

*The expectation is that you are already familiar with most, if not all, of these terms. These are the literary terms I am looking for in your annotations. Additionally, there will be a test on these terms within the first half of first term.*

## Literary Terms

<b>Allegory</b>	A narrative or description having a second meaning beneath the surface one. The meaning usually deals with moral truth or a generalization about human existence.
<b>Alliteration</b>	The repetition of initial consonant sounds in two or more neighboring words.
<b>Allusion</b>	A direct or indirect reference to something which is presumably commonly known, such as an event, book, myth, place, or work of art. Can be historical, literary, religious, Biblical, or mythical.
<b>Analogy</b>	A comparison between two different things. Can explain something unfamiliar by associating it with or pointing out its similarity to something more familiar.
<b>Anecdote</b>	A brief story told to illustrate a point or serve as an example of something.
<b>Antagonist</b>	Opponent who struggles against or blocks the hero (protagonist) in a story.
<b>Antihero</b>	Central character who lacks all the qualities traditionally associated with heroes. May lack courage, grace, intelligence, or moral scruples.
<b>Archetype</b>	Images of character, plot pattern, and symbols that recur in literature and evoke profound emotional responses in the reader.
<b>Aside</b>	A dramatic convention in which an actor directly addresses the audience but it is not supposed to be heard by other actors on the stage.
<b>Assonance</b>	The repetition of similar vowel sounds.
<b>Ballad</b>	A poem that tells a story.
<b>Caricature</b>	A description that's purpose is to exaggerate or distort, for comic effect, a person's distinctive physical features or other characteristics.
<b>Characterization</b>	The process by which the writer reveals the personality of a character.
<b>Direct</b>	The author tells the reader directly what the character is like.
<b>Indirect</b>	The author tells the reader what the character is like by describing how the character looks and dresses, by letting the reader hear what the character says, by revealing the character's private thoughts and feelings, by revealing the character's effect on other people, or by showing the character in action.
<b>Cliché</b>	A word or phrase, often a figure of speech, that has become lifeless because of overuse.
<b>Colloquialism</b>	A word or phrase in everyday use in conversation and informal writing but is inappropriate for formal situations. Often used in writing in local or regional dialects. (slang)
<b>Comedy</b>	In general, a story that ends with a happy resolution of the conflicts faced by the main character or characters.
<b>Conflict</b>	The struggle between opposing forces or characters in a story.
<b>External</b>	Between two individuals, between a person and nature, between a person and a machine, or between a person and society.
<b>Internal</b>	Involves opposing forces within a person's mind.
<b>Concrete Language</b>	Language that describes specific, observable things, people or places, rather than ideas or qualities.
<b>Connotation</b>	The non-literal, associative meaning of a word; the implied, suggested meaning. May involve ideas, emotions, or attitudes.
<b>Consonance</b>	Repetition of a consonant sound within two or more words.
<b>Denotation</b>	The strict, literal, dictionary definition of a word, devoid of any emotion, attitude, or color.

<b>Dialect</b>	A way of speaking that is characteristic of a certain social group or of the inhabitants of a certain geographical area.
<b>Diction</b>	Related to style, it refers to the writer's word choices, especially with regard to their correctness, clearness, or effectiveness. Combined with syntax, figurative language, literary devices, etc., creates an author's style.
<b>Didactic</b>	Describes fiction or non-fiction that teaches a specific lesson or moral or provides a model for correct behavior or thinking.
<b>Dynamic Character</b>	One who changes in some important way as a result of the story's action.
<b>Elegy</b>	A formal, sustained poem lamenting the death of a particular person.
<b>Epic</b>	A long narrative poem, written in heightened language, which recounts the deeds of a heroic character who embodies the values of a particular society.
<b>Epigraph</b>	A quotation at the beginning of a literary work suggestive of a theme.
<b>Ethos</b>	An appeal to ethics, and is a means of convincing the reader of the credibility or character of the persuader.
<b>Euphemism</b>	The use of a word or phrase that is less direct, but is also considered less distasteful or less offensive than another.
<b>Exposition</b>	Background information provided by a writer to enhance a reader's understanding of the context of a fictional or non-fictional story.
<b>Fable</b>	A very short story told in prose or poetry that teaches a practical lesson about how to succeed in life.
<b>Farce</b>	A type of comedy in which one-dimensional characters are put into ludicrous situations; ordinary standards of probability and motivation are freely violated in order to evoke laughter.
<b>Fiction</b>	A product of a writer's imagination, usually made up of characters, plot, setting, point of view, and theme.
<b>Figurative Language</b>	Words which are inaccurate if interpreted literally, but are used to describe something. Usually meant to be imaginative and vivid.
<b>Figure of Speech</b>	A device used to produce figurative language. Many compare dissimilar things.
<b>Flashback</b>	A scene that interrupts the normal chronological sequence of events in a story to depict something that happened at an earlier time.
<b>Flat Character</b>	One who has only one or two personality traits. One-dimensional. Immediately recognizable.
<b>Foil</b>	A character who acts as contrast to another character. Often a funny sidekick to the dashing hero, or a villain contrasting the hero.
<b>Foreshadowing</b>	The use of hints and clues to suggest what will happen later in the plot.
<b>Free Verse</b>	Poetry that does not conform to regular meter or rhyme scheme.
<b>Genre</b>	The major category into which a literary work fits.
<b>Hyperbole</b>	A figure of speech using deliberate exaggeration or overstatement for effect. The opposite of hyperbole is <i>understatement</i> .
<b>Image</b>	
<b>Imagery</b>	The use of sensory details or figurative language to evoke a picture or a concrete sensation of a person, a thing, a place, or an experience.
<b>Irony</b>	The contrast between what is stated explicitly and what is really meant, or the difference between what appears to be and what is actually true.
<b>Dramatic</b>	When facts or events are unknown to a character in a play or piece of fiction but known to the reader, audience, or other characters in the work.
<b>Situational</b>	Takes place when there is a discrepancy between what is expected to happen, or what would be appropriate to happen, and what really does happen.
<b>Verbal</b>	When the words literally state the opposite of the writer's (or speaker's) meaning.
<b>Local Color</b>	A term applied to fiction or poetry which tends to place special emphasis on a particular setting, including its customs, clothing, dialect, and landscape.
<b>Logos</b>	An appeal to logic, and a way of persuading the reader by reason.

<b>Lyric Poem</b>	A poem that does not tell a story but expresses the personal feelings or thoughts of the speaker.
<b>Metaphor</b>	A figure of speech that makes a comparison between two unlike things or the substitution of one for the other, suggesting some similarity.
<b>Dead</b>	A metaphor that has been used so often that the comparison is no longer vivid. (ex. "head of the house," "the seat of the government")
<b>Extended</b>	A metaphor that is extended or developed as far as the writer wants to take it.
<b>Implied</b>	A metaphor that does not state explicitly the two terms of the comparison.
<b>Mixed</b>	A metaphor that has gotten out of control and mixes its terms so that they are visually or imaginatively incompatible.
<b>Metonymy</b>	A figure of speech in which the person, place, or thing, is referred to by something closely associated with it. (ex. a news release that says "the White House declares" instead of "the president declares")
<b>Mood</b>	An atmosphere created by a writer's diction and the details selected. Setting, tone, and events can affect the mood.
<b>Motif</b>	A recurring image, word, phrase, action, idea, object, or situation used throughout a work (or in several works by one author) unifying the work by tying the current situation to previous ones, or new ideas to the theme.
<b>Narrative</b>	The telling of a story or an account of an event or series of events.
<b>Onomatopoeia</b>	The use of a word whose pronunciation suggests its meaning.
<b>Oxymoron</b>	A figure of speech that combines opposite or contradictory terms in a brief phrase. ("pretty ugly," "bitter-sweet," "tough love")
<b>Parable</b>	A relatively short story that teaches a moral or lesson about how to lead a good life.
<b>Paradox</b>	A statement that appears self-contradictory, but that reveals a kind of truth. Often used as a rhetorical device for emphasis or simply to attract attention.
<b>Parallelism</b>	The repetition of words or phrases that have similar grammatical structures. ex. "It was the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness..." - <i>A Tale of Two Cities</i>
<b>Parody</b>	An exaggerated imitation of a usually more serious work for humorous purposes.
<b>Pathos</b>	An appeal to emotion, and a way of convincing the reader of the argument by creating an emotional response.
<b>Personification</b>	Figurative language in which inanimate objects, animals, ideas, or abstractions are endowed with human traits or human forms.
<b>Plot</b>	The series of related events in a story or play (aka "storyline").
<b>Exposition</b>	Introduces characters, situation, and setting.
<b>Rising Action</b>	Complications in conflict and situations (may introduce new ones as well).
<b>Climax</b>	The point in the plot that creates the greatest intensity, suspense, or interest (aka "turning point").
<b>Resolution</b>	The conclusion of a story, when all or most of the conflicts have been settled; often called the <i>denouement</i> .
<b>Point of View</b>	The vantage point from which the writer tells the story.
<b>First Person</b>	One of the characters tells the story.
<b>Third Person</b>	An unknown characters tells the story, but the narrator zooms in to focus on the thoughts and feelings of only one character.
<b>Omniscient</b>	An all-knowing narrator tells the story, using third person pronouns. Often tells everything about many characters.
<b>Objective</b>	A narrator who is totally impersonal and objective tells the story, with no comment on any characters or events.
<b>Protagonist</b>	Central character in a story; the one who initiates or drives the action.
<b>Pun</b>	A play on words that are identical or similar in sound but have sharply diverse meanings.

<b>Red Herring</b>	Device through which a writer raises an irrelevant issue to draw attention away from the real issue.
<b>Refrain</b>	A word, phrase, line, or group of lines that is repeated, for effect, several times in a poem.
<b>Repetition</b>	The duplication, either exact or approximate, of any element of language.
<b>Rhetoric</b>	Art of effective communication.
<b>Rhythm</b>	A rise and fall of the voice produced by the alternation of stressed and unstressed syllables in language.
<b>Round Character</b>	One who is complex. Drawn with sufficient complexity to be able to surprise the reader without losing credibility.
<b>Sarcasm</b>	A type of verbal irony in which, under the guise of praise, a caustic and bitter expression of strong and personal disapproval is given. Meant to hurt or ridicule someone or something.
<b>Satire</b>	A work that targets human vices and follies or social institutions and conventions for reform or ridicule. A style of writing rather than a purpose for writing. Can be identified by the use of irony, wit, parody, caricature, hyperbole, understatement, and sarcasm.
<b>Setting</b>	Locale and period in which the action takes place.
<b>Simile</b>	Figurative language that compares two unlike things by using "like" or "as."
<b>Soliloquy</b>	A long speech made by a character in a play while no other characters are on stage.
<b>Static Character</b>	A character who undergoes little or no change, does not grow or develop.
<b>Stock Character</b>	Conventional character types that recur repeatedly in various literary genres.
<b>Stream of Consciousness</b>	Technique of writing that undertakes to reproduce the raw flow of consciousness, with the perceptions, thoughts, judgments, feelings, associations, and memories presented just as they occur without being tidied into grammatical sentences or given logical and narrative order.
<b>Style</b>	The distinctive way in which a writer uses language: a writer's distinctive use of diction, tone, and syntax.
<b>Symbol</b>	A person, place, thing, or event that has meaning in itself and that also stands for something more than itself.
<b>Syntax</b>	In grammar, the arrangement of words as elements in a sentence to show their relationship.
<b>Theme</b>	A central idea of a work of fiction or nonfiction, revealed and developed in the course of a story or explored through argument.
<b>Tone</b>	The attitude a writer takes toward the subject of a work, the characters in it, or the audience, revealed through dictions, figurative language, and organization.
<b>Tragedy</b>	In general, a story in which the heroic character either dies or comes to some unhappy end.
<b>Tragic Flaw</b>	Tragic error in judgment; a mistaken act which changes the fortune of the tragic hero from happiness to misery.
<b>Understatement</b>	Deliberately representing something as much less than it really is.