1. **Allegory**: A narrative that serves as an extended metaphor. The main purpose of an allegory is to tell a story that has characters, a setting, as well as other types of symbols that have both literal and figurative meanings. ***Ex. Animal Farm***
2. **Alliteration**: A repetition of initial or beginning sounds in two or more consecutive or neighboring words.
3. **Allusion**: an explicit or indirect reference to a widely known person, place or event.
4. **Ambiguity**: offering a choice of more than one meaning or interpretation.
5. **Analogy**: A comparison based upon the resemblance in some particular way between things that are otherwise unlike.
6. **Anecdote**: A short account of an interesting, amusing or biographical occurrence.
7. **Antagonist:** Any force in a story that is in conflict with the protagonist. An antagonist may be another person, an aspect of the physical or social environment, or a destructive element in the protagonist’s own nature.
8. **Anticlimax:** An event that is less important than what occurred before it.
9. **Archaic language**: Language that was once common in a particular historic period but which is no longer commonly used.
10. **Aside:** A remark spoken in an undertone by one character either to the audience or to another character, which the remaining characters supposedly do not hear.
11. **Autobiography:** Is an author’s account or story of his or her own life.
12. **Cause and effect:** The relationship in which on condition brings about another condition as a direct result. The result, or consequence, is called the effect.
13. **Character development:** The ways in which the author shows how a character changes as the story proceeds.
14. ***Flat Character: A character that is not fully developed; we only see one side of them.***
15. ***Round Character: Fully developed character; has many character traits.***
16. ***Static character: A character that doesn’t change internally.***
17. ***Dynamic character: A character that changes internally; experiences growth, maturity.***
18. **Characterization:** the method used by the author to give readers information about a character; a description or representation of a person’s qualities or peculiarities.
19. ***Direct Characterization: When the author describes the characters.***
20. ***Indirect Characterization: When the characters are revealed through action, thoughts, and speech.***
21. **Character sketch:** is a short piece of writing that reveals or shows something important about a person or fictional character.
22. **Classify:** To arrange according to a category or trait.
23. **Climax:** The moment when the action in a story reaches its greatest conflict.
24. **Compare and contrast:** To examine the likenesses and differences of two people, ideas or things. ***(Contrast always emphasizes differences. Compare may focus on likeness alone or on likeness and differences.)***
25. **Conflict:** the main source of drama and tension in a literary work; the discord between persons or forces that brings about dramatic action***. Man vs. Man, Man vs. Himself, Man vs. Nature, Man vs. Technology, Man vs. Supernatural.***
26. **Connotation:** Something suggested or implied, not actually stated.
27. **Context:** Is the set of facts or circumstances surrounding an event or a situation in a piece of literature.
28. **Denouement:** Is the final solution or outcome of a play or story.
29. **Denotation:** Actual dictionary definition of a word, not implied.
30. **Description:** An account that gives the reader a mental image or picture of something.
31. **Dialect:** A form of language used in a certain geographic region; it is distinguished from the standard form of the language by pronunciation, grammar and /or vocabulary.
32. **Dialogue (dialog):** The parts of a literary work that represent conversation.
33. **Drama:** Is the form of literature known as plays; but drama also refers to the type of serious play that is often concerned with the leading character’s relationship to society.
34. **Empathy:** Is putting yourself in someone else’s place and imagining how that person must feel.
35. **Essay:** Is a piece of prose that expresses an individual’s point of view; usually, it is a serious of closely related paragraphs that combine to a make a complete piece of writing.
36. **Exposition:** Is writing that is intended to make clear, or explain, something that might otherwise be difficult to understand; in a play or novel, it would be that portion that helps the reader to understand the background or situation in which the work is set.
37. **Falling action:** Is the action of a play or story that works out the decision arrived at during the climax. It ends with the resolution or denouement.
38. **Fact:** A piece of information that can be proven or verified.
39. **Figurative language:** Using words in ways other than their literal meaning to create a specific image in the mind of the reader.
40. **Flashback:** The insertion of an earlier event into the normal chronological sequence of a narrative.
41. **Foreshadowing:** The use of clues to give readers a hint of events that will occur later on.
42. **Historical fiction:** Fiction represented in a setting true to the history of the time in which the story takes place.
43. **Hyperbole:** A gross exaggeration.
44. **Imagery:** Language that appeals to the senses; the use of figures of speech or vivid descriptions to produce mental images.
45. **Irony:** Is a devise that writers sometimes use to add a special twist to their work. There are three types of irony…
46. ***Verbal Irony: is saying the opposite of what you mean. For example, a person would be using verbal irony if he or she said that a stupid plan was “very clever.”***
47. ***Dramatic Irony: occurs when the reader (or audience) knows something the character doesn’t know.***
48. ***Situational Irony: occurs when there is an unexpected turn of events, usually when things turn out to b e the opposite of what the characters expected.***
49. **Legend:** A story handed down from earlier times; its truth is popularly accepted but cannot be verified.
50. **Metaphor:** A figure of speech that compares two unlike things without the use of like or as.
51. **Monologue:** A speech in which a character speaks his/her private thoughts aloud, as if engaged in private conversation with the audience.
52. **Mood:** The feeling that the author creates for the reader.
53. **Moral:** Is the particular value or lesson the author is trying to get across to the reader.
54. **Motivation:** The reasons for the behavior of a character.
55. **Narrative:** It tells a story. Any writing which conveys a series of happenings or events.
56. **Narrator:** The character that tells the story.
57. **Opinion:** A personal point of view or belief.
58. **Onomatopoeia:** The sound of words that suggest or echo the meaning of that word.
59. **Oxymoron:** A form of paradox that combines a pair of opposite terms into a single, unusual expression. ***Ex;”sweet sorrow” or “a cold, burning sensation.”***
60. **Parody:** Writing that ridicules or imitates something more serious.
61. **Personification:** A figure of speech in which an inanimate object or an abstract idea is given human characteristics.
62. **Play:** A literary work that is written in dialogue form and that is usually performed before an audience.
63. **Plot:** The arrangement or sequence of events in a story.
64. **Plot Line:** Is the graphic display of the action or event in a story: exposition, rising actions, climax, falling actions, and resolution.
65. **Point of view**: The perspective from which a story is told.
66. ***First Person Point of View: The narrator is the character in the story and tells the story in his or her own words.***
67. ***Third Person Omniscient: The narrator sees into the minds of more than one character- an all knowing point of view.***
68. ***Third Person Objective: The story is told by a narrative voice outside of the action; not by one of the characters.***
69. ***Third Person Limited: The narrator tells only what one character thinks, feels and observes.***
70. **Protagonist:** The main character or hero of the story.
71. **Pun**: a play on words that are similar in sound but different in meaning.
72. **Rising Action:** Is the series of conflict or struggles that build a story or play toward a climax.
73. **Resolution:** The part of the plot from the climax to the ending where the problem is solved. It comes after the climax and falling action and is intended to bring the story to a satisfactory end.
74. **Satire:** A literary work that pokes fun at individual or societal weaknesses.
75. **Sequencing:** The placement of story elements the order of their occurrence.
76. **Setting:** The time and place in which the story occurs.
77. **Short Story:** Is a brief fictional work. It usually contains one major conflict and at least one main character.
78. **Simile:** A figure of speech that uses like or as to compare two unlike things.
79. **Soliloquy:** A speech in which a character speaks his/her private thoughts aloud, while on stage alone and appears unaware of the audience.
80. **Stereotype:** A character whose personality traits represent a group rather than an individual.
81. **Style:** the combination of distinctive features of literary expression
82. **Suspense:** Quality that causes readers to wonder what will happen next.
83. **Symbol:** is a person, place, thing, or an event used to represent something else: the dove is a symbol of peace. Characters in literature are often symbols of good or evil.
84. **Symbolism:** The use of a thing, character, object or idea to represent something else.
85. **Synonyms:** Words which are very similar in meaning.
86. **Theme:** The message, a universal one, the reader derives from a story. It is a main idea, underlying message, lesson, piece of advice, or moral that Tone: The quality or feeling conveyed by the work; the author’s style or manner of expression.
87. **Tone:** The attitude a writer takes toward a subject- humorous, light, serious, etc…
88. **Tragedy:** Is a literary work in which the hero is destroyed by some character flaw and by forces beyond his or her control.
89. **Tragic Hero:** Is a character that experiences an inner struggle because of a character flaw. The struggle ends in the defeat of the hero.