Name l	Date	
Eng. Foundations III—Silver		
Literary Devices Review		
Characters		
CHARACTERIZATION : the creation of a character by	the use of a detailed description	
* Physical appearance		
* His or her thoughts and beliefs		
* His or her behavior		
* What other characters think of him or her		
* Dialect (how he or she speaks)		
PROTAGONIST: the main character		
<u>ANTAGONIST</u> : a character or force who opposes (goes against) the protagonist		
<u>DYNAMIC/ROUND CHARACTER</u> : A character who changes/grows throughout the story		
STATIC/FLAT CHARACTER: A character who does I	NOT change	
<u>FOIL</u> : Character opposites → Used to emphasize partic	cular characteristics	

PLOT: a series of events that happen in a story

Elements of plot:

1. Exposition

• The beginning of a story that reveals characters and setting

2. Rising action

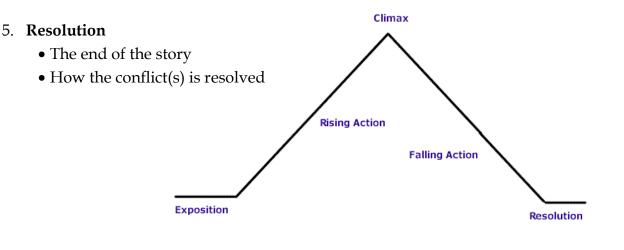
• Events that build suspense and lead to the conflict(s) and climax of the story

3. Climax

- Turning point of the story; the most suspenseful part of the story
- Usually the protagonist faces a conflict head-on and will change in some way

4. Falling action

• Events that lead to the resolution of the conflict(s)



Conflict

CONFLICT: a struggle between opposing forces; the problem(s) present in the story

- Internal Conflict: A problem a character has within him/herself

 (An internal struggle between a character's thoughts, ideas of right and wrong, choices, etc.)
- External Conflict: A problem with others

Meaning

MOTIF: a recurring idea throughout a text

THEME: the main idea, lesson, or message of a story

ex. <u>Motif</u> <u>Theme</u>

Love \rightarrow Without love, life has no meaning.

Relationships \rightarrow Relationships give us strength and motivation to be better people.

Point of View

POINT OF VIEW: the perspective from which a story is told

NARRATOR: the one who tells the story

- each type of narrator tells the story from a different point of view

Three most common points of view:

First Person	Third Person Omniscient	Third Person Limited
• The narrator <u>is</u> a character in the story	• The narrator is <u>not</u> a character in the story	• The narrator is <u>not</u> a character in the story
• The reader has insight into only that <i>one</i> character's thoughts	The narrator knows the thoughts and actions of <u>all</u> <u>characters</u>	The narrator knows the thoughts and actions of <u>one</u> of the characters
• Uses the pronouns: I, ME, WE	Uses the pronouns: HE, SHE, THEY *Omniscient means all-knowing	• Uses the pronouns: HE, SHE, THEY

Structure

SETTING: where and when the story takes place

FORESHADOWING: hints or clues about future events

IRONY: Verbal irony: sarcasm

<u>Situational irony</u>: a contrast between what is expected and what actually occurs

<u>Dramatic irony</u>: the reader knows something that the character(s) does not

<u>IUXTAPOSITION</u>: placing two things side by side for comparison and emphasis

Language

IMAGERY: descriptive language used to appeal to the five senses

SYMBOLISM: the use of objects or images to represent and/or express abstract ideas

<u>DICTION</u>: author's specific choice of words that add meaning to and enrich the text

<u>**TONE**</u>: the author's attitude toward the subject matter, which creates the mood ex. sarcastic, excited, depressed

<u>MOOD</u>: the overall feeling/atmosphere of a given scene ex. stressful, fun, frightening

<u>OXYMORON</u>: combination of words that have contradictory (opposite) meanings ex. jumbo shrimp, living dead, minor crisis, pretty ugly

Language Cont'd

PERSONIFICATION: giving human characteristics to nonhuman things

<u>METAPHOR</u>: comparison between two different things without using "like" or "as" ex. Juliet is the sun

<u>SIMILE</u>: comparison between two different things using "like" or "as" ex. The lion's teeth are like knives

REPETITION: repeating something that has already been said or written

<u>ALLITERATION</u>: the same letter or sound at the beginning of closely connected words ex. Little Lola loved llamas

<u>ONOMATOPOEIA</u>: the use of words to imitate the sound they describe ex. Buzz, crack, zip, whoosh

HYPERBOLE: an extreme exaggeration

ex. Let's eat - I'm starving!

ex. His house is so big it could have its own zip code.