

LITERARY TERMS PRETEST

1. A character is a person or an animal that takes part in the action of a literary work.
2. The protagonist is the main character in a literary work.
3. The antagonist is a character or force who opposes the protagonist.
4. An archetype is something that is considered to be a typical example of a person or a thing.
5. A dynamic character undergoes inner change over time.
6. A static character does NOT go through change over time.
7. A foil is a character who provides a contrast to the protagonist.
8. The setting of a literary work is the time and place of the action.
9. Plot is the sequence of related events that make up a story, sometimes referred to as the story line.
10. The plot usually begins with an _____ that introduces the _____ and _____. The _____ occurs that increases the _____ until it reaches a high point of interest or suspense called the _____. The _____ is followed by the _____ of the central conflict which leads to the _____.
11. Exposition: The introductory material which gives the setting, creates the tone, and presents the characters and other facts necessary to understanding the story.
12. Inciting incident: Event or character that triggers the conflict. The conflict reaches a turning point. At this point, the opposing forces in the story meet and the conflict becomes most intense.
13. Rising action: A series of events that builds from the inciting force and ends with the climax.

→ or inciting event

14. Climax: The result of the crisis. It is the high point of the story, the moment of the highest interest and greatest emotion.
15. Falling Action: The events after the climax which close the story.
16. Resolution: Concludes the action of the story by revealing or suggesting the outcome of the conflict.
17. Conflict: The struggle between opposing forces in a story.
18. External conflict exists when a character struggles against an outside force such as another character, nature, or society
Examples: Man vs. man, Man vs. self, Man vs. society
19. Internal conflict exists within the mind of a character who is torn between different courses of action. Example: Man vs. himself
20. Characterization: The methods a writer uses to communicate information about the characters in his/her stories.
21. Direct Characterization: The author directly tells the reader about the character.
22. Indirect Characterization: The author drops clues about the character.
23. Point of view: The perspective, or vantage point, from which a story is told.

Main types of point of view:

- a. First person: The narrator is a character in the story who can reveal only personal thoughts and feelings and what he or she sees and is told by other characters.
- b. Second person: The narrator is you. The story is told from the reader's point of view.
- c. Third Person Objective: The narrator is an outsider who can report only what he or she sees and hears. A "fly on the wall" perspective.

d. Third person LIMITED: The narrator is an outsider who sees into the mind of one of the characters.
e. Third person OMNISCIENT: The narrator is an all-knowing outsider who can enter the minds of more than one of the characters.

24. Flashback: An author's use of hints or clues as to what might happen later in the story. It builds suspense and prepares the reader for what is to come.

25. Flashback: Occurs when the author narrates an event that took place before the current time of the story. Titanic is almost entirely told in this manner.

26. Verbal Irony: The contrast between what is said and what is meant or expected.

27. Situational Irony: The contrast between what happens and what is expected to happen.

28. Dramatic Irony: Occurs when the audience knows more than the characters do.

29. Tone: The author's attitude toward a subject.

30. Style: The distinctive way in which an author uses language.

31. Mood: The choice of settings, objects, details, images, and words all contribute towards creating a specific mood.

32. Symbolism: A person, place, or object that has a meaning other than the obvious.

33. Theme: The main idea or underlying meaning of a literary work.

34. Imagery: Language that appeals to the senses.

FIGURATIVE LANGUAGE

35. Figure of Speech: An expression that uses language in a non-literal way.

36. Simile: A figure of speech that compares seemingly unlike things using the words like or as.

37. Metaphor: A type of speech that compares or equates two or more things that have something in common that does NOT use like or as.

38. Alliteration: The repetition of sounds, most often consonant sounds, at the beginning of words. It gives emphasis to words.

39. Personification: A figure of speech in which an animal, object, force of nature, or idea is given human qualities or characteristics.

40. Onomatopoeia: The use of words that mimic the sounds they make.

41. Hyperbole: An exaggerated statement used to heighten effect and emphasize a point.

42. Idiom: Expression that means something different than what it says.

43. Euphemism: A polite way to say something that might be more offensive. (e.g. saying restroom instead of toilet)

44. An Oxymoron is a figure of speech that is a combination of seemingly contradictory words. (e.g. same difference, pretty ugly, etc.)

45. A Pun is a deliberate confusion of similar words or phrases. Also known as a play on words.

46. Denotation: is the literal meaning of a word or the dictionary definition.

47. Connotation: is the thoughts, feelings, and images associated with a word.

48. Allusion: A reference in a literary work to a person, place, or thing in history or even another literary work.

49. Paradox: A statement that is seemingly contradictory and yet is perhaps true

50. Genre: Any category of literature or other forms of art or culture.