

Name # _____
Teacher _____
Subject _____
Date _____

Literary Elements

Glossary

Conflict

- ↳ The problem that moves the plot/story forward.
- ↳ There is **NO** story without _____!
- ↳ The protagonist works to solve the problem.
- ↳ Main conflict is **always** Protagonist vs. Antagonist
- ↳ _____ causes the _____.

Climax

- ↳ _____ point of interest or tension in a story.
- ↳ Typically _____ the problem in the conflict.

Rising Actions: Complications

- ↳ The _____ events that lead up to the Climax.
- ↳ These events _____ from the conflict and ends at the Climax.
- ↳ Complications are the _____ of the story.

Falling Actions

- ↳ Events that _____ the story or wind down to the Resolution or possibly a Cliffhanger

Exposition:

- ↳ _____ background information that is typically located at the beginning of a story.
- ↳ _____ descriptions
 - ↳ Setting – _____ and location.

Resolution:

- ↳ Wraps up and _____ a story.
- Feels like "_____."

- OR -

Cliffhanger:

- ↳ Little or NO _____ action; reader is left with _____ questions. The story doesn't feel finished.

Theme: The _____ or life lesson the author is telling readers about human kind, people, or society. The theme will NEVER be just one word!!

Example: "The Tortoise and the Hare" **Main idea** = The tortoise and the hare are in a race.

Theme = Slow and steady wins the race.

Point of View: The perspective from which the story is told. A _____ tells the story.

~ **First Person**—narrator is a **character** in the story (uses "I" "me" "my")

~ **Third Person**—narrator is an outside observer telling what is witnessed and/or what characters think/feel.

KEY

Literary Elements Glossary

Conflict

- ↳ The problem that moves the plot/story forward.
- ↳ There is **NO** story without **CONFLICT**!
- ↳ The protagonist works to solve the problem.
- ↳ Main conflict is **always** Protagonist vs. Antagonist
- ↳ **CONFLICT** causes the **CLIMAX**.

Rising Actions: Complications

- ↳ The **INCITING** events that lead up to the Climax.
- ↳ These events **BUILD** from the conflict and ends at the Climax.
- ↳ Complications are the **BULK** of the story.

Exposition:

- ↳ **PROVIDES** background information that is typically located at the beginning of a story.
- ↳ **INCLUDES** descriptions
 - ↳ Setting – **TIME PERIOD** and location.

Climax

- ↳ **HIGHEST** point of interest or tension in a story.
- ↳ Typically **RESOLVES** the problem in the conflict.

Falling Actions

- ↳ Events that **WRAP UP** the story or wind down to the Resolution or possibly a Cliffhanger

Resolution:

- ↳ Wraps up and **CONCLUDES** a story. Feels like "**THE END**."

- OR -

Cliffhanger:

- ↳ Little or NO **FALLING** action; reader is left with **UNANSWERED** questions. The story doesn't feel finished.

Theme: The **MAIN MESSAGE** or life lesson the author is telling readers about human kind, people, or society. The theme will NEVER be just one word!!

Example: "The Tortoise and the Hare" **Main idea** = The tortoise and the hare are in a race.
Theme = Slow and steady wins the race.

Point of View: The perspective from which the story is told. A **PERSPECTIVE** tells the story.

~ **First Person**—narrator is a **character** in the story (uses "I" "me" "my")

~ **Third Person**—narrator is an outside observer telling what is witnessed and/or what characters think/feel.

- **Conflict:** Always between the protagonist and the antagonist

External – Man opposing an outside force.

Man v. Man – The protagonist opposing antagonist.

Man v. Society – A character opposes a community or group because of societal values, laws, beliefs, or traditions.

Man v. Nature – A character opposing the forces of nature.

Internal – Man fighting a conflict from within.

Man v. Self – The protagonist struggles with an internal dilemma (heart vs. mind) – not an easy decision; however, a character will grow and develop as a result of the conflict.

- **Character Types:** A character can be **DYNAMIC** or **STATIC** (but not both)
AND **Round** or **Flat** (but not both).

Dynamic - character grows, matures, and changes as a result of their experience over the course of the novel.

Static - character does not change – typically, not the protagonist or antagonist.

Round - complex character that portrays both positive and negative qualities - not easily defined or described.

Flat - simplified character and only has a few distinct qualities - typically fits a stereotype.

- **Main Characters:** The dominant characters in a story about whom the plot is centered around.

Protagonist – The main or central character of a work of literature.

Antagonist – The opponent or enemy of the protagonist.

- **Characterization:** The means through which an author reveals characters' traits through S.T.E.A.L. (speech, thoughts, effects on others, actions, looks)

Direct – The author **TELLS** what the character is like. The reader does not have to infer to identify the character's trait.

Indirect – The author **SHOWS** what the character is like. The reader will often have to infer to identify the character's trait.

- **Foreshadowing:** An author's use of hints or clues to suggest events that will occur later in the story. Frequently, future events are merely hinted at through *dialogue*, *description*, or the *attitudes* and *behaviors* of the characters. Foreshadowing builds suspense to prepare readers for what happens later.

- **Symbolism:** A person, place, or object which has a meaning in itself but suggests other meanings as well - some are conventional, meaning the same thing to all readers (♥ = love).

- **Irony:**

Verbal Irony – The name or description of something implies the opposite of the truth – sarcasm is considered a form of verbal irony.

Dramatic Irony – This occurs when the audience or reader knows more than the characters know.

- **Figurative Language:**

Imagery – Descriptive words choice that appeals to the 5 senses

Simile – comparing the characteristics of two unlike things using "like" or "as"

Metaphor – comparing the characteristics of two unlike things without using "like" or "as"

Alliteration – repetition of consonant sounds

Personification – giving human qualities to an animal or inanimate object

Onomatopoeia – words that imitate sounds

Hyperbole – extreme exaggeration that usually uses humor.

Idiom – An expression that cannot be understood from the meaning of its individual words. In other words, idioms don't mean exactly what the words say – there is an abstract or hidden meaning.