

Literary terms for Seventh-Grade Weirdo

1. **Annotation**- highlighting and making notes in the margins of a text



2. **Antagonist** – the person, idea, or force opposing the protagonist; the “bad guy”

3. **Characterization** – how an author creates a character including:

Direct characterization: the author **tells** what the character is like

- about the character’s physical appearance, speech, thoughts, actions, and/or feelings

Indirect characterization: the author **shows** what the character is like

- clues are given through the character’s speech, thoughts, actions, and/or feelings and other characters

4. **Citation**: quoting the author’s exact words from the text; putting quotation marks around the quote and ending with the page number in parenthesis.

5. **Climax** – The most critical moment in the story; the point at which the main conflict is at its highest point; readers begin to see how the story will end.

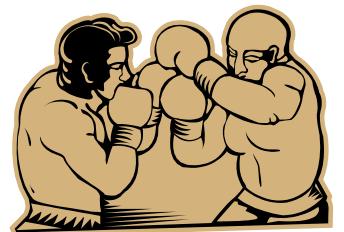
6. **Complication** – a situation that adds to the conflict of the characters

7. **Conclusion** – a decision that the reader makes after thinking about the information in a text; putting together the clues that the writer gives a conclusion.

Example: Judd likes the color blue. He says it is his absolute favorite color. He just bought pain for his room.
Conclusion? He bought blue paint.

8. **Conflict** – a struggle between two opposing forces; central source of tension and drama in a story; includes:

- **External conflict** – a problem or struggle between characters or an outside force
 - character v character
 - character v nature
 - character v society





- **Internal conflict** – a problem or struggle within a character; a decision a character has to make; emotional issues or dilemma character v self
9. **Dialect** – a way of speaking that is characteristic of a certain group of people; may be an accent, grammar usage, word choice, etc.
10. **Flashback** – an interruption in chronological order with events that occurred earlier; scenes from the past are relived
11. **Foreshadowing** – clues or hints that suggest events that will happen later in the story
12. **Inference** – making a best guess based on the reader's own experiences and the information given in the text.
Example: Liz reads a library book every day at lunch.
Inference: Liz really likes reading!
13. **Main Idea**
The **main idea** is what the paragraph or text is about; the key point the author makes; what all the sentences are focused on.
14. **Protagonist** – The central character who is trying to accomplish something or overcome some adversity/problem: “good guy”
15. **Resolution** – the ending of the story; the problem is resolved
16. **Setting** – the time and place of the story; when and where
17. **Summary** – restating the important events or main idea(s) from a paragraph or text
18. **Theme** – A central message or insight into life taught through the story; a lesson about life often revealed in what the main character learns
19. **Turning point** – a point in time when something happens that causes a significant change in the protagonist of the story; after the turning point, the plot begins its movement toward a final resolution.

