

Analyze – To examine in detail to understand meaning or relationships.

Antonyms – A word that means the opposite of another word.

Archetype – A pattern in literature that repeats itself, including plots, characters, images, or settings.

Aside – When a character speaks to the audience or another character, and everyone else on stage pretends not to hear it.

Audience – The people the author is writing to.

Author's Purpose – The author's reasoning for writing the story; to entertain, persuade, or inform.

Bias – The side that the author takes; something contributing to the author's opinions.

Blank Verse – A poem with no rhyme scheme but may have rhythm.

Call to Action – What the author wants the reader to do; usually at the beginning or end of a piece.

Central Idea – The unifying element of a story, tying together all other elements.

Characterization – The way an author develops and describes a character.

Claim – The writer's position on an issue or problem.

Climax – The turning point in a story; the most exciting point.

Compare – To identify similarities between two or more things.

Connotation – The implied meaning of a word apart from its explicit definition.

Conflict – A struggle between opposing forces in a story.

Contrast – To identify differences between two or more things.

Counterargument – Presenting the opposing side of an argument before the opponent does and refuting it.

Credibility – The reliability of a source.

Denotation – The literal or dictionary definition of a word.

Describe – To give a detailed account using sensory details or characteristics.

Dialogue – A conversation between two or more characters in a story.

Diction – The author's choice of words, which helps create imagery and tone.

Direct Characterization – When an author directly states a fact about a character.

Dramatic Irony – When the audience understands something that the characters do not.

Dynamic Character – A character who undergoes significant change throughout the story.

Evaluate – To judge the value or significance of something.

Evidence – The proof used to support an argument.

Exaggeration – Describing something and making it more extreme than it really is.

Explain – To make something clear by providing details and reasons.

Exposition – The introduction of settings, characters, and conflict in a story.

Extended Metaphor – A metaphor that is developed over multiple lines or stanzas.

Falling Action – The events leading to the conclusion of a story.

Figurative Language – Language that goes beyond the literal meaning of words.

Flashback – An interruption in a story to insert past events.

Flat Character – A one-dimensional character with limited development.

Foil – A character who contrasts with another character to highlight particular qualities.

Foreshadowing – A hint of what is to come later in the story.

Hyperbole – An extreme exaggeration used for emphasis.

Imagery – Descriptive language that appeals to the senses.

Inference – A conclusion drawn from evidence and reasoning.

Indirect Characterization – When a reader must infer a character's traits based on actions, dialogue, or others' reactions.

Internal Conflict – A struggle within a character (man vs. self).

Internal Rhyme – A rhyme within the same line of poetry.

Interpret – To explain the meaning of something in your own words.

Irony (Situational) – When an outcome is the opposite of what was expected.

Irony (Verbal) – When what is said is the opposite of what is meant.

Justify – To provide reasons and evidence to support a claim.

Logos – Using logic and reason to persuade the reader.

Main Idea – The central topic of a story.

Metaphor – A comparison of two unlike things without using "like" or "as."

Monologue – A long speech by a character in the presence of others.

Mood – The feeling or atmosphere created for the reader.

Motivation – The reason behind a character's actions or behaviors.

Narrative – A sequence of connected events, real or fictional.

Objective Summary – A summary that includes only the most important information without personal opinions.

Onomatopoeia – A word that imitates the sound it represents.

Oxymoron – A phrase combining contradictory words (e.g., "jumbo shrimp").

Parallel Structure – The repetition of a pattern of words to show equal importance.

Paradox – A statement that seems contradictory but reveals a truth.

Pathos – Using emotions to persuade the reader.

Personification – Giving human-like characteristics to non-human things.

Point of View – The perspective from which a story is told.

Primary Source – A firsthand account of an event.

Protagonist – The main character in a story, often involved in the central conflict.

Pun – A play on words that creates a humorous effect.

Purpose – The author's goal: to persuade, inform, or entertain.

Repetition – Repeating words or phrases for emphasis.

Rhetorical Devices – Persuasive techniques used by writers.

Rhetorical Question – A question asked for effect, not requiring an answer.

Rhyme Scheme – The deliberate pattern of rhyming lines in a poem.

Round Character – A well-developed, complex character.

Setting – The time and place in which a story takes place.

Simile – A comparison between two unlike things using "like" or "as."

Soliloquy – A long speech delivered by a character alone on stage.

Sources – The origin of information or evidence.

Static Character – A character who does not change throughout the story.

Stanza – A division of lines in a poem, similar to a paragraph in prose.

Structure – The organization of a story, including its sequence of events.

Summarize – To briefly state the main points of a text.

Support – Providing evidence or examples to back up a claim.

Symbol – Something that represents something else in a text.

Syntax – The arrangement of words in a sentence.

Synthesize – To combine different ideas into a unified whole.

Theme – The central message or underlying meaning of a text.

Tone – The author's attitude toward a subject.

Trace – To outline or follow the development of something step by step.

Understatement – Making a situation seem less important than it really is.

Unreliable Narrator – A narrator whose credibility is questionable.