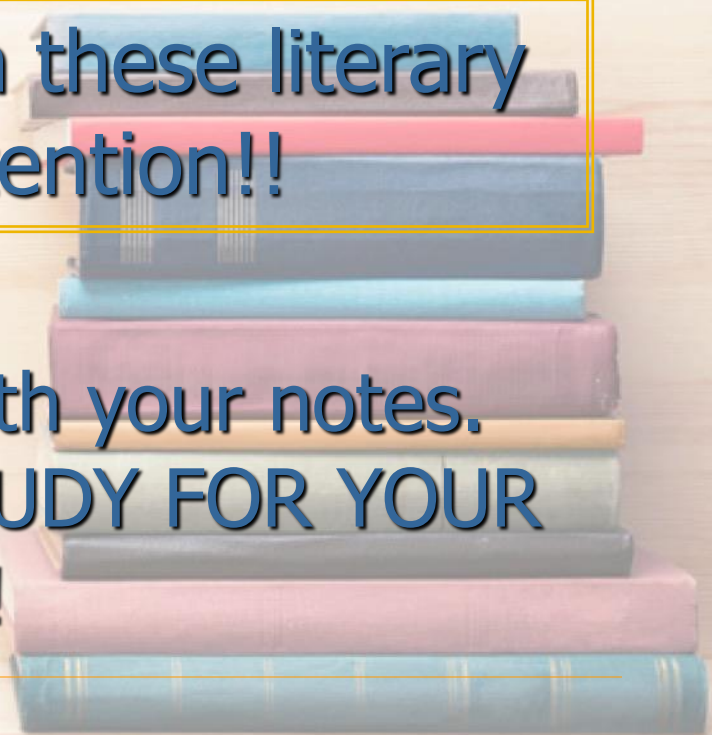


Literary Terms

We will be using these literary terms throughout the semester.

You **WILL** be tested on these literary terms, so pay attention!!

You need to keep up with your notes.
You will need them to **STUDY FOR YOUR QUIZZES!!**



1. Protagonist

- The protagonist is the main character in a literary work. **NOT ALWAYS THE HERO!!**

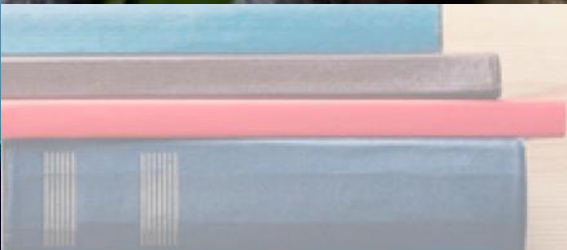
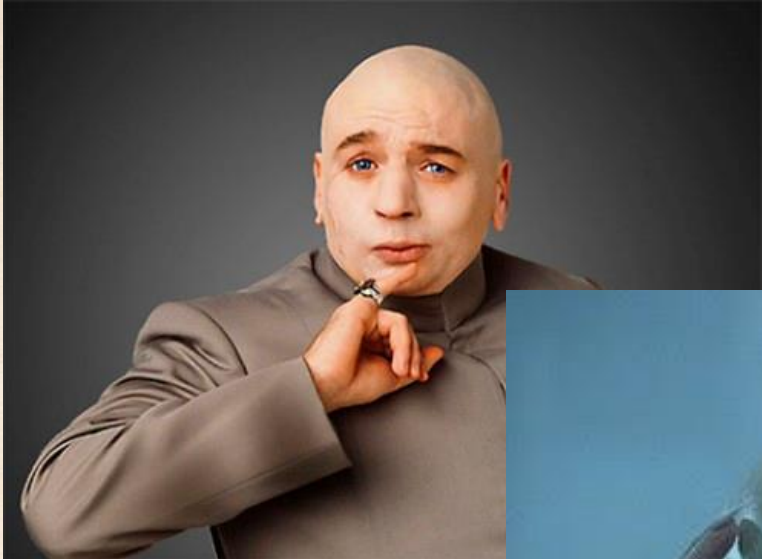
Can you name some famous protagonists (*good and bad*) that are found in literature?



2. Antagonist

- The antagonist is a character or force who **opposes** the protagonist.
NOT ALWAYS THE BAD GUY!!

Can you name some famous antagonists (*good and bad*) that are found in literature?



3. Foil

- A **foil** is a character who provides a contrast to the protagonist.

Sometimes referred to as the sidekick.
~ think Patrick from Spongebob.



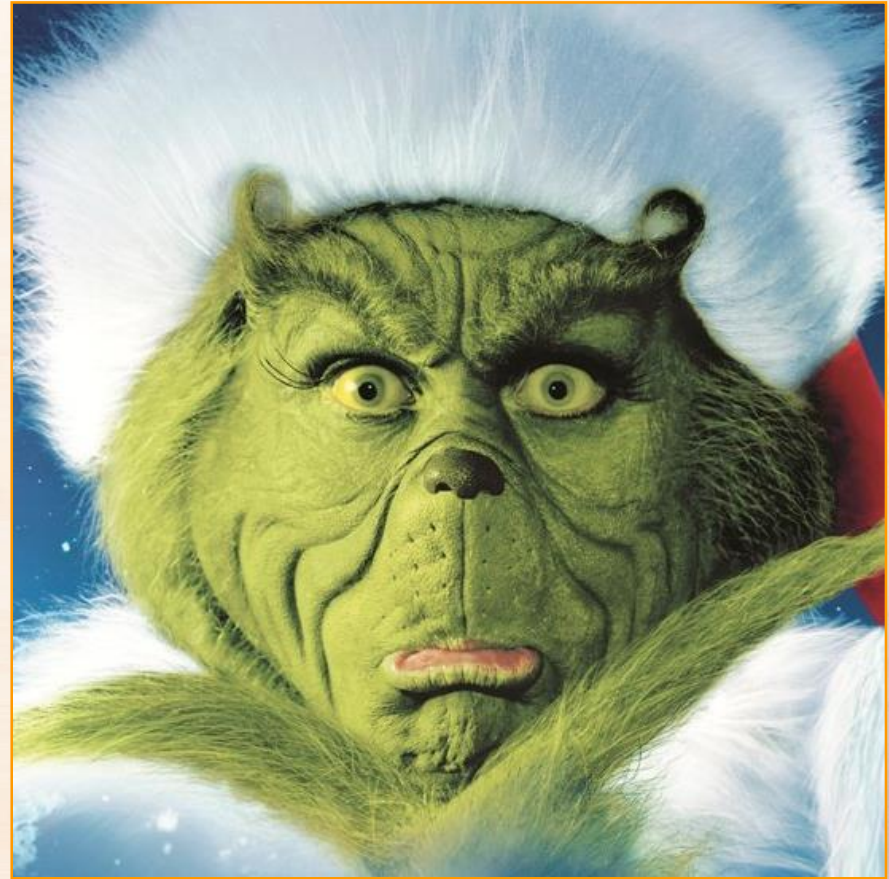
4. Archetype

- An archetype is a typical example of a person or thing in literature



5. Dynamic Character

- A dynamic character is one who undergoes an inner change over time.



“The Grinch's small heart grew three sizes that day.”

6. Static Character

- A static character is one who does **NOT** undergo any inner changes over time.



“You’re in my spot.”

7. Setting



Year

3015

- The setting of a literary work is the *time and place* of the action.



8. Plot

- **Plot** is the sequence of related events that make up a story, sometimes referred to as the story line.



9. Exposition



- The **exposition** is the introductory material which gives the setting, creates the tone, and presents the characters and other facts necessary to understanding the story.



10. Inciting Cause

- The inciting cause or initiating incident is the event or character that triggers the conflict. The conflict reaches a turning point. At this point, the opposing forces in the story meet and the becomes most intense.



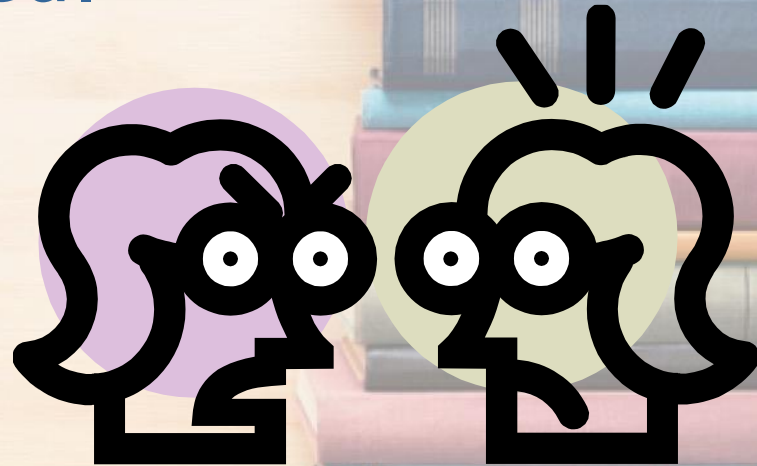
11. Rising Action

- The **rising action** is a series of events that builds from the inciting cause and ends with the climax.



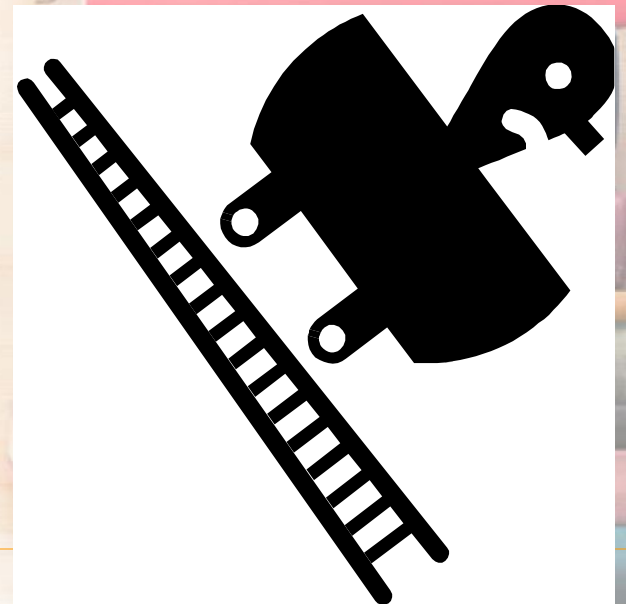
12. Climax

- The **climax** is the result of the crisis. It is the high point of the story, the moment of the highest interest and greatest emotion. The resolution can now be predicted.



13. Falling Action

- The falling action is the events after the climax which close the story.



14. Resolution

- The resolution concludes the action of the story by revealing or suggesting the outcome of the conflict.



PLOT LINE



15. Conflict

- **Conflict** is the struggle between opposing forces in a story.



16. External Conflict

- **External** conflict exists when a character struggles against an outside force such as another character, nature, or society.

Man vs. **Man**



Man vs. **Nature**



Man vs. **Society**



17. Internal Conflict

- **Internal** conflict exists within the mind of a character who is torn between different courses of action.

Man vs. **Himself**



18. Characterization

- The methods a writer uses to communicate information about the characters in his/her stories.



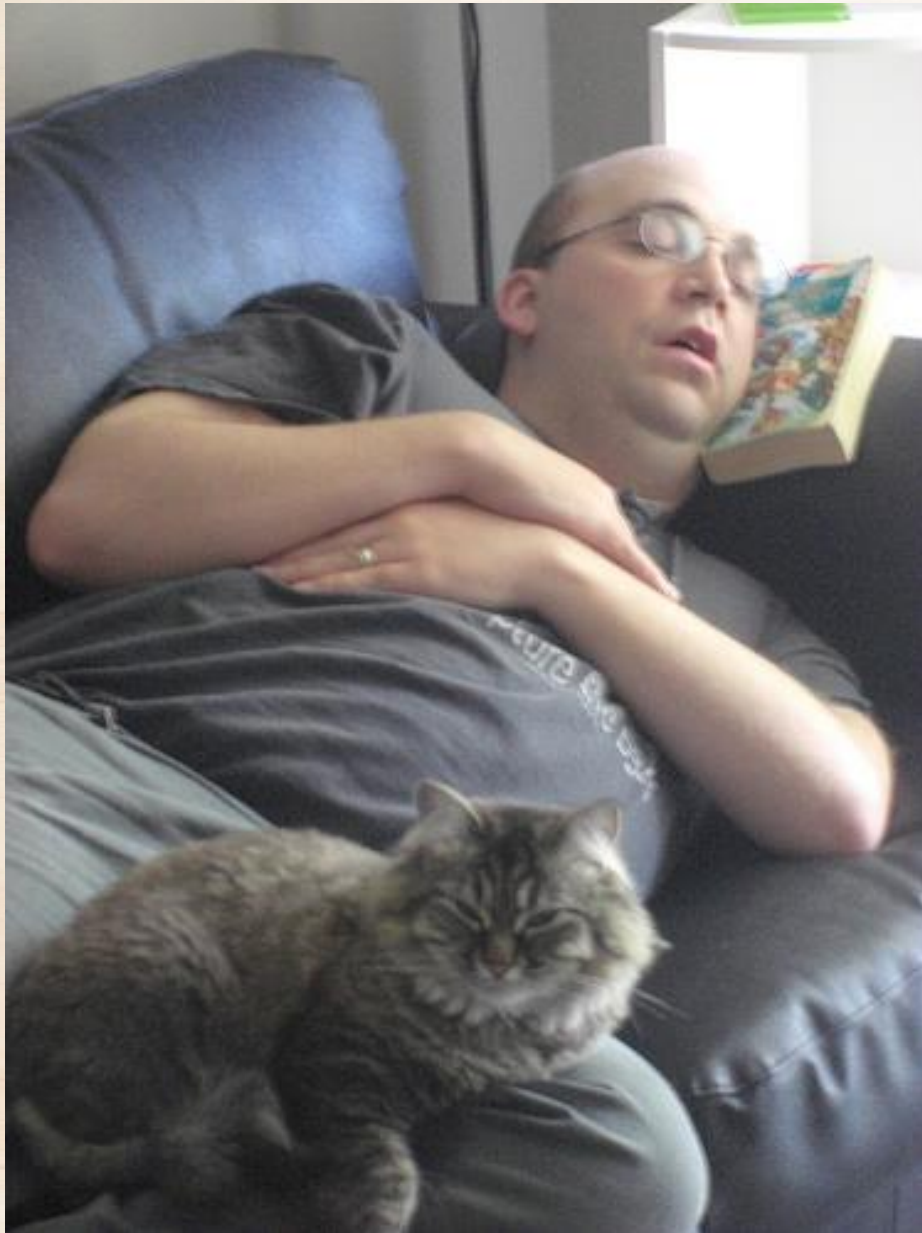
19. Direct Characterization

- The author **directly** tells the reader about the character.

20. Indirect Characterization

- The author **drops clues** about the character.





Using the picture
to the left, give
me some
examples of
Direct
Characterization
and *Indirect*
Characterization
to describe this
scene.

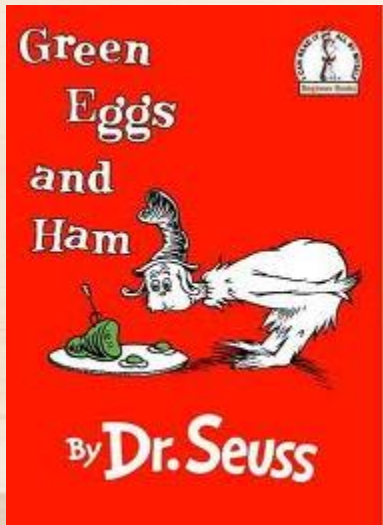
21. Point of View

- The perspective, or vantage point, from which a story is told.



21a. First Person

- **First Person** – The narrator is a character in the story who can reveal only personal thoughts and feelings and what he or she sees and is told by other characters.



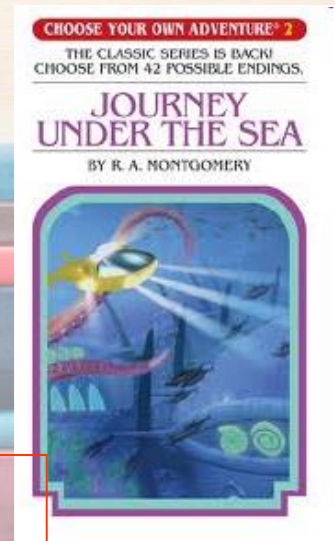
- He cannot tell us the thoughts of other characters.

“I do not like them in a house.
I do not like them with a
mouse.
I do not like them here or
there.
I do not like them anywhere.
I do not like green eggs and
ham.
I do not like them, Sam-I-am.”

21b. Second Person

- **Second Person** – The narrator is you. The story is told from the reader’s point of view.
- Choose-Your-Own Adventure books are a good example of this style of writing.

“You can't stand it. With no other options though, you cram your earbuds back into your ears and turn your own music up as loud as it can go, hoping to drown out his music. It works, for now. You wonder just how long you can stand this though.”



21c. Third Person Objective

- Third Person Objective – The narrator is an outsider who can report only what he or she sees and hears. A “fly on the wall” perspective.
- This narrator can tell us what is happening outside the main character, but he **cannot tell us the thoughts of other characters.** (A news reporter or article)



21d. Third Person Limited

- **Third Person Limited** – The narrator is an outsider who sees into the mind of one of the characters. *Limited to the mind of a single character.*

“Harry had taken up his place at wizard school, where he and his scar were famous ... but now the school year was over, and he was back with the Dursleys for the summer, back to being treated like a dog that had rolled in something smelly. The Dursleys hadn’t even remembered that today happened to be Harry’s twelfth birthday. Of course, his hopes hadn’t been high...”

21e. Third Person Omniscient

□ **Third Person Omniscient** – The narrator is an all-knowing outsider who can enter the minds of more than one of the characters.

□ Omniscient means all knowing or God-like.

“She was furious with him, but he didn’t care.”



22. Foreshadowing

- An author's use of hints or clues as to what might happen later in the story.
- It builds *suspense* and prepares the reader for what is to come.

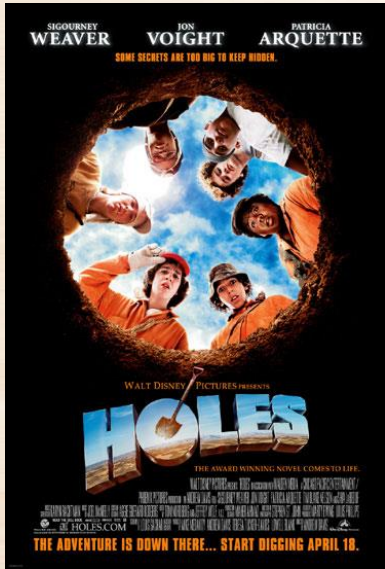


23. Flashback

- Occurs when the author narrates an event that took place before the current time of the story.
- The movie *Titanic* is almost entirely a flashback.



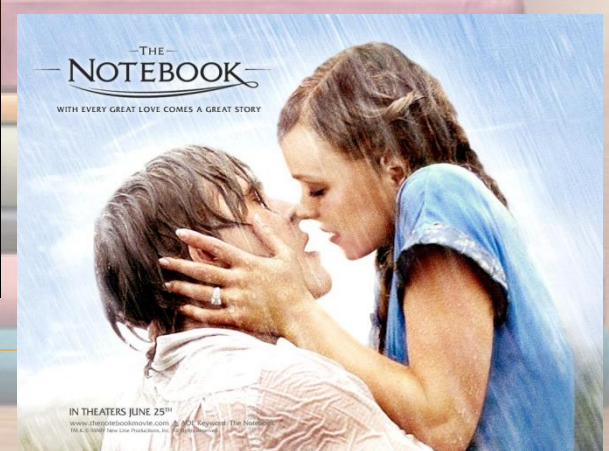
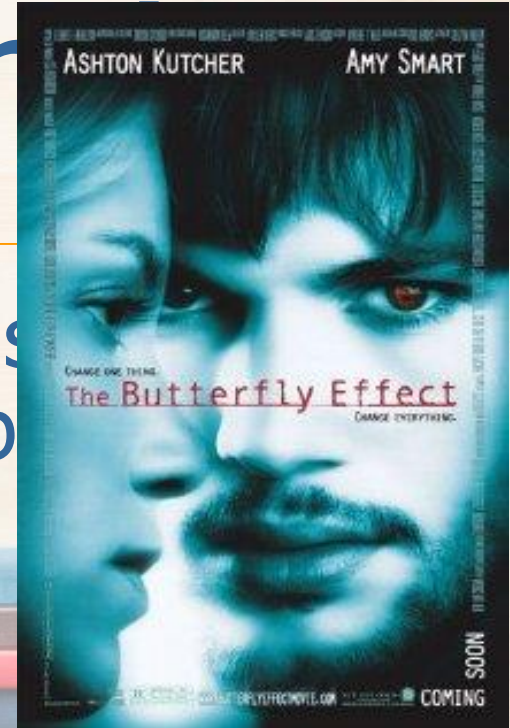
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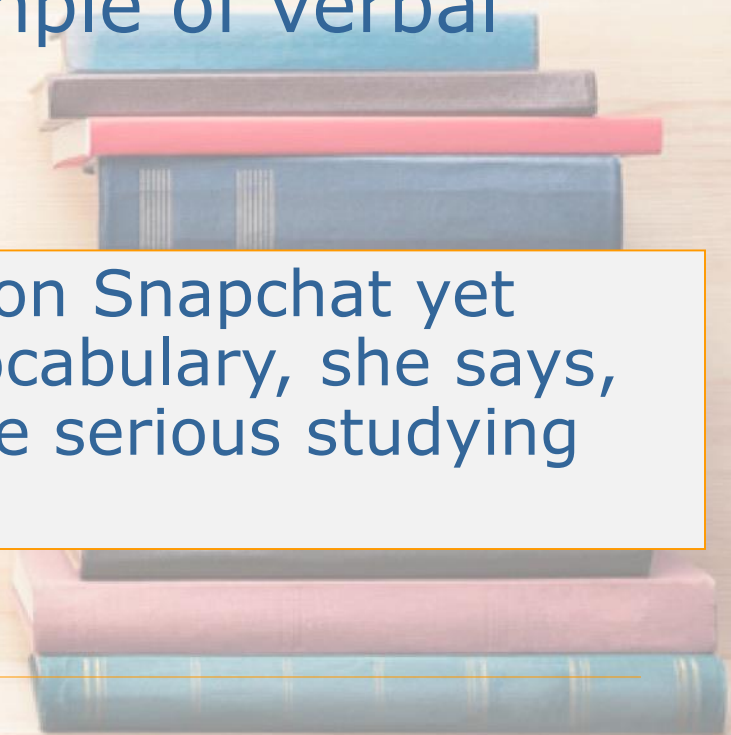
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24. Verbal Irony

- **Verbal:** The contrast between what is *said* and what is meant or expected.
- Sarcasm is a great example of verbal irony.

- When mother finds Madelyn on Snapchat yet again instead of doing her vocabulary, she says, “Looks like you’re doing some serious studying there, kiddo.”



25. Situational Irony

- **Situational:** The contrast between what *happens* and what is expected to happen.

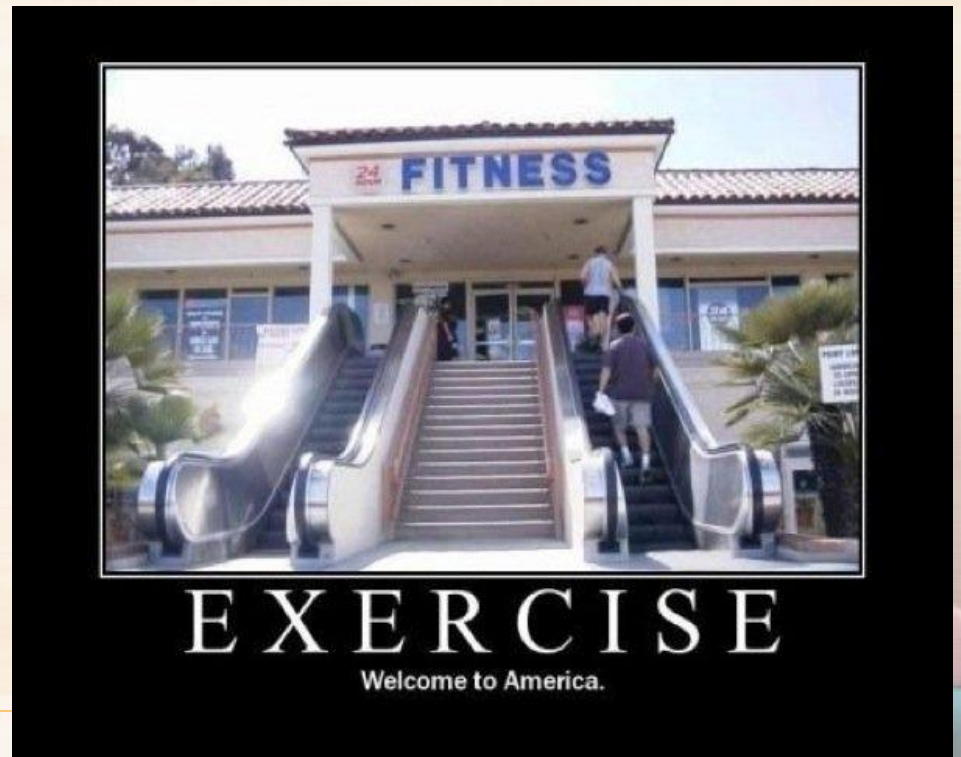


EXERCISE

Welcome to America.

25. Situational Irony

- **Situational:** The contrast between what *happens* and what is expected to happen.



25. Situational Irony

- **Sit**
wha
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EXERCISE

Welcome to America.

26. Dramatic Irony

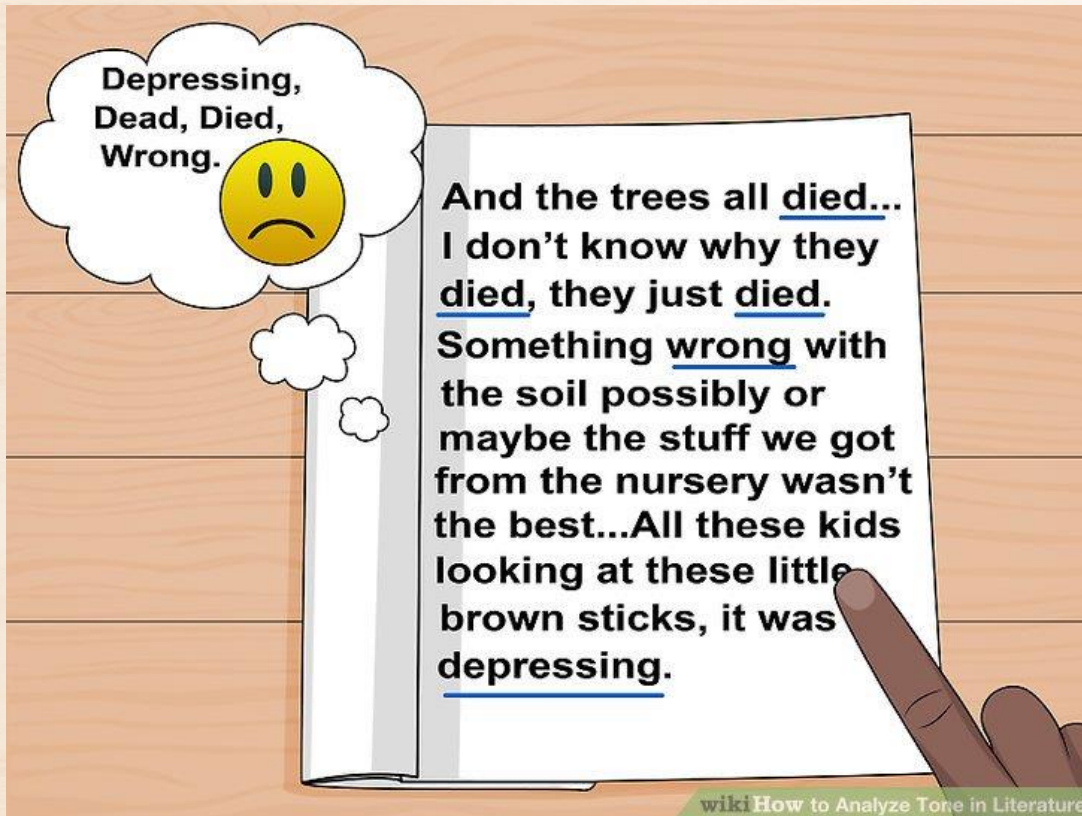
□ **Dramatic:** Occurs when the audience knows more than the characters do.



□ An example of dramatic irony is when Romeo finds Juliet in a drugged sleep, he assumes her to be dead and kills himself. Upon awakening to find her dead lover beside her, Juliet then kills herself.

27. Tone

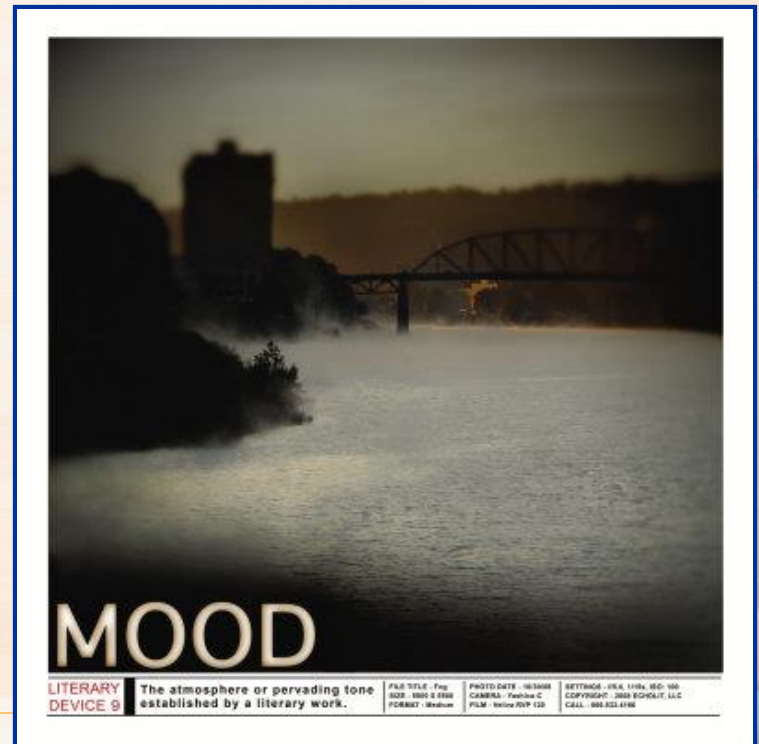
- The author's attitude toward a subject.



28. MOOD

- The choice of settings, objects, details, images, and words all contribute towards creating a specific mood.

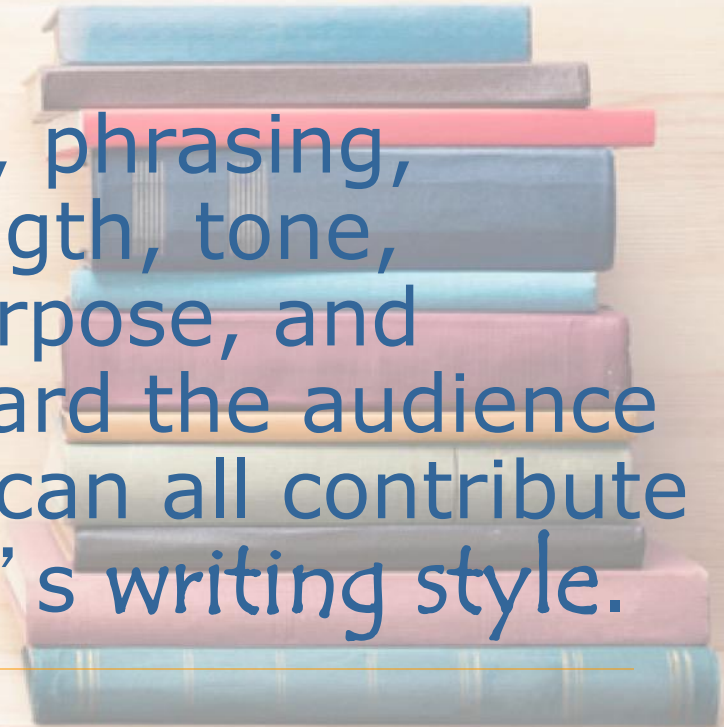
To set the mood, you wouldn't hear "Lose Yourself" during a church service or "Amazing Grace" at a football game.



29.Style



- Style is the distinctive way in which an author uses language.
- Word choice, phrasing, sentence length, tone, dialogue, purpose, and attitude toward the audience and subject can all contribute to an author's writing style.



30. Parallelism

- The use of components in a sentence that are grammatically the same or similar in sound and/or meaning.



30. Parallelism

- The use of components in a sentence that are grammatically the same or similar in sound and/or meaning.
- “Easy come. Easy go.”
- “Like father. Like son.”
- “Of the people, by the people, for the people” – *Gettysburg Address*



31. Rhetoric

- Rhetoric is a technique of using language persuasively in spoken or written form



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- **31a. Pathos** – Appeal to reader's emotions



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- **31b. Ethos** – Appeal to reader's ethics and credibility



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- Rhetoric is a technique of using language persuasively in spoken or written form
- **31a. Pathos** – Appeal to reader's emotions
- **31b. Ethos** – Appeal to reader's ethics and credibility
- **31c. Logos** – Appeal to reader's sense of logic



32. SYMBOLISM

- A person, place, or object that has a meaning other than the obvious.
- The spartan represents being a warrior, fierceness, determination, integrity, strength, etc.



33. Theme

- The main idea or underlying meaning of a literary work. May be stated ***directly*** or ***indirectly***.



YOU IS KIND
YOU IS SMART
YOU IS IMPORTANT

aribileen clark



34. Imagery

- Language that appeals to the senses.

If you feel tired and hopeless, how can you show someone this instead of just telling them?

“Well I took a walk *around the world* to
ease my troubled mind
I left my *body lying* somewhere
in the *sands of time*
I watched the world float to the *dark*
side of the moon
I feel there’s nothing I can do”

-- "Kryptonite" by Three Doors Down



35. Simile

A Simile is a figure of speech that compares seemingly unlike things using the words *like* or *as*.

Maroon 5:

“I got the moves *like*
Jagger”



36. Metaphor

A Metaphor is a type of speech that compares two or more things **NOT** using *like* or *as*.

Gym Class Heroes:
“My heart (is) a stereo.”



37. Alliteration

Alliteration is the repetition of sounds, most often consonant sounds, at the beginning of words.

Example: Peter Piper picked a peck of pickled peppers



38. Personification



Personification is a figure of speech in which an animal, object, force of nature, or idea is given human qualities or characteristics.

Example: Tears began to fall from the dark clouds.

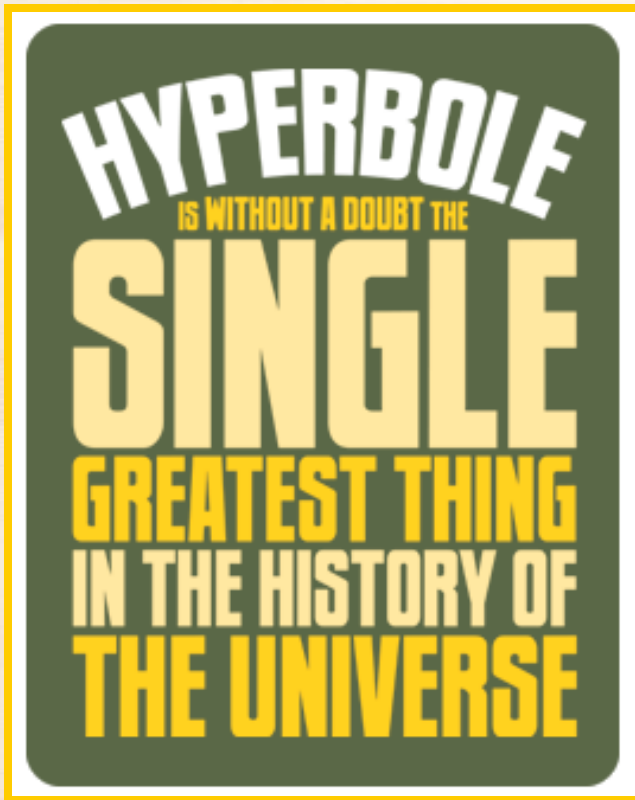
39. Onomatopoeia



- The use of words that mimic the sounds they make.



40. Hyperbole



- An exaggerated statement used to heighten effect and emphasize a point.

“I’ve said it a *million* times...
NO PHONES!”

41. Idiom

- An expression that means something different than what it really says.

A chip on your shoulder

Kick the bucket

Get over it

Back seat driver

Break a leg



42. Oxymoron

- An **Oxymoron** is a figure of speech that is a combination of seemingly contradictory words.

Examples:

Civil War

Pretty ugly

Practice test

Friendly fire

Uninvited guests

Jumbo shrimp

Icy hot

Least favorite

Second best

Mean smile



43. Denotation

- The actual meaning of a word.

The Dictionary Definition

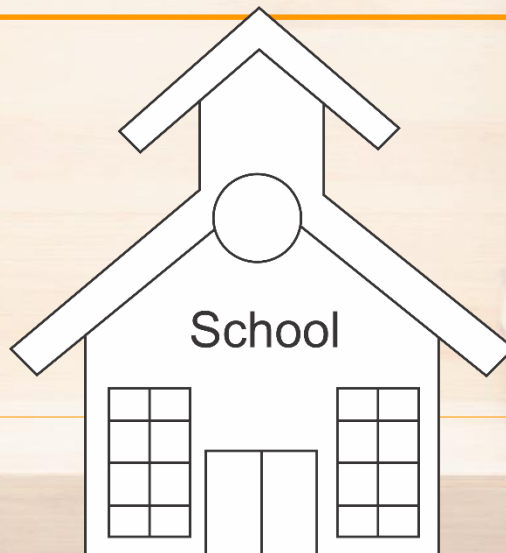


44. Connotation

- The thoughts, feelings, and images associated with a word.

For example, what images come to your mind when you hear the word *school*?

(This will be different for each person.)



45. Allusion

- A reference in a literary work to a person, place, or thing in history or even another literary work.

Examples:

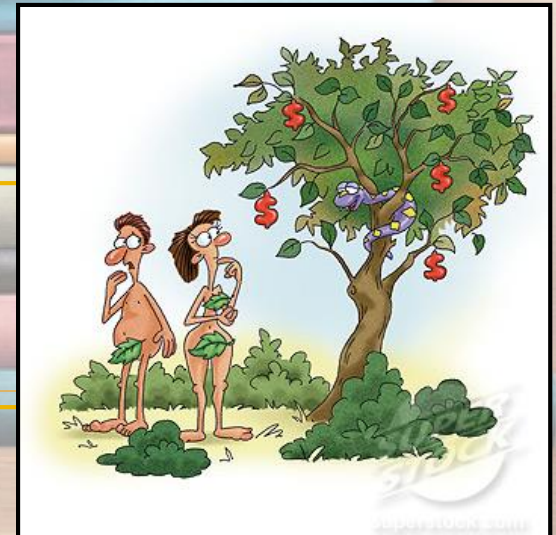
“Love Story” by Taylor Swift

“ ‘Cause you were Romeo, I was a scarlet letter
And my daddy said stay away from Juliet.”



“Your Love” by Nicki Minaj

“I mean he was Adam, I think I was Eve but my
vision ends with an apple on the tree.”



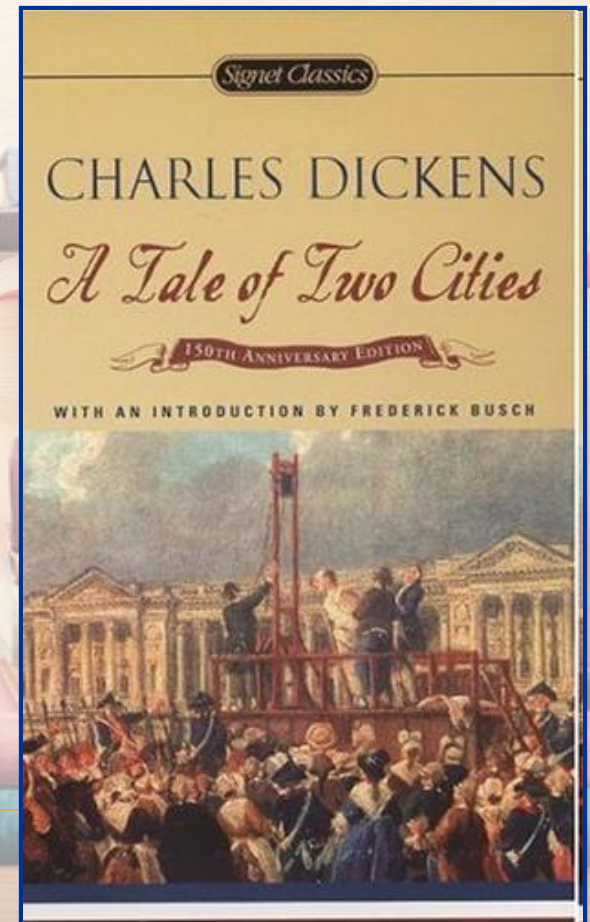
46. Paradox

- A statement that seems contradictory and yet is perhaps true.

Example:

“It was the best of times.
It was the worst of times.”

A Tale of Two Cities by Charles Dickens

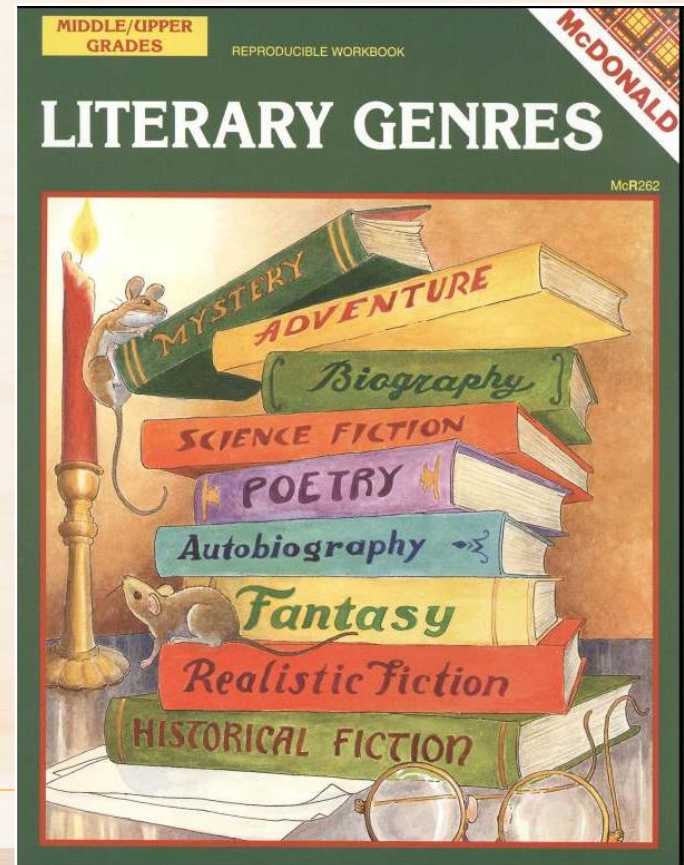


47. Genre

- A category of literature or other forms of art or culture

Examples:

Poetry, Fantasy, Science Fiction, Historical Fiction, Mystery, Drama, Horror, Fiction, Biography, Fables, Graphic Novels



48. Satire

- Satire is the use of humor, irony, exaggeration, or ridicule to expose and criticize people's stupidity or vices.
- *(Making fun of people/society in harmless way)*



