Literary Term Vocabulary Flash Cards

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| Plot | a sequence of events that brings about the resolution of a conflict |
| Elements of Plot  (in order) | 1. Introduction  2. Rising Action 3. Climax  4. Falling Action/Resolution |
| Characterization | the methods used by the author to create characters |
| Methods of Characterization | 1. Physical appearance,  2. speech & actions,  3. thoughts & feelings,  4. other character’s actions |
| Conflict | a problem or struggle between two opposing forces |
| Internal Conflict | the problem or struggle is INSIDE of the main character |
| External Conflict | the problem or struggle is OUTSIDE the main character |
| Setting | the time, place, and general environment in which a story takes place |
| Figurative Language | language expanded beyond its ordinary literal meaning |
| Symbolism | a concrete object that represents an abstract idea |
| Metaphor | an implied comparison of two unlike things that does not use “like” or “as” |
| Simile | a comparison of two unlike things that does use “like” or “as” |
| Alliteration | repeated consonant sounds occurring at the beginning of words or within words |
| Rhyme | the repetition of syllable sounds |
| Rhythm | the pattern of stresses and unstressed syllables |
| Irony | the difference between what appears to be and what actually is |
| Situation Irony | an outcome, which is the opposite of what was expected. It is a surprise! |
| Dramatic Irony | when a reader, or viewer, knows more about a situation than the characters involved |
| Verbal Irony | saying the opposite of what was meant for humorous or sarcastic effect |
| Theme | the main idea; the underlying message the author wants the reader to think about |
| Stereotype | a broad generalization about something or someone that leaves no room for individual differences |
| 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 earlier event |
| Inference | a reasonable conclusion drawn by the reader from author’s clues |
| Mood | the overall feeling a literary work conveys to the READERS |
| Imagery | concrete details appealing to the senses |
| Climax | the moment in which the conflict is solved in either a good or bad way; always toward the end of a story |
| Point of View | the author’s choice of narrator |
| First Person Point of View | the narrator is a character INSIDE the story |
| Third Person Point of View | the narrator is a character OUTSIDE of the story; the narrator is not participating in the plot |
| Third Person Objective  Point of View | the narrator only reports speech and action |
| Third Person Omniscient  Point of View | the narrator reports thoughts, feeling, speech, and actions |

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| Protagonist | The main character; the “good guy” |
| Antagonist | A force working against the main character. The “bad guy” |
| Dynamic Character | A character who changes significantly (usually the main character) |
| Static Character | A character who changes very little, if at all |
| Foil | A character who provides striking contrast (opposite) to a main character |
| Tone | The AUTHOR’s attitude, stated or implied, toward a subject |
| Author’s Purpose | The author’s reason for creating a particular work. Ex: to explain, inform, etc. |
| Genre | A type or category of literature. Ex: fiction, nonfiction, poetry, drama |