**7th Grade**~ Literary Terms to Know

 1.  **Inner Voice** - what you say or think to yourself as you internally interpret the story or play

 2.  **Genre**  - French word for the “category” or “type” of literature, defined by style, content and form.(ex: novel, short story, poem)

 3.  (a)  **Autobiography**  -  Writer’s story of his/her own life.

 4.  (b)  **Biography**  -  The writer’s story or account of some other person’s life.

 5.  (c)  **Poetry**  -  Writing that is imaginative and emotional, written with words that are vivid and colorful.  These words are then arranged so that they have pleasing sound and rhythm; e.g., sonnets, limericks, free verse, etc.)

6.  (d) **Myth**  -  Story that tries to explain a belief, especially a belief having to do with nature, life or religion.

 7.  (e)  **Realistic** **Fiction**  -  A contrived story which could really happen or have happened.

 8. \***Contemporary** **Fiction**  -  Though the story is made up, is seems like something that could happen now, using a  modern setting.

 9.  \***Historical** **Fiction**  -  Though the story is made up, it seems like something that could have really happened in the past, ( earlier times )

 10.  (f)  **Mystery**  -  same components of other realistic fiction, but with a vital change of emphasis: everything in the story revolves around a puzzle, or an unusual problem to solve  (has a question to be answered or secret to be uncovered)

11.  (g)  **Science** **Fiction**  -  major events might really happen, based on scientific facts that we know to be true; usually in the near or distant future on Earth or another location that real scientists theorize may exist. (about worlds that could be, somewhere out there)

 12. (h)  **Fantasy**  -  major events could not happen, according to science as we know it today, usually right now in either a real or imaginary place.  Magic or impossible strategies are used to solve a problem; e.g.,  sorcerers, dragons, etc.

 13. (i)  **Folktale** - story or legend forming part of an oral tradition made up of recorded legends, fairy tales, pourquoi (why-it- happened) tales, fables (moral stories), and trickster tales

 14. (j) **Short** **story**  -  A brief work of fiction that contains all the basic literary elements.

15. **Non**-**fiction**  -  A work based on fact.

 16. **General** **non**-**fiction**  -  A work based on fact other than a biography or autobiography;  e.g., Geography,  Science,  Technology

17.  **Fiction**  -  A literary work whose content is produced by the imagination and is not necessarily based on fact

18.  **Glossary**  - a collection of terms with definitins, limited to a special area of knowledge or usage ( a one subject dictionary)

19. **Bibliography** - an alphaetic listing of sources of information about a specific subject

20.  **Prose**  -  Ordinary non-poetic writing

21.  **Novel**  -  A book-length prose story.  It is fictional, which means it is made up or created by the author’s imagination.

22.  **Episode**  -  a part of a story that is a story in itself; an incident that is complete and makes sense on its own

23.  **Trilogy** -  a series or group of three plays, novels, operas, etc., that although individually complete are closely related in theme sequence or the like

24.  **Author’s** **Purpose** -  their reason for creating a work, to explain, inform, entertain, persuade or reveal an important truth

25.  **Book** **Review**  - a formal, critical examination of a work of fiction ( examining literary devices) or nonfiction (examining factual data clearness, originality, etc.)

26.  **Book** **Jacket**  - a dust cover for a book, includes title and author on front, author’s picture and/or positive comments from    reviewers and/or a synopsis

27.  **Blurb**- a synopsis found on the front flap of a book previewing its contents

**BASIC PARTS OF A  SHORT STORY OR NOVEL**

28.  **Prologue** - a preface or introduction to the story, the author’s setting forth of the meaning or purpose

29.  **Setting**  -  time and place in which the action of a story takes place

30.  **Plot**  -  a sequence of related events that make up the story

31.  **Chronology** -  an arrangement of events in the order of their occurrence

32.  **Conflict**  -  major struggle between characters or between opposing forces (problem to be overcome)

33. (a)  **External**  -  the main character struggles with another person or with an outside force, like the sea [problems over which the character has no control, e.g. acts of God]

                         (1) man vrs. man          (2) man vrs. nature          (3) man vrs. society          (4) man vrs. fate

34.(b)  **Internal**  -  a self imposed challenge; the main character struggles with opposing ideas or feelings within his or her own mind; usually involves decision making (ex: divorce, suicide, isolation]

(5) man vrs. himself

35.  **Exposition**  -  the first part of a plot that explains, informs, or presents information;  where the author establishes the setting,  introduces the main characters and the basic situation

36.  **Rising** **Action**  -  events from a story preceding the climax where various problems arise; the explanation and complications that lead to the climax

37.  **Climax**  -  high point of interest or suspense and action in the story.

38.  **Turning** **Point** - the exact point where the main character(s) faces a huge decision and when tensions are usually high

39.  **Falling** **Action**  -  part of the story which follows the climax and leads to the resolution

40.  **Resolution**  -  the end of the central story or play; a satisfying conclusion to the story (opened or closed)

41.  **Epilogue** -  an afterward or concluding section usually about the future of the characters

42.  **Theme**  -  the underlying meaning of the story; the central idea or the purpose of the story; a universal truth

43.  **Characters**  -  who is/are in the story; person, animal or an imaginary creature that takes part in the action of the story

44. **Characterization**  - the act of creating & developing a character; reveals characters personalities or quirks

                                    (1)  through description

                                    (2)  through interaction with other characters

                                    (3)  through dialogue (conversations)

45. **Protagonist**  -  a main character of the story (often the hero)

46. **Antagonist**  -  character or force in direct conflict with the protagonist

47.  **Motivation** - why characters behave in a certain way.  You can track motivation by using “because” sentences.

48.  **Mood**  -  the atmosphere or feel of the story; it may be serious, humorous, satiric, etc., the feeling you get overall

49.  **Tone** -  the author’s attitude toward the subject, reader or character; light-hearted, distant, humorous, creepy, mysterious,etc.

50.  **Tension**  -  a mental or nervous strain, a state of strained relationships, an uneasiness due to mutual hostility

51.  **Suspense** - mental uncertainty, excitement as to the outcome

52.  **Foreshadowing**  -  the writer’s hints and clues that suggests events that may still occur

53.  **Flashback**  -  a section of the story  that interrupts the sequence of events to relate an event from an earlier time; used to give                                               additional information that will help the reader understand the story better

 54.  **Empathy**  -  putting yourself in someone else’s place and imagining how that person must feel

55.  **Narrator**  -  person or character telling the story

56.  **Dialogue**  -  the talking that goes on between characters; conversation

57.  **Dialect**  -  regional differences in oral speech

58.  **Point-of-view**-  how the author chooses to tell the story; the perspective from which the author presents the story

59.            (a)  **First** **person**  -  one of the characters in the story is telling the story; characterized by pronouns I,  me, we,  etc.

60.            (b)  **Third** **person**  -   someone outside of the story is telling it; characterized by pronouns he, she, they, etc.

61.  **Style**  -  the way an author puts the words together to create a story using a combination of literary elements to create something  unique and personal;  it affects how we read and respond to a story

**DEVICES of STYLE**

62.  \***Imagery** - the use of sensory words (sight, sound, smell, taste, feel) to describe an object or person; e.g., a freezing-cold  snow cone, the fragile and gentle touch of a butterfly’s wing, the screeching cry of an owl

63.  \***Figurative** **Language** - expressing ideas indirectly; language used in a special way to create a special effect made up of words  and phrases which don’t mean what they first appear to mean

            64.  (a)  **Simile** - comparing onething to another using either “like” or “as” (The thick fog was like a suffocating wet blanket.)

            65.  (b)  **Metaphor**  -  comparing two different things without using a comparison word,  e.g., The thick fog resembled a suffocating wet blanket. E.g. his eyes are piercing lasers.

            66.  (c)  **Personification** - a form of figurative language in which an idea, object or animal is given human characteristics,   e.g. the autumn leaves danced. . , the house waited patiently . . .

67.  \***Devices** **of** **sound** -  auditory techniques considered by an author when creating a story

68.  (a)  **Onomatopoeia** - words that imitate the natural sound associated with them, buzzzzz, drip

69.  (a)  **Alliteration** - repetition of  initial sounds, common in poetry, advertising, etc. often found in tongue twisters

            70.  (a)  **Rhyme** - a regular recurrence of corresponding sounds

            71.  (a)  **Rhythm** - the regular pattern of stressed and unstressed syllables or words, the beat

72.   \***Hyperbole** - obvious exaggeration that is intended for effect; an extravagant statement not meant to ta taken literally;  e.g., I’ve been waiting here for an eternity.

73.  \***Pun**  -  “play on words” sometimes on different senses of the same word and sometimes on the similar sense or sound of  different worse, e.g.,  PU is 2/3 of a pun; whine-wine

74.  **Symbol** (**symbolism**)  -  anything that is used to represent or suggest something else

75.  **Anthology**  -  A collection of literary pieces, such as poems, short stories or plays.

76.  **Essay**  -  A short literary composition on a single subject, usually presenting the personal view of the author.

77.  **Drama**  -  the form of literature commonly known as “plays”  (comedy/tragedy)

78.  **Plagiarism**  -  copying someone else’s writing or ideas and passing them off as your own

79.  **Pseudonym**  -  name author uses instead of his/her real name (aka “pen name”); alias

80.  **Analogy** -  a comparison based on the idea that there is some similarity between things that are otherwise dissimilar

81.  **Stereotype**  -  an oversimplified idea of a person or concept; one that does not change;  e.g., dumb jock, they’re blonde

82.       **Abstract**  -  word that refers to an idea instead of a real object or thing; e.g.,  friendship, trust, hope

83.       **Concrete**  -  word that refers to a real object that can be detected by the five senses

84.  **Ambiguity** - having 2 or more possible meanings or interpretations with the correct choice difficult to determine; sometimes it's intentional and meant to mislead the reader or listener

85.  **Imply** (**Implication**) - to  “weave” in an underlying meaning that’s intended to be understood but isn’t openly expressed

86.  **Inference** (**Infer**) - to “take out of” or to draw a conclusion based on that which is implied

87.  **Literal** - meant to be taken as given, to be accepted at face value, primary meaning

88.  **Context**  -  refers to the other words around a particular word

89. **Connotation**  -  the feeling or emotion a word brings to your mind

90.  **Denotation**  -  dictionary meaning of a word without the emotion or feeling connected

91.  **Palindrome**  -  a word or sentence whose letters read the same backwards as forward

92.  **Parody**  -  a humorous imitation of an author’s style; to imitate or ridicule an author’s writing

93.  **Sarcasm**  -  the use of praise to ridicule someone or something

94.  **Irony**  :  (a)  using a word or phrase to mean the exact opposite of its normal meaning

                    (b)  when the outcome of an action is the opposite of what was expected

95.  **Satire**  -  writing that ridicules people’s mistakes and weaknesses; often used to raise questions about a current trend or political decision

 96.  **Cliché**  -  phrase or word used so much it is no longer an effective way of saying something