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| Literary Terms  General- story/novel terms   1. Antagonist   - forces acting against the main character   1. Audience-   The people for whom a piece of literature is written   1. Bias-   A preference or an inclination, especially one that inhibits impartial judgment.   1. Character   -an imaginary person represented in a work of fiction   1. Chronological order   - A chronological pattern of organization arranges information according to a progression of time, either forward or backward.   1. Climax-   the point of highest action in the story according to the plot   1. Comparison and contrast-   A compare and contrast pattern arranges information according to how two or more things are similar to or different from one another (or both)   1. Conflict-   the central problem or issue to be resolved in a plot, involving the main character struggling against another character(s) or obstacle . Internal conflict is about a struggle within a character (ie. Decisions/ conscience). External conflict is about struggles with people or things other than the character themselves.  Types of conflict-  Man vs man-  conflicts between people (external)  man vs nature-  conflict between character and the elements, animals or society (external);  man vs himself-  internal conflict (ie making a decision or moral dilemma) (internal)   1. Connotation:   overtones or suggestions of additional meaning that a word gains from the contexts in which readers have previously encountered it.  The term *connotation* is understood in contrast to *denotation*, which is the dictionary definition of a word.   1. Denotation:     The dictionary definition of a word.   1. Dialogue-   a conversation between people   1. Direction presentation-   The author tells you what to think about a character. Ie. She was mean.   1. Dynamic/Developing   character-  a character that changes in personality or outlook in the story (learns from what`s happened)   1. Exposition-   the beginning of the story (introduces background information and characters)- the revelation (usually early) in a story or play of necessary background information.   1. Falling action-   action that occurs after the climax, before the resolution/conclusion   1. Figurative language-   language that describes a thing by comparing it to some-thing else.  The most common figures of speech are metaphor, simile, personification, metonymy and synecdoche.  The opposite of figurative is literal.   1. First person point of view-   Author uses “I”   1. Flashback-   A scene from the past that interrupts the action to explain motivation or reaction of a character to the immediate scene.   1. Flat character-   a character we can sum up in one or two sentences (don`t know much about them)   1. Foreshadowing-:   a hint that is fully understood only in retrospect after the reader discovers more information later in the plot.   1. Genre-   a form or category of literature, such as epic, tragedy, comedy and satire   1. Indirect presentation-   The author lets you figure out what to think about a character by the context of what is being said. Ie. The lady was always yelling and throwing things at people. (inference- she was mean)   1. Irony-   a twist of fate. a state of affairs or an event that seems deliberately contrary to what one expects and is often amusing as a result. Irony involves the perception of discrepancy, usually between apparent and real significance.   1. Jargon-   Technical language-the specialized vocabulary of any field   1. Limited omniscient point of view-   get the story from one characters perspective only- the narrative that sees into one (major or minor) character point of view   1. Mood/atmosphere-   the feeling a story creates for you-the emotional component   1. Narrative-   a story; an account of a sequence of events, whether fictional or non-fictional.  To be distinguished from writing that is strictly descriptive, expository (like an essay), or dramatic (i.e., like a play).  A narrative may include some description and analysis, but it must tell a story.  It has a narrator who addresses someone   1. Objective point of view-   narrative that only describes facts and does not enter characters’ thoughts (tries to remain unbiased- ie news report)   1. Omniscient point of view-   get the story from various characters perspectives and viewpoints- the narrative sees into different characters (ie. God like- can see everything) Other points of view- 1st person, 2nd person, 3rd person   1. Persuasion:   to prevail on (a person) to do something, as by advising or urging with arguments, reasons, examples and explanations   1. Plot-   What the story is about   1. Point of view-   the perspective from which a story is narrated.  The author can choose among various possibilities.  Second-person (you) narrative is possible, but two classes are common, first person (I), and third person (he/she/they)   1. Propaganda:   In [general](http://www.businessdictionary.com/definition/general.html), a [message](http://www.businessdictionary.com/definition/message.html) [designed](http://www.businessdictionary.com/definition/design.html) to persuade its intended [audience](http://www.businessdictionary.com/definition/audience.html) to think and behave in a certain manner. Thus [advertising](http://www.businessdictionary.com/definition/advertiser.html) is [commercial](http://www.businessdictionary.com/definition/commercial.html) propaganda. In specific, institutionalized and [systematic](http://www.businessdictionary.com/definition/systematic.html) [spreading](http://www.businessdictionary.com/definition/spreading.html) of [information](http://www.businessdictionary.com/definition/information.html) and/or [disinformation](http://www.businessdictionary.com/definition/disinformation.html), usually to [promote](http://www.businessdictionary.com/definition/promote.html) a narrow political or religious viewpoint.   1. Protagonist-   the main character in the story ( who the plot revolves around)   1. Resolution/conclusion-   where the story is wrapped up   1. Rising action-   action that occurs before the climax   1. Round character-   a character that is well developed and we know enough about to make judgements about what they do and how they act.     1. Second person point of view-   Author uses “You”   1. Setting-   the time and place in which a story take place   1. Slang:   Expressions that do not belong to standard written English. For example, “flipping out” is slang for “losing one's mind” or “losing one's temper.”   1. Speaker-the voice used by an author to tell a story or speak a poem 2. Static character- a character that stays the same in personality and outlook throughout the story (doesn`t change) 3. Stereotyped/stock character-   a character that we recognize immediately and associate certain traits with (ie. Mad scientist, witch, king, etc)   1. Style:   a distinctive manner of expression (as in writing or speech)   1. Suspense-   what makes a reader wonder what`s going to happen next   1. Theme-   the moral or message in a story   1. Third person point of view-   Author uses “He” “She” “They” or a persons name.   1. Tone-   the emotion with which views are expressed. It needs to be distinguished from attitude, which is a judgment of something.  Tone is emotional, attitude intellectual.  The tone of a love poem might be awestruck, pleading, self-pitying, bitter, or many other things; it may involve more than one emotion.  In good poetry the tone is often mixed and the attitude complex.  Drama terms   1. Aside:   a dramatic convention: a speech to the audience, understood to be the speaker’s thoughts.   1. Comedy:   a literary genre intended primarily to amuse the audience.  Like *tragedy*, the term originally applied only to comedies but is now also used for other genres. | 1. Foil-   a foil is a character who contrasts with another character (usually the protagonist) in order to highlight particular qualities of the other character. Ie. In Harry Potter, Draco Malfoy could be considered Harry’s foil or opposite.   1. Monologue:   a lengthy speech by a single character in a play, either alone or to others (like Helena’s speech at the end of scene 1 of *A Midsummer Night’s Dream*).  Distinguished from a *soliloquy* because the speaker is not necessarily alone on stage.   1. Soliloquy:   (plural *soliloquies*) a speech in a play made by a character who is alone on stage, understood as the character’s thoughts.   1. Tragedy:   a literary genre depicting serious actions that usually have a disastrous outcome for the protagonist.  Strictly speaking, the term applies only to drama, but it is now also used for novels.  Greek tragedy originated in religious rituals worshiping the god Dionysus.  Poetic terms   1. Alliteration:   repetition of an initial sound (usually a consonant).  E.g.: “beaded bubbles” (Keats).   1. Allusion:   an indirect reference to a famous person, place or thing, usually from the Bible, history, other literature, or mythology.  The use of allusion assumes a common cultural background with readers, whether the writer says, “Pride was his Achilles heel” or “She was in Heartbreak Hotel.”   1. Assonance:   repetition of a vowel sound.  E.g.: “Through the long noon coo” (George Meredith).   1. Ballad:   a narrative poem in stanzas.     1. Blank verse:   unrhymed iambic pentameter.  The most common verse in Shakespeare’s plays.   1. Cliché:   a phrase or opinion that is overused and betrays a lack of original thought. Ie."the old cliché “one man's meat is another man's poison.”"   1. Colloquial diction:   the casual diction of informal speech and writing.  With his line “Get stewed.  Books are a load of crap,”   1. Free verse   (from the French term *vers libre*): poetry in an open form, without rhyme and meter.   1. Hyperbole or overstatement:   a figure of speech in which exaggeration is used for emphasis or effect.  E.g.: “I’m so hungry I could eat a horse.”   1. Image:   a sensory experience rendered in language.  According to the sense, an image is visual, auditory, tactile (touch), gustatory (taste), or olfactory (smell).  E.g.: John Keats describes a beaker of wine “With beaded bubbles winking at the brim, / And purple-stained mouth.”   1. Imagery:   The collective function of the images in a work, or an author’s use of images, is *imagery*.   1. Lyric:   a short poem that is neither narrative nor dramatic.  It may express thoughts and feelings, describe something, or reflect upon something.  Most poems studied in school are lyrics.   1. Metaphor:   a figure of speech in which a thing is described as something else.  On a sharp-witted old man, “the white locks of age were [. . .] the thatch of an intellectual tenement in good repair” (Nathaniel Hawthorne).  The term *metaphor* is sometimes used to refer to the collective use of figurative language, even if some examples might be similes or other figures.   1. Onomatopoeia:   the use of sound to suggest the qualities of the thing described.  Poets use meter, vowel sounds, and consonant sounds to suggest sound, time, movement, effort, texture or tone.   1. Oxymoron:   a rhetorical device in which contradictory terms (usually an adjective and a noun) are combined.  E.g.: “Beautiful tyrant! Fiend angelical!” (Juliet describing Romeo).   1. Paradox:   a statement that at first seems self-contradictory but that on reflection makes sense.  E.g.: Alexander Pope mocks false architectural grandeur as “huge heaps of littleness.”   1. Personification:   a figure of speech in which something abstract or internal (e.g., time, love) is represented as a person.  The term is sometimes used for *pathetic fallacy* to refer to the attribution of feelings or thoughts to subhuman things (e.g., “whispering breeze”), but the more important use is for abstract things.  E.g.: “Yet Reason frowns on War’s unequal game” (Samuel Johnson).   1. Pun:   a play on words.  Poets sometimes use puns to suggest more than one meaning.  Satirizing small-minded critics, Alexander Pope writes, “’twere a sin to rob them of their mite,” playing on *mite* (small bit) and *might* (power).   1. Refrain:   a regularly recurring phrase or verse especially at the end of each stanza or division of a poem or song : chorus; also : the musical setting of a refrain.   1. Rhyme scheme:   The rhyme scheme is the practice of rhyming words placed at the end of the lines in the prose or poetry. Rhyme scheme refers to the order in which particular words rhyme. If the alternate words rhyme, it is an “a-b-a-b” rhyme scheme, which means “a” is the rhyme for the lines 1 and 3 and “b” is the rhyme affected in the lines 2 and 4.   1. Rhyme:   identical or similar sounds, usually at the end of a line of poetry.   1. Rhythm:   Rhythm is a literary device which demonstrates the long and short patterns through stressed and unstressed syllables particularly in verse form. Types of rhythm. English poetry makes use of five important rhythms. These rhythms are of different patterns of stressed (/) and unstressed (x) syllables.   1. Sarcasm:   A form of irony in which apparent praise conceals another, scornful meaning. For example, a sarcastic remark directed at a person who consistently arrives fifteen minutes late for appointments might be, “Oh, you've arrived exactly on time!”   1. Satire:   a form of literature or art that criticizes something (e.g., an idea or institution) by making it seem ridiculous.  The term can apply to a writing technique (“Jonathan Swift uses satire in *Gulliver’s Travels*”), a genre (“Swift excelled at satire”), or a particular work (“*Gulliver’s Travels* is a satire”).  The adjective is *satirical*; *satirize* is a transitive verb.   1. Simile:   a metaphor using an explicit connective such as *like* or *as*.  E.g.: “Man, like the generous vine, supported lives, / And gains his strength from the support he gives” (Alexander Pope).   1. Sonnet:   a fourteen-line poem, usually in iambic pentameter, in a fixed rhyme scheme.  The sonnet originated in Italy.  Early sonnets (through Shakespeare’s time) were often about unrequited love.   1. Stanza:   a group of lines whose pattern (number, meter, rhyme) recurs throughout a poem.  Certain stanza forms are common in English verse: *couplets* (a two-line pattern of rhyme), *triplets* (three rhymed lines), *quatrains* (four-line stanzas, usually rhymed abab), *ballad stanzas* (four lines rhymed abcb, alternating four- and three-foot lines).  The term *stanza* is loosely used for any group of lines set apart in a poem.   1. Symbol:   a thing that suggests more than its literal meaning.  A symbol can be a thing (e.g., the ruined statue in “Ozymandias,” or the statue of “Neptune [. . .] / Taming a sea-horse” in “My Last Duchess”) or an action (Robert Frost’s choice of the road not taken).  *Symbolism* is the collective function of symbols in a work, or an author’s use of symbols.   1. Understatement:   a rhetorical device, usually ironic in tone, in which something is emphasized by being understated.  E.g. from a bumper sticker: “One nuclear bomb can ruin your whole day.”  First nations literature terms   1. Oral history:   a field of study and a method of gathering, preserving and interpreting the voices and memories of people, communities, and participants in past events   1. Oral tradition:   a community's cultural and historical traditions passed down by word of mouth or example from one generation to another without written instruction.   1. Myth:   a traditional story, especially one concerning the early history of a people or explaining some natural or social phenomenon, and typically involving supernatural beings or events.   1. Legend:   a non-historical or unverifiable story handed down by tradition from earlier times and popularly accepted as historical. the body of stories of this kind, especially as they relate to a particular people, group, or clan   1. Trickster: a supernatural figure appearing in various guises and typically engaging in mischievous activities, important in the folklore and mythology of many primitive peoples and usually conceived as a culture hero. |