

**Plot** is all the actions and events in a story

**Exposition:** Characters and settings are introduced

**Rising Action:** Central conflict begins

**Climax:** High point or intensity in the conflict is reached

**Falling Action:** conflict's intensity lessens

**Resolution:** conflict concludes & loose ends are tied up

**Setting** is where and when a story takes place

**Conflict** is a struggle between opposing forces

**External Conflict:** a struggle against an outside force

**Internal Conflict:** a struggle within one character

**Characterization** is the method a writer uses to develop characters

**Direct Characterization:** when the writer tells the reader about a character

**Indirect Characterization:** when the writer shows the reader about a character

### **Types of Characters**

**Round Character:** complex, showing many qualities

**Flat Character:** one-dimensional, showing a single trait

**Dynamic Character:** develops, changes, & learns something during the course of a story

**Static Character:** remains the same

**Irony** is the differences between appearances and reality

**Verbal Irony:** words are used to suggest the opposite of what is meant

**Irony of Situation:** an event occurs that contradicts the expectations of the characters, readers, and audience

**Dramatic Irony** is a difference between what a character thinks, and what the reader knows as true

**Point of View (POV):** the vantage point from which a story is told

**1st Person POV:** when the story is told by one of the characters

**3rd Person Omniscient POV:** when the story is told from someone outside of the story, through the perspective of all characters

**3rd Person Limited POV:** when the story is told from someone outside of the story, through the perspective of one character

**Figurative Language:** language that communicates ideas beyond the literal meaning of words

**Simile:** comparing 2 things using “like” or “as”

**Metaphor:** comparing 2 things without using “like” or “as”

**Personification:** giving human characteristics to non-human things

**Onomatopoeia:** the use of a word whose sound suggests its meaning, as in *clang, buzz, swish*

**Oxymoron:** expression with contradictory words

**Hyperbole:** an intentional exaggeration for emphasis or comic effect

**Idiom:** a phrase or expression which means something different from what the words actually say

**Dialogue:** conversation between characters

**Dialect:** language spoken by people in a particular region or group

**Diction:** the author’s choice of words

**Tone:** the writer’s attitude towards a subject

**Mood:** the feeling created in a reader by a literary work

**Imagery:** Language that appeals to our five senses with descriptive language

**Flashback:** when material is presented that occurred earlier than the present time of a story

**Foreshadowing** is using hints and clues to indicate future events

**Suspense** is a feeling of uncertainty about the outcome of events

**Theme** is the central message or insight into life revealed through a literary work

**Author’s Purpose** is the main reason for writing, often expressed in the theme

**Inferences** are logical assumptions about information or ideas that are not directly stated in the text

**Prediction** is an idea developed about what will happen later in a narrative

**Cause:** an event, an action, or a situation that makes something happen

**Effect:** the event that results