

Elements of Fiction Unit 2 Vocabulary

1. **antagonist** – The problem opposing the protagonist; can be a person, idea, or force.
2. **characterization** – The methods an author uses to create a character.
 - **direct**- the author directly tells the reader about the character
 - **indirect** - the author gives you clues about the character - infer through STEAL)
3. **conflict** – a struggle or problem between two opposing forces; central source of tension and drama in a story.

2 types: EXTERNAL → character v character character v nature character v society
 OR
 INTERNAL → character v self

4. **dynamic character**- a character who grows and changes during the story.
 Example – The Grinch changes from being selfish and mean to being generous and kind.
5. **figurative language**- language that is not meant to be taken literally or word for word. You must go beyond the dictionary meaning of the words to understand the meaning of figurative language.
 Similes, metaphors, hyperbole, idioms, and personification are all types of figurative language.

6. **foreshadowing** – Clues or hints that suggest events that will happen later in the story.

8. **hyperbole** – an extreme exaggeration used for effect- to emphasize a point

7. **idiom** – a type of figurative language; a word or phrase that has a different meaning from what is being said – or the literal meaning of the words.
 Example: I'm so tired, I'm going to hit the hay when I get home.
Hit the hay means go to bed.

8. **inference** – making your best guess based on what the author tells you and your own knowledge

9. **metaphor** – comparing two unlike things without using the words “like” or “as.”
 Example: The runner was a rocket blasting down the track.

10. **mood**- the atmosphere or feeling in a literary work. The choice of setting, objects, details, images, and words (diction) all contribute towards creating a specific mood.

Figurative language
 is speech or writing that departs from normal meaning or sound to create a special effect.
Simile, metaphor, hyperbole, personification, onomatopoeia, alliteration, and idioms.

Alliteration
 is the repetition of a sound in a sentence or series of sentences.
 Samantha soared down the street on her sleek skateboard.

Personification
 makes a non-human thing seem human.
 The tree invited us come and play.

Simile uses “like” or “as” to make a comparison.
 The ball streaked across the field like a meteor.

Hyperbole
 is exaggeration.
 The extra-point kick missed by a mile!

An **idiom** is a phrase that means what it means, even if it doesn't make sense.
 “You can't teach an old dog new tricks.”

A **metaphor** suggests that two different things are the same thing.
 Life is a curly slide, full of twists and turns.

Onomatopoeia
 is a word that sounds like the noise or action it is describing.
 The jet zoomed across the sky.



11. **plot** – the sequence of events in the story. Includes—

exposition – the beginning of the story that tells the **characters, setting, and conflict**

rising action - the events of the story, the conflict intensifies, interest builds

climax - the most intense, exciting, suspenseful part of the story. All events in the plot have been leading to this point. It's the top of the rollercoaster – you can see how it all will end. It's the, "Oh, I get it!" moment.

falling action – occurs after the climax but before the resolution, ties up loose ends of the story

resolution – the ending of the story

12. **protagonist** – The central character who is trying to accomplish something or overcome some adversity.

13. **sensory language**- creates imagery or powerful description that appeals to the five senses -- (sight, sound, taste, touch, or smell) to make the reader feel as if he/she is there.

14. **setting** – the time/when and place/where of the story.

15. **simile** – comparing unlike things using the words “like” or “as.”
Example: The runner was *like* a rocket blasting down the track.

16. **static character**- a character who does NOT grow or change in a story.

17. **summary** – telling the main events of a story in your own words

18. **symbol**- something visible that stands for or represents something else that is invisible.
A four-leaf clover is a symbol of good luck. A heart symbolizes love.

19. **text evidence** – finding information from the text that supports or provides evidence for your thinking

What is a summary?

- When you **summarize**, you must present the main points in a clear, concise form.
– Details, illustrations, and examples are seldom included in a summary.



20. **theme** – A central message or insight into life revealed through the work; an important lesson about life that applies to everyone.

21. **turning point** – the point at which a significant change occurs, a situation or character changes in an important way

Theme
The message or lesson that the author wants you to take away from the story.

Ask: - What did the characters learn?
How did the characters grow?

Common Themes:

courage	loyalty
honesty	hope
love	equality
friendship	hard work
forgiveness	teamwork

