

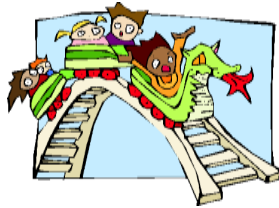
# LITERARY TERMS LIST

**Genre** - a type or category of literature (sci-fi, fantasy, biography, etc)

**Plot** – a sequence of events that brings about the resolution (conclusion) of a conflict

## **Elements of Plot (in order):**

- 1) **Introduction**: setting and characters are introduced
- 2) **Rising Action**: suspense builds and the conflict is introduced
- 3) **Climax**: the turning point or decision point providing a solution to the conflict  
(the climax involves: event, decision, discovery)
- 4) **Falling Action**: events that lead to the resolution
- 5) **Resolution** (or conclusion): loose ends are tied up; the conflict is resolved, and the story ends.



**Conflict** – a problem or struggle between two opposing forces

## **Types of Conflict:**

- 1) **Internal** – the problem or struggle (conflict) is INSIDE of the main character  
ex: (wo)man vs. self
- 2) **External** – the problem or struggle (conflict) is OUTSIDE of the main character  
ex: (wo)man vs. (wo)man; (wo)man vs. nature; (wo)man vs. society; (wo)man vs. supernatural; (wo)man vs. unknown; (wo)man vs. machine; (wo)man vs. environment; etc.

**Characterization** – the methods used by an author to create characters

## **Methods of Characterization:**

- 1) Physical Appearance
- 2) Speech & Actions
- 3) Thoughts & Feelings
- 4) Other characters' reactions

**Protagonist** - the main character; the “good” guy

**Antagonist** – a force working against the protagonist or main character; the “bad” guy

**Character Development** – the change or growth of a character throughout the story

**Dynamic character** – a character that changes significantly (usually the main character)

**Static character** – a character that changes very little (if at all)

**Foil** - a character who provides a striking contrast (opposite) to a main character

**Stereotype** – a broad generalization about something or someone that leaves no room for individual differences

**Theme** – the underlying message about life or human nature that is communicated by a story. The lesson learned.

**Setting** – the time, place, and general environment in which a story takes place

**Point-of-View** – the relationship between the narrator and the story; the author's choice of narrator

**Types of Point-of-View:**

1) **First person** – the narrator is a character INSIDE the story; the reader only sees and knows what the narrator sees and knows. Refers to self as “I” or “me”.

2) **Third Person** – the narrator is a character OUTSIDE the story; the narrator is not a character in the story

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**The following literary terms explain the things authors do to make their stories more creative & interesting**

**Figurative Language** – language that goes beyond its ordinary literal meaning

**Symbol (ism)** – a concrete object that represents an abstract idea (heart = love)

**Metaphor** – an implied comparison between two unlike things that does not use “like” or “as”

**Simile** – a comparison between two unlike things that does use “like” or “as”

**Alliteration** – repeated consonant sounds occurring at the beginning of words or within words (ex: Kathy can't cook.)

**Rhyme** – the repetition of syllable sounds (ex: hall & ball)

**Rhythm** – the pattern of stressed and unstressed syllables (sing-songy)

**Imagery** – concrete details appealing to the senses (sight, sound, smell, taste, touch)

**Onomatopoeia** - words whose sound suggests their meaning (buzz, pop, sizzle)

**Personification** - the giving of human qualities to an animal, an object or an idea

**Irony** – the opposite of what is expected; the difference between what appears to be and what actually is

**Types of Irony:**

1) **Situational Irony** – an outcome that is the opposite of what was expected; it's a surprise!

2) **Dramatic Irony** – when a reader or viewer knows more about a situation than the characters involved

3) **Verbal Irony** – saying the opposite of what was meant for humorous or sarcastic effect

**Foreshadowing** – an author's use of hints or clues to suggest events that will occur later in the story

**Flashback** – an interruption to a story to present an event that has occurred at an earlier time; it can appear as though the event were occurring in the present

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**As you read, you should keep the following things in mind. .**

**Author's purpose** – the author's reason for creating a particular work (to entertain, explain, inform, persuade)

**Mood** – the overall feeling a literary work conveys to the readers

Consider:

1. events
2. setting
3. word choice/dialogue

**Inference** – a reasonable conclusion drawn by the reader from author's clues and the reader's own knowledge and experience; an educated guess

**Tone** - the author's attitude, stated or implied, toward a subject

**Voice** - a writer's unique style of expression; reveals much about his/her personality