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Theme

- A central message or insight into life revealed by a literary work. MAIN IDEA
 - *Example: friendship, prejudice (subjects)*
 - *A loyal friend will stand by you in the most difficult of times.*

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Symbol

- Anything that stands for or represents something else, such as an abstract idea.
 - *Example:*
 - *stars on American flag=represent the states*

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Genre

- A division or type of literature. Literature is commonly divided into three major genres: poetry, prose, and drama.
- PPD!!!
 - Poetry: Lyric, concrete, narrative, etc.
 - Prose: Fiction & Nonfiction
 - Drama: Comedy, tragedy, etc.

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Prose

- The ordinary form of written language. One of the three major genres of literature.
 - Occurs in two forms: fiction and nonfiction.

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Poetry

- One of the three major types of literature, where form and content are closely connected.
 - Poems are usually divided into lines and stanzas, and often have regular rhythmical patterns.

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DRAMA

- One of the three major genres of literature. A story written to be performed by actors. The playwright supplies dialogue and stage directions. Dramas are divided into large units called *acts*, and into smaller units called *scenes*.

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Biography

- An account of a person's life, written or told by another person.

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Autobiography

- An account of the writer's own life, told by the writer.

Point of View

- The perspective from which a story is told. The three points of view most commonly used are:
 - 1.First Person: Narrator is a character in the story, referring to him/herself as “I”.
 - 2.Third Person Limited: Narrator uses third-person pronouns (he, she, it) to refer to the characters. Usually, everything is viewed from one character’s perspective.
 - 3.Third Person Omniscient: Narrator knows and tells about what each character feels and thinks, using third person pronouns. Narrator “knows all”.

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Nonfiction

- Prose writing that presents and explains ideas, or tells about real people, places, events, or objects. Some forms are essays, newspaper and magazine articles, journals, biographies and autobiographies.

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Fiction

- Prose writing that tells about imaginary characters and events. This term is usually used for novels and short stories, but it also applies to drama and narrative poetry.

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Novel

- A long fictional story, whose length is normally somewhere between 100-500 pages. Novels use all the elements of storytelling: plot, character, setting, theme, and point of view.

- A very brief story that teaches a moral, or a practical lesson about how to get along in life. The characters in most fables are animals that behave and speak like humans.

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Satire

- Writing that **ridicules, mocks, or criticizes** individuals, ideas, institutions, social conventions, or other works of literature or art. The purpose of satire is to state one's opinion and to improve society. Satire usually involves *irony* and exaggeration to force readers to see something in a critical light.

Allegory

- A symbolic story that has two levels of meaning-a literal level and one or more symbolic levels. The events, setting and characters in an allegory are symbols for ideas or qualities. The purpose of an allegory may be to convey truths about life, to teach moral lessons, or to criticize social institutions.

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Character

- A person or animal who takes part in the action of a literary work.
 - Main Characters: Include main character (who is this story about?) and other characters who have a significant role.
 - Supporting/Secondary Character: Character that supports a main role.
 - Dynamic Character: One who changes in the course of the story.
 - Static Character: One who does not change in the course of the story.

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Motivation

- A reason that explains a character's actions. Characters are motivated by their values, desires, and needs.
- **Character's OBJECTIVE (goal)**
- **+ OBSTACLE (what stands in their way)**
- **=CONFLICT**

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Setting

- The time and place of the action. May provide a background for the action. May be a crucial element in the plot or central conflict, and may also create a certain emotional atmosphere (mood).

- **Irony:** A contrast between what is stated and what is meant, or between what is expected to happen and what actually happens. The two major types of irony are:
 - 1. **Dramatic Irony:** A contradiction between what a **character** thinks and what the **reader** knows to be true.
 - 2. **Situational Irony:** An event occurs that directly contradicts the expectations of the characters, readers, or audience.

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Conflict

- A struggle between opposing forces. There are two kinds of conflict: external and internal.
 - **External conflict** is when the main character struggles against an outside force (another character, standards or expectations of a group, or nature).
 - **Internal conflict** involves a character in conflict with him/herself.
- A story may have more than one conflict.

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Foreshadowing

- The use of clues that suggest events that have yet to occur.

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Plot

- The sequence of events in a literary work, in which both characters and a central conflict are involved.
- 1. Exposition: Introduces setting, characters and the basic situation.
- 2. Inciting Incident: Introduces the central conflict.
- 3. Rising Action/Development: Series of events following the inciting incident which include the introduction of all important characters as well as the protagonist's goals and obstacles (conflict).
- CONTINUED ON NEXT SLIDE

- CONTINUED!!!
- 4. Climax: High point of interest or suspense, usually when the protagonist is at his/her lowest point.
- 5. Falling Action: Solves the climax.
- 6. Conclusion: Final outcome which shows, or hints at, what happens to the characters after their story.

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Figurative Language

- Writing or speech not meant to be taken literally, used to express ideas in vivid and imaginative ways. Some frequently used figures of speech are: metaphors, similes, and personifications.

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Metaphor

- A figure of speech in which there is a comparison of two seeming unlike things.
- *i.e. Her eyes were stars.*
- *He is a cunning fox.*
I am a night owl.
"All the world's a stage..."

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Simile

- A figure of speech that makes a direct comparison between two subjects, using the words like or as. The word than is also used to compare, but less frequently.
- *i.e. Her eyes were like stars.*
- *He is as cunning as a fox.*
She is larger than life.

Personification

- A figure of speech in which a non-human subject is given human characteristics.
- *i.e. The waves danced.*
- *The thunder shouted.*
- *The stars danced playfully in the moonlight.*

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Imagery

- A word or phrase that appeals to one or more of the five senses: sight, hearing, touch, taste, or smell.
- **WORD PICTURES!!!!**

- Comedy: A work of literature, especially a play, in which the characters and situations are treated in a humorous way, and there is usually a happy ending.
- Tragedy: A work of literature, especially a play, that results in a catastrophe for the main character. This is usually connected to the fact that the main character fails to achieve a desired goal, or is overcome by unseen obstacles.

STAGE DIRECTIONS

- Notes included in a drama to describe how the work is to be performed or staged. Usually printed in italics and not spoken aloud on stage (unless the play is being read). They are used to give information about costumes, lighting, scenery, properties, setting and characters' movements and ways of speaking.

DIALOGUE

- A conversation between characters used to reveal character and to advance the action.

Monologue

- A speech delivered entirely by one person or character, to another character, or group of characters.

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Soliloquy

- A long speech made by a character who is alone and who reveals his/her private thoughts and feelings to an audience.

ASIDE

- Words spoken by a character in a play to the audience or to another character that are not supposed to be overheard by others on stage in a scene.

Short Story

- A brief work of fiction. Resembles the novel but generally has a simpler plot and setting.
 - Short stories tend to reveal a character at a crucial moment rather than develop it through many incidents.

MOOD

- Emotional atmosphere, the feeling created in the reader by a literary work or passage. The mood is often suggested by descriptive details. Setting and tone can influence a mood.

PROTAGONIST

- The main character in a literary work. This is the character that the audience and/or reader relate to or identify with.
- Examples:

ANTAGONIST

- A character or force in conflict with a main character, or protagonist.
- Examples:

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Memoir

- A type of autobiography in which the author writes a personal record of the events, people, and situations that have shaped his or her life. Memoirs often focus on a specific period of the writer's life.

TONE

- The writer's attitude toward his/her subject or audience.
 - Can be described as *formal or informal, serious or playful, bitter or ironic*.

Narrator

- Person telling the story. May be either a character in the story, or an outside observer. The writer's choice of narrator determines the point of view of the story.

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SPEAKER

- Imaginary voice of the poem. May be the poet, a fictional character, or an inanimate object or non-human entity.

STANZA

- A group of lines in a poem that are considered to be a unit. Each stanza states and develops a single main idea, and is often separated by a space.

Stanzas are commonly named according to the number of lines found in them:

- Couplet: Two-line stanza
- Quatrain: Four-line stanza

RHYME

- Repetition of sounds at the end of words.

RHYME SCHEME

- A regular pattern of rhyming words in a poem, using letters of the alphabet to represent rhyming sounds.

There was a man **A**

■ *who hated rain.* **B**

■ *He had a plan* **A**

■ *to end his pain.* **B**

- Rhythm: The pattern of beats (or stresses) in spoken or written language.
- Free Verse: Poetry that lacks a regular rhythmical pattern, or meter.

- Alliteration: Repetition of consonant sounds at the **beginning** of words or accented syllables.
 - *i.e. "Seaweed stuck to the sink in a Spanish ship."*
 - *i.e. "Peter Piper picked a peck of pickled peppers..."*

- Onomatopoeia: The use of a word whose sound imitates or suggests its meaning.
 - *i.e. crackle pop fizz chirp*

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SONNET

- Fourteen-line lyric poem focused on a single theme. Usually written in iambic pentameter:
 - ***Shakespearean** (*English*): 3 quatrains and one concluding couplet

IAMBIC PENTAMETER

- A line of poetry with five  iambic feet, each containing one unstressed syllable followed by one stressed syllable. May be rhymed or unrhymed.
 - *i.e. It **OUGHT** to **READ** like **THIS** for **EACH** ten **LINES**.*

BLANK VERSE

- Poetic lines of 10 syllables each, unrhymed, written in iambic pentameter. It was considered a heightened form of language, and poets and playwrights were expected to use it.

CONCRETE POEM

- A poem with a shape that suggests its subject. The poet will use visible shapes to create a picture related to the poem's subject.

- *Star,*
 - *If you are*
 - *A Love compassionate,*
 - *You will walk with us this year.*
- *We face a glacial distance, who are here*
 - *Huddl'd*
 - *At your feet.*

- *William Burford's "A Christmas Tree"*

HAIKU

- A three-line Japanese verse poem. The first and third lines have 5 syllables, the second line has 7 syllables. A haiku seeks to convey a single, vivid emotion by means of images from nature.
 - *Railroad tracks; a flight*
 - *of wild geese close above them*
 - *in the moonlit night.*

ALLUSION

- A reference to a well-known person, place, event, literary work, or work of art.
- i.e. Bible, mythology, Shakespeare
- “She’ll not be hit with Cupid’s arrow.
- She hath Dian’s wit...”
(Shakespeare 1. 1. 216-217)

OXYMORON

- A figure of speech that combines two or more opposing or contradictory ideas.
- *i.e.* ***honorable villain***
 jumbo shrimp
 cold fire
 sick health