

Literary Terms and Rhetorical Devices: English II EOC

Prose the ordinary form of written language that occurs in two forms fiction and non fiction

Setting the time and place of the story's action

Plot the sequence of events in a literary work including the following

Exposition introduces the setting the characters and the basic situation

Narrative Hook hooks the reader's attention and sets the story's action into motion

Rising Action all events leading up to the climax

Climax highest point of interest or suspense the turning point at which the conflict begins to be resolved the "aha" moment

Falling Action events that lead to the resolution

Denouement an event that occurs after the resolution

Dynamic character a character who develops or changes through the course of the story

Static character a character who does not change

Round character a character who shows many different traits faults as well as virtues

Flat character a character seen in only one or only one side of the personality revealed

Protagonist the main character in a literary work

Antagonist the person or force that opposes or competes against the protagonist

Direct Characterization the author directly states the character's traits

Indirect Characterization it is up to the reader to draw conclusions about the character based on indirect information such as dialogue action thoughts or other characters

Theme central message or insight of life revealed

Conflict a struggle between two opposing forces

Ø Internal involves a character in conflict with him or herself emotions decisions

Ø External a character struggles against an outside force nature technology person etc

Point of View omniscient when a character in the story tells the story

Point of View limited when a voice outside the story tells the story but only through one character's eyes

Point of View - 3rd Omniscient - all knowing third person narrator who can tell readers what an character thinks or feels

Narrator - a speaker or character who tells a story

Flashback - a section of a literary work that interrupts the sequence of events to relate an event from an earlier time

Allusion - a reference to a well known person, place, event, and literary work

Foreshadowing - the use of clues that suggest events that have yet to occur - hints about the future events

Suspense - feeling of curiosity or uncertainty about the outcome of events in a literary work

Diction / Word Choice - word choice including denotation (literal meanings) and connotation (an idea or feeling that a word invokes in addition to its literal meaning). The choice of words an author chooses to use

Dialogue - a conversation between two characters

Dialect - form of language spoken by people in a particular region or group - they all speak differently

Symbol / Symbolism - literary device where something stands for or represents something else

Genre - a division or type of literature - there are three major genres: prose, poetry, drama

Anecdote - a short summary of an event - short stories that illustrate a greater point

Motif - a recurrent image, action, sound, symbol, etc. that has a symbolic significance and contributes to and the development of the theme - a recurring image, word, object, or situation that appears in various works or throughout the same work

Irony - literature technique that involves the differences between appearance and reality, expectation and result, or meaning and intention

Dramatic Irony - there is a contradiction between what a character thinks and what the reader or audience knows to be true. The audience knows something that the character does not. The reader knows that Juliet is alive, Romeo believes she is dead

Verbal Irony - words are used to suggest the opposite of what is meant - sarcasm. In "The Cask of Amontillado" Montresor says to Fortunato "I drink to your long life"

Situational Irony - an event occurs that directly contradicts the expectations of the characters, the reader, or the audience. The bride leaves the wedding with a groomsman, a lady dies at her birthday party

Drama a stor written to be performed b actors the script of a drama is made up of dialogue which is the words the actors sa and stage direct ons which are comments on ho and where act on happens

Dramatic Foil a character ho is contrasted ith another character imagine Della from The Gift of the Magi and Mme Forest er from the Necklace meet ng

Literal Language uses words in their ordinar senses

Figurative Language writing or speech not meant to be interpreted literall but used to create vivid expressions metaphors similes personification etc

Imager words or phrases that appeal to one or more of the five senses describes the things look smell taste feel and sound

Mood the atmosphere or feeling created in the reader b a literar work or passage the way the reader feels while reading the text

Tone the writer's attitude toward his/her audience and subject it can be described as formal informal serious playful bitter or ironic

Pun a play on words My heart is too sore to soar ith the others My soles are so worn that my soul stands still

Motivation The driving force behind a character's actions Achilles motivation to return is Patroclus death

Simile a figure of speech in which like or as is used to make a comparison of two basicall unlike ideas she runs like a cheetah

Metaphor a figure of speech in which one thing is spoken of as though it were something else His heart is a raging fire

Parable a short stor used to teach a moral

Personification a type of figurative language in which a non-human subject is given human characteristics The trees danced ith their arms Dan's fingers stretched out

Hyperbole an extreme exaggeration I'm so hungry I could eat a horse

Understatement a type of verbal irony in which something is purposely represented as being far less important than it actually is

Idiom an expression that is peculiar to itself either grammatically or in having a meaning that cannot be derived from its parts If the play our cards right or I don't want to kick the bucket this year

Oxymoron two words used together that contradict one another Jumbo Shrimp loathing hate heartlessness

Cliché an overused word or phrase

Fable short tale with a moral which often includes unusual or even supernatural elements Many fables give human qualities to animal characters

Satire mocker of a specific group or humanity usually with the aim of inspiring change

Analogy Comparison between two things looking for similarities

Paradox a statement that seems to be contradictory but actually presents a truth War is peace Freedom is slavery Ignorance is strength Moonlight sprung from moonlight hate

Allegory symbolic story structured with at least two levels of meaning

Archetype a recurring and familiar pattern in literature i.e. good vs bad underdog damsel in distress a quest for something faded protagonist etc

Narrative an ordering that tells a story

Nonfiction