1. Allusion- a brief and indirect reference to a person, place, thing or idea of historical, cultural, literary or political significance. It does not describe in detail the person or thing to which it refers. It is just a passing comment and the writer expects the reader to possess enough knowledge to spot the allusion and grasp its importance in a text.
2. Alliteration- repeated consonant sounds occurring at the beginning of words or within words.
3. Antagonist- The character or force that opposes the protagonist.
4. Assonance- is the repetition of vowel sounds to create internal rhyming within phrases or sentences.
5. Bildungsroman- a coming of age novel where the main character experiences an emotional, psychological, spiritual growth.
6. Characterization- the process of revealing details about a character and his personality.
7. Direct characterization- when the narrator directly tells the reader information about the character. The reader does not have to try to infer any information.
8. Indirect characterization- when details about the character are not directly revealed. The reader has to infer what a character is like using clues such as: how the character acts or interacts with other characters and how other characters respond to him.
9. Round character- when a character has many aspects to his personality; he cannot be characterized with one word. These characters can be both good and bad.
10. Flat character- when a character has only one or two striking qualities. These characters are usually all good or all bad.
11. Dynamic character- a character who changes throughout the development of the story.
12. Static character- a character who does not change throughout the course of the story.
13. Internal conflict- man versus self- when a character struggles with himself rather than another character or any outside force.
14. External conflict- man versus man, man versus society, and man versus nature- When a character struggles with forces outside of himself. For example- one person against another, the values and customs by which everyone else (society) lives by, and the forces of nature.
15. Foreshadowing- an author’s use of hints or clues to suggest events that will occur later in the story.
16. Imagery- language that appeals to the senses. Descriptions of people or objects stated in terms of our senses.
17. Verbal irony- the contrast between what is said and what is actually meant. Sarcasm
18. Situational irony- this refers to a happening that is opposite of what is expected or intended.
19. Dramatic irony- when the audience or reader knows more than the characters know.
20. Narrator- the person telling the story
21. Point of view- the mode of narration that an author employs to let the readers “hear” and “see” what takes place in a story, poem, essay etc.
22. First person point of view- the narrator is a character in the story who can reveal only personal thoughts and feelings and what he or she sees and is told by other characters.
23. Third person point of view omniscient- the narrator is an all-knowing outsider who can enter the minds of more than one of the characters.
24. Third person point of view limited- the narrator is an outsider who can enter into the mind of only one character.
25. Setting- the time and place of a text
26. Simile- a comparison of two unlike things using like or as
27. Metaphor- a comparison of two unlike things without using like or as
28. Symbolism/symbol- a person, place, or object which has a meaning in itself but suggests other meanings as well. Anything that suggest a meaning beyond the obvious.
29. Theme- the main idea or underlying meaning of a literary work.
30. Style- Style in literature is the literary element that describes the ways that the author uses words — the author's word choice, sentence structure, figurative language, and sentence arrangement all work together to establish mood, images, and meaning in the text. Style describes how the author describes events, objects, and ideas.
31. Tone- the author’s attitude, stated or implied, toward a character, the audience, or a subject
32. Mood- the climate or feeling of a text.
33. Exposition- the introductory material which gives the setting, creates the tone, presents the characters, and presents other facts necessary to understanding the story
34. Rising action- a series of events that build from the conflict
35. Climax- the highest point of the story for the reader/the turning point of the story
36. Falling action- the events after the climax leading to the resolution
37. Resolution- the conclusion of the story
38. Suspense- when the author creates a feeling of anxiety or uncertainty within the text
39. Protagonist- the main character in the story/ usually facing conflict
40. Foil- a character who provides a contrast to another character
41. Hyperbole- exaggeration
42. Personification- a figure of speech which gives the qualities of a person to an animal, an object, or an idea.