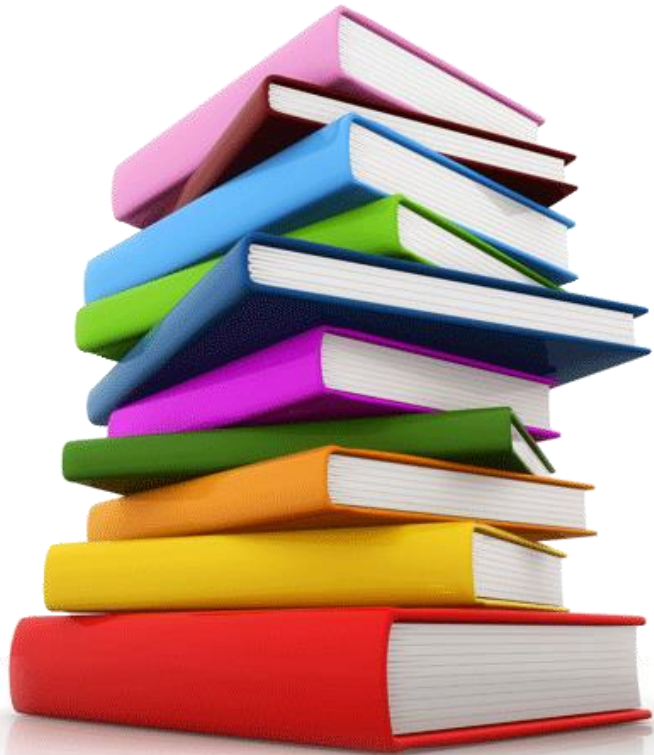


# LITERARY

# TERMS



# Protagonist:

The central character, who is often the hero or heroine of the story.



# Antagonist:

The opponent or rival to the protagonist.



- The antagonist is often the villain of the story.
- The antagonist does not need to be human or an animal; at times it is nature or an object.

# Dialect:

A regional variety of a language, with differences in vocabulary, grammar, and pronunciation.

**Example:** Jim: *"We's safe, Huck, we's safe! Jump up and crack yo' heels. Dat's de good ole Cairo at las', I jis knows it."*

# Mood:

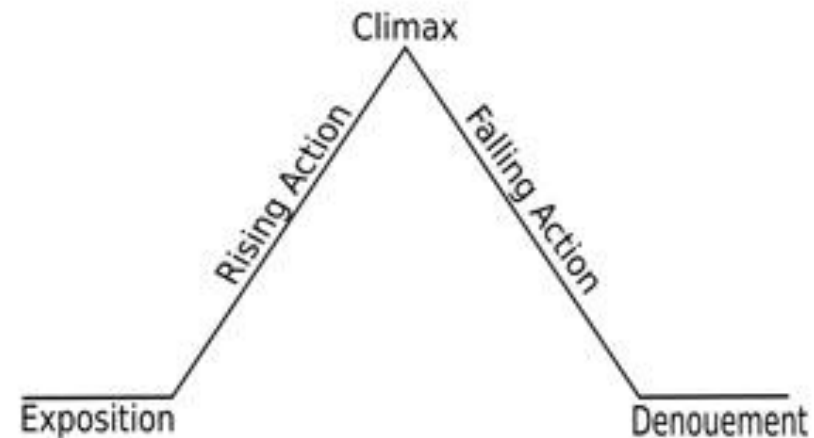
The feeling created by the writer in a story. The use of images, dialogue, setting, and plot all help create mood.

The mood can be scary or frightening or peaceful and calm.



**Plot:** is the organized pattern or sequence of events that make up a story.

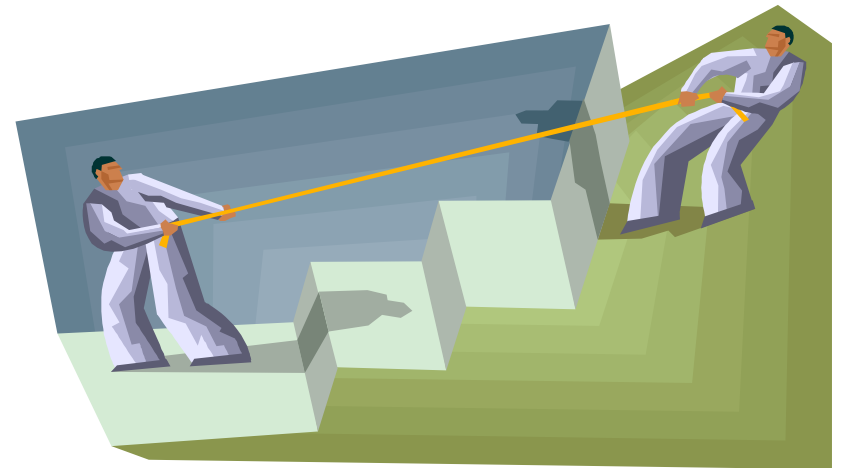
1. Exposition
2. Rising Action
3. Climax
4. Falling Action
5. Resolution



# Conflict:

The central problem in the story; a struggle between opposing forces. The conflict is often an external conflict between the protagonist and the antagonist, but can also be an internal conflict where the protagonist is torn between different choices or courses of action.

- Character vs. Character
- Character vs. Self
- Character vs. Nature
- Character vs. Supernatural
- Character vs. Machine/Technology





# Flashback:

An interruption in the sequence of events of a story to include an event that happened earlier. A flashback is often presented as a memory of a character.





# Foreshadowing:

The author's use of hints or clues about what will happen later in the story.



# Suspense:

The uncertainty or tension that the author uses to create a feeling of discomfort about the unknown.

Suspense makes the reader ask,

**"What will happen next?"**



# Point of View:

The perspective from which the story is told or the view point from which text is narrated.

**First person** means that one of the characters is telling the story

**Third person** means that someone outside the story is telling it.



# Style:

The distinctive way that an author uses language. It is indicated by the author's word choice, use of imagery, dialogue and tone.

# Theme:

The central message or what an author wants to communicate through the text.

## Common Themes in Books

You will find that many books include a theme, or lesson, that is revealed as you read the story. Below are common themes you will find in your books.

|                     |   |
|---------------------|---|
| <b>Acceptance</b>   | These books have characters who respect & accept others' differences and beliefs.             |
| <b>Courage</b>      | These books have brave characters who have the strength to overcome a fear or accept a risk.  |
| <b>Perseverance</b> | These books have characters who never give up even when facing difficult times.               |
| <b>Cooperation</b>  | These books have characters who work together to solve a problem or achieve a goal.           |
| <b>Compassion</b>   | These books have characters who want to make those who are suffering feel better.             |
| <b>Honesty</b>      | These books have characters who find that it is best to always tell the truth.                |
| <b>Kindness</b>     | These books have friendly characters who are generous and considerate of others.              |
| <b>Loyalty</b>      | These books have characters who trust each other and never turn their backs on their friends. |



# Tone:

Shows the author's attitude toward the subject of the story. It is communicated through words and details from the text.

## Tone

### Book Version

Tone: the writer's attitude toward the material and/or readers. Tone may be playful, formal, intimate, angry, serious, ironic, outraged, baffled, tender, serene, depressed or combinations



### My Version

Tone: The feeling the author puts in his/her story.  
Ex. Sad, Happy, Mad, etc.

### Examples of tone :

- Atticus was feeble: he was nearly fifty.? -To Kill a Mockingbird: This example shows the naivete of the young narrator, Scout, because she thinks that 50 is extremely old. Again, a coming of age narrative is established.
- Life and death appeared to me ideal bounds, which I should first break through, and pour a torrent of light into our dark world.? -Frankenstein: Victor speaks these words at the very beginning of the novel, setting an ominous mood for the rest of the tale.



Sources: <http://examples.yourdictionary.com/tone-examples.html>  
<http://www.haskell.org/happy/>  
<http://abbyfowers.blogspot.com/2012/01/hard-step-to-take-but-im-giving-prizes.html>  
<http://evantech.ca/oeja/ub-mad-smiley-face.php>

# Generalization:

A generalization is defined as a broad statement or an idea that applies to a group of people or things.

## Examples:

- Homework is very easy.
- Homework is very hard.
- The United States is colder than Europe.
- The best way to make new friends is to just start talking to people.
- Nobody really believes that the Earth is flat.



# Symbolism:

Writers use symbolism to bring layers of meaning into play. A symbol has significance beyond itself; it has both a literal and a figurative meaning.



# Main idea:

The message, purpose, or thought that the writer is wanting to relate to the reader.

What's a Main Idea?



The main idea of a passage is what the story is mostly about.

So it just tells the big picture about the story?



# Slang

Nonstandard use of language; very casual speech or writing. Words, expressions, and usages that are casual, vivid, racy, or playful replacements for standard ones, and are often short-lived (fad expressions), like “daddy-o” from the 1950s, and are usually considered unsuitable for formal contexts. (example: I ain’t gonna go to the mall with ya’ll).

