LITERARY TERMS AND RHETORICAL TECHNIQUES

- 1. PLOT: the pattern or sequence of events that make up a story
- 2. SETTING: the time, place, and general environment in which the story takes place
- 3. **PROTAGONIST**: the main character in the story (usually seen as the "hero" or "heroine") *The **antagonist** represents the rival or **foil** of the protagonist (the "villain")

4. **CHARACTERIZATION**: a technique the author uses to acquaint the reader with a character in the story ("getting to know" a character)

*Methods of characterization:

- 1. Describing physical appearance
- 2. Showing interactions with other characters
- 3. Revealing inner thoughts and feelings
- 4. Showing actions

*Types of characters

- 1. Round Characters: show various personality traits
- 2. Flat Characters: show only one personality trait
- 3. Static Characters: act the same way throughout the story
- 4. Dynamic Characters: change in some way during the story

5. **ARCHETYPE**: A character, action, or situation that occurs frequently in literature because it models a pattern of human life.

*Character examples: damsel in distress, mentor, temptress, country boy *Setting examples: desert, ocean, wilderness, castle *Plot examples: quest, rags-to-riches, search for love

- 6. **CONFLICT**: a struggle between opposing forces; a clash of actions, ideas, desires, or values *Types of conflict:
 - 1. External Conflict: a struggle with something outside of a human

(Example: human vs. human, nature, society, fate)

2. Internal Conflict: a struggle that takes place within a human perhaps

dealing with some element of the personality (human vs. self)

7. **DIALOGUE**: conversation between characters that is indicated with quotation marks ***Dialect** refers to the pronunciation, vocabulary, and sentence structure spoken by people from a particular region or group

*Example: "What's fer supper, pa?"

8. **POINT OF VIEW**: the author's choice of a narrator for the story that determines how much information the reader can be given

*This also includes the author's/speaker's unique perspective and background *Types of point of view:

1. <u>First Person</u>: the narrator is a character in the story who can only reveal his own thoughts and feelings (speaks with "I")

*Stream of consciousness narration tells the story through an unbroken flow of thought and awareness

2. <u>Third Person</u>: the narrator is NOT a character in the story and only reports what he sees and hears

3. <u>Third Person Omniscient</u>: the narrator is NOT in the story and is all-knowing, including what all of the characters are thinking and feeling

9. **DICTION**: the author's choice of words (formal and informal)

*Diction is often a strong indication of the author's tone or attitude

1. Denotation: the literal or dictionary definition of a word

2. <u>Connotation</u>: the attitudes, beliefs, or feelings that a word triggers

*A concrete detail is *descriptive* and very *specific* in order to *show* instead of tell.

*Telling (generalization): The little girl was rude.

*Showing (concrete detail): The little girl turned her nose up and slammed the door.

10. **THEME**: a message to the world or an idea about life that the author suggests through the literary work, usually more complex than a simple subject like *love*, *friendship*, *war*, or *survival*

11. **SYMBOL**: a person, place, event, or object that is used in a literary work to represent some kind of other meaning

*Example: rose = love, storm = trouble

*Allegory is a story with two levels: 1) the basic plot; and 2) symbolic level where characters or events represent some kind of quality or idea (often teaches a moral)

*Example: In "Dr. Heidegger's Experiment" Mr. Medbourne is a character who represents greed.

12. IRONY: a contrast between reality and what seems to be real

*Types of irony:

- 1. <u>Situation Irony</u>: when the outcome of a situation is the opposite of what someone might expect
- 2. <u>Verbal Irony</u>: when a person says one thing but means something else
- 3. Dramatic Irony: the reader knows something that the character does not
- 13. **METAPHOR**: a comparison of two things that are not alike

*Metaphors are usually used as descriptions that will be memorable to the reader *Example: The <u>oak tree</u> was a <u>mighty guard</u> watching over our house.

14. **SIMILE**: a comparison of two things that are not alike using "like" or "as"

*Example: The oak tree was <u>like</u> a mighty guard watching over our house.

The oak tree was <u>as</u> mighty as a guard watching over our house.

*Homeric simile is a comparison of heroic or epic events to simple, everyday events that an audience would recognize instantly – Example: When Athena prevents an arrow from striking Menelaus, Homer writes, "She brushed it away from his skin as lightly as when a mother brushes a fly away from her child who is lying in sweet sleep."

- 15. **PERSONIFICATION**: giving human characteristics to non-human things *Example: The wind came up and tickled my nose.
- 16. **TONE**: suggests the author's attitude toward his/her subject, which may shift within a single piece *What is the perfect adjective to describe how the author feels?

*Tone is usually revealed through the author's choice of words, details, images,

characters, and sentence structure

*Mood is the atmosphere or prevailing emotion of a literary work that describes how the *reader* feels

17. **IMAGERY**: the use of descriptive language that appeals to multiple senses, usually forming vivid pictures in the reader's mind

*A **motif** is a recurring pattern of imagery, symbolism, or theme throughout a literary work *Example: stars, light vs. dark, colors, fate, disillusionment 18. **FLASHBACK**: an interruption in the action of the story to show something that happened at an earlier time, providing necessary information to better understand the plot

- 19. **FORESHADOWING**: clues about events that will happen later in the story ***Suspense** is a feeling of curiosity or uncertainty about the outcome of events
- 20. **ONOMATOPEIA**: a word that sounds like its meaning *Example: pop, swish
- 21. **HYPERBOLE**: deliberately using exaggeration or overstatement to make a point, usually in satire *Example: The drive to the grocery store with Grandma took two weeks.

*Writers may also make a point by using **understatement** (often comically) *Example: I could probably survive on two million dollars.

- 22. **ALLUSION**: a reference to a very well-known person, place, event, or literary work * Common allusions include references to the Bible, Shakespeare, and Greek mythology
- 23. RHYME: corresponding sounds within a poem*What is the rhyme scheme? Does the poem contain end rhyme, internal rhyme, slant rhyme, or free verse?
- 24. **METER**: (prosody) a particular rhythm of a poem with accents on specific syllables ***Inversion** is a technique of changing the usual order of words for emphasis or to fit a rhyme scheme

*Example: In silent night when rest I took.

*Epithet is a brief descriptive phrase used to characterize a person or thing usually added to make the meter work out right

*Examples: "Are you not moved by this, Lord of Olympus?" "Could I forget that kingly man, Odysseus?"

25. EPIC POEM: a long adventure poem with a hero

26. ELEGY: a lyric poem about death that often mourns the passing of a particular person

27. **SONNET**: a fourteen-line poem with iambic pentameter that focuses on a single theme * Two of the most common sonnets are Shakespearean and Petrarchan

28. **SOLILOQUY**: a dramatic form of discourse in which a character talks to himself to reveal inner thoughts and feelings to the reader or audience. What is the difference between this and a **monologue** or **aside**?

29. **ALLITERATION**: a poetic technique repeating the same consonant sound at the beginning of words *Example: The <u>blue bay was bright with beach bunnies</u>.

30. **ASSONANCE**: a poetic technique using repetition of the same vowel sound in between various consonant sounds

*Example: at a <u>gi</u>ven <u>distance</u> from <u>hi</u>story

31. **CONSONANCE**: a poetic technique using repetition of the same consonant sound in the middle or at the end of words

*Example: end the pouring pain of a thorn

- 32. **STYLE**: an author's particular or unique mode of expression
 - * Style includes such devices as diction, figurative language, imagery, details, tone, and syntax
- 33. SYNTAX: the structure or arrangement of words in a sentence
 - * Syntax may include sentence length, sentence type, and other grammatical considerations
 *Polysyndeton is deliberate use of many conjunctions for special emphasis, such as highlighting quantity of detail or creating a flowing sentence pattern, which slows the pace of the sentence
 *Example: He ran and jumped and laughed and screamed for joy.
 - *Asyndeton is deliberate omission of conjunctions to speed the sentence pace *Example: I came, I saw, I conquered.
 - *Rhetorical fragment is a deliberate sentence fragment for emphasis *Example: Something to consider. Business as usual. Exactly. Of course.
- 34. PARADOX: a statement that seems self-contradictory but is actually true
 *Examples: The most real things in life are the ones we cannot see. Small parties are so intimate; there isn't any privacy. A guy this clean has got to be dirty.
- 35. **OXYMORON**: a phrase that combines two contradictory terms *Example: exact estimate, found missing, definite maybe, act naturally

36. **RHETORICAL QUESTION**: a question that requires no answer and is used to draw attention to a point without making a direct statement.

*Example: Has the time come for war?

37. **SATIRE**: a work that targets human weaknesses or social conventions and makes fun of them for reform or ridicule

*Hyperbole or irony is often used to make the point

- 38. **PARODY**: a close imitation of a particular style or work for comic effect
- 39. PUN: a play on words for comic effect based on different meanings of words that sound alike *Example: As Mercutio dies, he utters, "Ask me tomorrow, and you shall find me a grave man."

40. **PARALLELISM**: structural similarity of words, sentences, or paragraphs based on similar grammar or language

*Example: "It was the best of times; it was the worst of times; it was the age of wisdom; it was the age of foolishness."

41. **JUXTAPOSITION**: a poetic and rhetorical device in which normally unassociated ideas, words, or phrases are placed next to one another

*Example: The wild pig lies on its side, an overturned high-heel shoe.

I played in the rain, my own amusement park.

- *Antithesis is direct juxtaposition of structurally parallel words for contrast *Example: Sink or swim. I am strong, and you are weak.
- 42. REPETITION: using the same word or phrase continuously to create emphasis
 - 1. <u>Anaphora</u>: repeating a word or phrase at the beginning of successive phrases
 - 2. <u>Anadiplosis</u>: repeating a word that ends one phrase and appears at the beginning of the next one
 - 3. Epanalepsis: repeating the same word at the beginning and end of the same phrase
 - 4. <u>Epistrophe</u>: repeating the same word at the end of successive phrases