# The NUTS AND BOLTS of the AP Classroom A canon for AP Literature and Composition Mrs. Chyla

# Part 1. Common Literary Terms \* Define the following!\*

Allegory

Alliteration

Allusion

Antithesis

Apostrophe

Characterization

Conflict

Conceit

Deus ex machina

Fable

Figurative Language

Flashback

Foreshadowing

Hyperbole

**Imagery** 

Irony (verbal, dramatic, situational)

Metaphor

Metonymy

Mood

Monologue

Motif

Narrator/Narration

Onomatopoeia

Oxymoron

Parable

Paradox

Parody

**Pathos** 

Personification

Plot (exposition, climax, denouement/resolution)

Point of View

Pun

Sarcasm

Satire

Setting

Simile

Soliloquy

Structure

Style

Symbol

Synecdoche

Theme

Tone

Understatement (meiosis, litotes)

Voice

# Part 2. Common Poetic Terms \*Define the following!\*

Assonance

Ballad

Blank Verse

Caesura

Consonance

Couplet

Elegy

Enjambment

Epic

Epigram

Foot

Free Verse

Iamb/Iambic

Lyric poetry

Meter

Narrative poem

Octave

Ode

Prosody

Quatrain

Rhyme

Rhythm

Sestet

Sestina

Sonnet

Stanza

Tercet

## Part 3. Characterization: What helps the characters come alive:

- 1. Physical description and/or the kind of person they are
- 2. Description by another character
- 3. Character's speech
- 4. Explanation of the character's thoughts
- 5. Character's actions
- 6. Character's responses and reactions to other characters
- 7. Combination of the above
- \* Define the following!\*

Protagonist/Antagonist-

Round/Flat-

Dynamic/Static-

Foil-

# Part 4. Archetypes \*Read through; define as needed for yourself.\*

### **Character:**

Hero

Young man from the provinces

Initiates

Mentors

Mentor-pupil

Father-son conflict

Hunting group of companions

Loyal retainers

Friendly beast

Civil figure with good heart

Scapegoat

Outcast

Devil figure

Creature of nightmare

Woman figure--Earth mother

**Temptress** 

Platonic ideal

Unfaithful wife

Damsel in distress

#### **Symbolic:**

Light vs. darkness

Water vs. desert

Heaven vs. hell

Innate wisdom vs. educated stupidity

Haven vs. wilderness

Supernatural intervention

Magic weapon

## Situational:

Quest journey

Task

Initiation

Journey-search for truth

Fall

Death and resurrection

Nature vs. mechanistic world

Battle between good and evil

Unhealable wound

Ritual

# Part 5. Point of View \* Define the following!\*

Participant (first person)\*

(I, me, my, we, us, our)

- ♦ narrator as major character
- ♦ narrator as minor character
- ♦ innocent –eye narrator
- ♦ stream of consciousness

## Nonparticipant (third person)

(he, him, her, she, they, them)

- ♦ omniscient narrator\*
- ♦ selective (limited) narrator\*
- ♦ objective narrator

Second person (participant or non participant)

(you, your, yourself)

## Part 6. Imagery \*Read through; define as needed for yourself.\*

Mythological

Biblical

Historical

Colors

Nature

Animals

**Positions** 

**Buildings** 

Names

Vehicles

Pictures

Books/magazines

Films/TV/Video

# <u>Part 7. Tone (common descriptions)</u> \*Read through; define as needed for yourself.\*

Accusing

Amused

Angry

Cheery

Compassionate

Complimentary

Concerned

Condemnatory

Confident

Contemptuous

Didactic

Diffident

Disgusted

Disturbed

Elated

Elegiac

Enthusiastic

Exuberant

Fearful

Foreboding

Furious

Gloomy

Hopeful

Hopeless

Indignant

Irreverent

Irritated

Lighthearted

Loving

Nostalgic

Optimistic

Outraged

Passionate

Passionate Pedantic

Proud

Resigned

Reverent

Sad

Sentimental

Serious

Sober

Solemn

Somber

Staid

Sympathetic

# Part 8. Themes (common) \*Read through; define as needed for yourself.\*

Abuse/neglect/battered women's syndrome

Alienation

Ambition

Appearance vs. reality

Betrayal

Bureaucracy

Children

Courage/cowardice

Chance/fate/luck

Cruelty/violence

Custom/tradition

Defeat/failure

Despair/discontent/disillusionment

Dreams/fantasies

Domination/suppression

Duty/allegiance/ blind faith

Escape/confinement

Ethics vs. morality/right vs. wrong

Exile/persecution

Falsity/pretense/affectation

Family/parenthood/deconstructed family

Gender evolution

Free will/will power

Games/sports

Greed

Guilt

Heaven/paradise/utopia

Home

Heart vs. reason

Initiation

Illusion/innocence

Instinct

The "ISMS" (prejudices: sexism, sizism, ageism, lookism, heterosexism, racism, able-bodied ism, classism, anti-Semitism...)

Journey

Law/justice/revenge

Education/school

Loneliness/alienation

Materialism

Media

Memory/past

Mob psychology

Music/dance

Mysterious stranger

Nature vs. mechanistic world

Persistence/perseverance

Patriotism

Poverty/class

Prophecy

Redemption/salvation

Repentance

Resistance/rebellion

Revenge/retribution

Ritual/ceremony

Scapegoat/victim/suicide

Search for self

Time

War

(Thematic statement = elevated diction + comment on the book)

## Part 9. Allusion \*Read through; define as needed for yourself.\*

- a. personal
- b. biblical
- c. mythological
- d. historical
- e. literary to literary

## Part 10. Diction \* Define the following!\*

- a. monosyllabic/polysyllabic
- b. colloquial/informal/formal/old fashioned/slang
- c. denotative/connotative
- d. concrete/ abstract
- e. euphonious/cacophonous
- f. jargon/dialect

## Part 11. Syntax \* Define the following!\*

- a. sentence length
- b. sentence pattern
  - ♦ declarative/imperative/exclamatory/interrogative
  - ♦ simple/compound/complex/compound complex
  - ♦ loose/periodic
  - ♦ balanced
  - ♦ order: natural, inverted, split
  - ♦ juxtaposition
  - ♦ parallel structure
  - ♦ repetition
  - ♦ rhetorical questioning
- c. arrangement of ideas in a sentence
- d. arrangement of ideas in a paragraph

# Part 12. Treatment of Subject Matter \*Define the following!\*

- a. subjectivity
- b. objectivity
- c. support of main idea-opinion, experiences, observation, reading, expert witness, statistical data

### Part 13. Analyzing Tragedy and Tragic Fiction \*Read through; define as needed.\*

Aristotelian Theory
Unity of action
Catharsis
Tragedy (hamartia/hubris)
-peripeteia
-anagnorisis
Scene of suffering
Tragic hero

# <u>Part 14. Comedic Ladder</u> \*Read through; define as needed for yourself. \*Comedy of ideas

- ♦ Characters argue about ideas like: politics, religion, sex, marriage
- ♦ Use their wit, their clever language to mock their opponent in an argument
- ♦ Subtle way to satirize people and institutions like political parties, governments, churches, war, marriage

#### **Comedy of manners**

- ♦ Amorous intrigues among the upper classes
- ♦ Focus is on witty language, clever speech; insults and putdowns are traded between characters
- ♦ Society is often made up of cliques that are exclusive with certain groups as the in crowd, other groups, the would-be-wits, desiring to be part of the witty crowd, and some, the witless on the outside

#### Farce

- ♦ Plot is full of coincidences, mistimings, mistaken identities
- ♦ Characters are puppets of fate they are twins, born to the wrong class, unable to marry, too poor, too rich
- ♦ Loss of identity because of birth or fate or accident
- ♦ Sometimes they are twins separated unaware of their double

## **Low Comedy**

♦ Dirty jokes, dirty gestures, sex and elimination

- ♦ Exaggeration or understatement are the extremes of the humor with a focus on the physical i.e. long noses, cross eyes, humped back and deformities
- ♦ Slapstick, pratfalls, loud noises, physical mishaps, collisions

Comedy is:
Based on irony
Awareness of irony is an intellectual, not emotional process
Lifts us out of emotional responses
Makes us laugh
Can make us feel superior to characters
Can sense our own rigidity which arouses laughter