

Literary Terms and Techniques

1. Character

A person portrayed in a novel, short story, play or movie. (Can also be animals or objects)

2. Setting

Where and when the story takes place— ***TIME AND PLACE!!!***

3. Protagonist

The central character of the story. Usually the hero or the “good guy.”

4. Antagonist

A main character of a story that goes against the central character. Usually the “bad guy.”

5. Plot (plot point)

Sequence of events in a story where each event causes the next event to happen.

6. Character Traits	Parts of a person's personality that can be both good and bad! (ex. courageous, humorous, disloyal, greedy)
7. Climax	The point of highest action and suspense in a story.
8. Conflict	The struggles between opposing forces! (usually the protagonist is involved) The Big Four
Man vs. Man	
Man vs. Nature	
Man vs. Self	
Man vs. Society	
9. Foreshadowing	Hints in a story of what is going to happen to the plot or a character.
10. Irony	When the opposite of what you expect happens, or when you say the opposite of what you mean, usually for humorous effect. <i>Tiny weighed 400 pounds.</i>

11. Simile	A comparison using like or as. <i>Jessi danced like a ballerina...</i>
12. Metaphor	Saying something is something else for comparison. <i>He was a monster...</i>
13. Mood	The way the reader feels when reading a story.
14. Onomatopoeia	Words that imitate sounds. <i>BANG!!!</i>
15. Personification	Attaching human characteristics to something that's not human. <i>The fire danced...</i>
16. Point-of-View	The angle in which the story is told.
First Person	The narrator is a character in the story and refers to himself as "I."
Third Person	Neither the reader nor the narrator is the main character. Narrator uses the pronoun "he" or "she" when referring to the main character.
Third Person Omniscient	The narrator can tell what is going on in the minds of all the characters.
Third Person limited	The narrator can tell what is going on in one or two of the characters, usually the main character.

17. Symbolism

Something used to represent something else. (Can be a color, or really anything that's used to make the reader think of something else)

18. Imagery

Words the author uses to put a picture in the reader's mind. (The author uses senses, and usually two or three senses)!

19. Hyperbole

Exaggerated statements that go WAY beyond normal. *It would take a million years to get to school in that cruddy car.*

20. Theme

Theme is a big idea about life that an author is trying to teach in a piece of writing.