

Allusion- A reference to another well-known work of art/literature/etc

Analogy- A general comparison between two unlike things in order to show how they are similar

Antagonist- The character that presents conflict to the main character

Conflict- The problem or struggle in a story (ex: man vs man, man vs society, man vs nature, man vs self)

Connotation- The emotional, or implied/assumed, meaning of a word

Denotation- The dictionary meaning of a word

Direct Characterization- When the author tells the reader directly about a character

Dynamic Character- A character that changes (in terms of personality, etc) throughout a story

Figurative Language- Language that is not meant to be taken literally

Flashback- A break in the present time of a story to return to the past

Flat Character- A simple character that isn't especially well-developed in a story; the reader may only know a couple of key traits about them

Foreshadowing- When the author gives hints about what will happen later in the story

Genre- A category or type

Indirect Characterization- Learning about a character through his or her actions, what he or she says, or what other characters say about that character

Irony- When the opposite of what you would expect to happen actually happens

Metaphor- An analogy that does not use the words "like" or "as"

Mood- The feeling or atmosphere that the story creates

Personification- Giving nonliving things living qualities, or giving nonhuman things human qualities

Plot- The series of events that make up a story

--Exposition- The beginning part of a story, which usually describes/develops the characters and setting

--Rising Action- The part of a story in which the conflict begins to build or escalate

--Climax- The peak of the conflict in a story, and therefore is often the most exciting or intense

--Falling Action- The part of a story in which the conflict begins to decrease, or get better

--Resolution- The part of a story in which the conflict is more or less resolved

Point of View- The type of narrator that tells the story (ex: first person, third person limited, third person omniscient)

Protagonist- The main character of a story

Round Character- A character that is well-developed and complex; has more than just a few key traits

Setting- Where and when a story takes place

Simile- An analogy that uses the word “like” or “as”

Static Character- A character that does not change (in terms of personality) throughout the story

Symbol- Something that stands for a larger idea

Theme- The intended message or “moral” of a story

Tone- The author/narrator’s attitude expressed through the way he or she speaks/writes