Literary Terms and Devices Pre-Assessment

Antagonist

Setting

Imagery

Dynamic Character

Static Character

Indirect Characterization

Direct Characterization

Internal Conflict

External Conflict

Exposition

Climax

Rising Action(s)

Falling Action(s)

Resolution

Theme

Tone

Allusion

Symbolism

Protagonist

1st Person PoV

3rd Person Limited PoV

3rd Person Omniscient Pov

1. something concrete that represents something abstract (you can’t access with your five senses, like an idea or a belief)
2. the Historical time period, Season of the year, Specific place, Weather, culture/people
3. the meaning, moral, or main message the writer wishes to share with the reader.
4. language that appeals to the five senses—sight, hearing, smell, taste, touch.
5. a struggle that goes on WITHIN the character; in their mind and emotions
6. characters who change significantly in the story; usually main characters
7. the main character in a story, play, or a novel that is involved in the main conflict, the “good guy.”
8. the narrator is not a character, and they can tell us what many or all characters are thinking or feeling.
9. the author’s attitude toward his or her subject. Examples include amused, objective, or angry.
10. a character’s struggle against another character or an outside force.
11. the most exciting or intense part of the plot.
12. the final stage of the plot; the loose ends are tied up and the story ends
13. the narrator is not a character, and we only know what ONE person is thinking and feeling
14. the writer reveals/SHOWS information about a character and his personality through that character's thoughts, words, and actions, along with how other characters respond to that character, including what they think and say about him. Remember STEAL🡪S~ Speech T~ Thoughts E~ Effect on other characters A~ Actions L~ Looks
15. introduces the main characters and setting; it establishes the main conflict and provides background information
16. a character in the story narrates: “I” “me” “we” “us”
17. a series of events that build from the conflict. It begins with the exciting force and ends with the climax.
18. the author refers to a subject matter such as a person, place, event, or literary work in a passing reference. It is up to the reader to make a connection to the subject being mentioned.
19. the character who opposes the protagonist in the main conflict of the story, the “bad guy.”
20. characters who change very little in a story.
21. the writer makes direct statements about a character's personality and TELLS what the character is like.
22. the events after the climax which close the story

Figurative Language

Metaphor

Personification

Alliteration

Pun

Idiom

Hyperbole

Oxymoron

Onomatopoeia

Theme

Simile

1. a comparison that uses the words like or as.
2. a direct comparison with no signal words such as like or as.
3. when a writer describes an animal or object as if it had human qualities.
4. an expression that has a meaning different from the meaning of its individual words. **Example: Don’t jump the gun**
5. the use of words whose sounds suggest their meaning.
6. the repetition of a sound or letter at the beginning of a word.
7. a play on words in which a humorous effect is produced by using a word that suggests two or more meanings or by exploiting similar sounding words having different meanings.
8. the meaning, moral, or main message the writer wishes to share with the reader.
9. an exaggeration of ideas for the sake of emphasis.
10. is a figure of speech in which two seemingly opposing and contradictory elements are compared to create an effect.