**Literary Terms for *The* *Thief and the Beanstalk***



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

 including:

* + the character’s physical appearance.
	+ the character’s own speech, thoughts, actions, and/or feelings.
	+ OTHER character’s speech, thoughts, actions, and/or feelings about the character.
	+ direct comments by the author about the character.
1. **complication** – a situation that adds to or intensifies the conflict of the characters – makes the problem worse!
2. **conflict** – a struggle between two opposing forces; central source of tension and drama in a story; includes:
	* 1. **external conflict** – a problem or struggle between two characters or outside force.

![MC900056954[1]]()**Character vs**. character

**Character vs**. nature

**Character vs**. society

* + 1. **internal conflict** – a problem or struggle within a character;

a decision a character has to make (character vs. self)

1. **diction**- specific, deliberate word choices an author makes to create a certain mood.

6. **direct characterization-** when the author directly tells the reader information about a character.

1. **dynamic character**- a character who grows and changes during the story.

8. **flashback** – an interruption in chronological order with events that occurred earlier; scenes from the

 past are relived.

1. **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, and personifications are all types

 of figurative language.

![MC900104150[1]]()

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

11. **indirect characterization**- when an author gives details that indirectly show the reader

 information about the character.

12. **inference** – an educated guess based on textual evidence and your own reasoning.

13. **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.

![MCj01160480000[1]]()14. **metaphor** – comparing two unlike things without using the words “like” or “as.”

 Example: The runner was a rocket blasting down the track.

 15.  **point of View** – the perspective from which the story is told.

\*1st person: The narrator is a character in the story

 and uses 1st person pronouns: I, me, my, us, etc.

\*3rd person: told by a narrator who is not a character

 in the story and reveals information about all the characters.

16. **plot** – the sequence of events in the story. (see plot triangle handout)

 **A. Exposition**

 **B. Rising Action**

 **C. Climax**

 **D. Falling Action**

 **E. Resolution**

17. **personification:** giving the qualities of a person to something that is not human.

 Example: The leaves ***danced*** in the wind.

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

19. **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.

![MC900413084[1]]()

 20. **setting** – the time and place of the story.

21. **simile** – comparing unlike things using the words “like” or “as.”

 Example: The runner was *like* a rocket blasting down the track.

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

23. **suspense**- a feeling of unease, tension, or excited anticipation about what is going to happen.

![MC900437825[1]]()

24. **symbol**- something visible that stands for or represents something else

 that is invisible. A four-leaf clover is a symbol of good luck.

25. **theme** – A central message or insight into life revealed through the work; a lesson about life.

26. **turning point** - a point in time when something happens that causes a significant change in a character of the story.

Learning Targets for

The Thief and the Beanstalk

1. I can explain the **elements of the plot triangle** – exposition, rising action, climax, falling action, and resolution (denouement) in a story.

1. I can understand, make **inferences**, and draw conclusions about the elements of a story.
2. I can identify the **theme** of a story
3. I can identify and describe the **point of view** of a story
4. I can provide **evidence** from a story to support my understanding of that story.
5. I can explain how authors create meaning with **figurative language** like simile, metaphor, and personification.
6. I can understand how **sensory language** creates imagery in a story.
7. I can use **context** to determine the meaning of unfamiliar words in a story.