Alliteration- The repetition of the same sounds or the same kinds of sounds at the beginning of words or in stressed syllables.

Autobiography- the story of a person’s life written by that person, telling the story of your own life is an autobiography.

Beat- a sound or similar sounds, recurring at regular intervals, and produced to help musicians keep rhythm or give a pattern of rhythm to a poem as it is read

Biography- the story of a person’s life.

Cadence- balanced; rhythmic flow, as of poetry or speeches. A falling inflection of the voice, as at the end of a sentence. People who do not have any cadence to their voice speak in a dry, boring monotone.

Cause and Effect- the reason (cause) something happened and what happened (effect) to it. (example: The Titanic hit an iceberg and sank, with the loss of over 1,000 lives. Cause—hitting an iceberg; Effect—Titanic sank and people died)

Character- any of the people, animals, or creatures who are involved with the story.

Climax- the point of the story that has the greatest suspense—the moment before the crime is solved or killer revealed in a mystery story. The story parts are exposition, rising action, climax, and resolution.

Compare and Contrast- to look at two events, time periods, people or almost any two things and tell how they are alike and different.

Conflict- A struggle or problems between opposing forces which is the main force of a story and its plot. It is what keeps the reader reading. Conflicts can exist between characters (called man vs. man), between a character and society (called man vs. society), between a character and any aspect of nature (called man vs. nature), or can be within a single individual character (called man vs. self).

Details- the support or descriptions of events, setting, or characters that make images of them clearly imagined by the reader. Vivid details create sharp, realistic images of even unrealistic characters or settings.

Dialect- Language spoken in a particular region by a particular people. People of the south have a different dialect than the people from New England.
**Dialogue**- The dialogue tells what the characters say, it is “talking” in a story.

**Exaggeration**-impossible events. To represent as greater than is actually the case. To overstate.

**Exposition**- part of the story that gives background information about the story or characters—usually very early in a novel or play. The story parts are exposition, rising action, climax, and resolution.

**Fable**- a short story or poem that teaches a lesson. Usually fables personify animals to show certain human characteristics or traits.

**Fact**- information or details about a real event, person, place, or time. Facts are important details in non-fiction writing. Do not confuse facts with opinions.

**Fantasy**- a story that takes place in an unreal world, often with characters and events that cannot exist in the real world. The magic world of Harry Potter is a modern fantasy world with dragons and unicorns.

**Fiction**- writing, a story, that is not true and is not meant to be thought to be true. Fiction stories are written to entertain, to relate a theme to the readers, or both.

**Figurative Language**- words, phrases, or descriptions that are not literal in meaning, but are meant to convey an image or idea through comparing one thing to another.

**Flashback**- The insertion of an earlier event into a story or play to tell about something that happened before.

**Genre**- the types of writings that are available: stories, poetry, fiction, non-fiction, biography, etc.

**Historical Fiction**- fictional stories whose setting is in a particular time in history, usually to use the cultural setting or historical events as part of the plot. These can be about ancient times or modern (contemporary) times.

**Humor**- writing that has a funny or amusing quality.

**Hyperbole**- a figure of speech in which exaggeration is used for emphasis or effect. *It was so hot we fried.*

**Idiom**- a group of words that cannot be understood by the regular meaning of the words. (example: *Sam froze in his steps.* No one believes that Sam is so cold he really froze.)
Imagery - use of figures of speech or literal descriptions to create vivid images in the reader's mind.

Jargon - words or phrases specific to a certain activity. *People who work with computers have no trouble understanding words like byte, ROM, RAM, floppy, and CPU.*

Informational Text - any non-fiction writing that is meant to give the reader information or knowledge about a subject rather than just tell the story about someone's life or give someone's opinion about a subject.

Jargon - a special vocabulary that people use in a particular job or field.

Main idea - the message, purpose, or thought that the writer is wanting to relate to the reader.

Metaphor - a type of *figurative language* that compares two unlike things but does not use the words "like" or "as." *The principal stood in the doorway with his arms folded, an angry door blocking our path outside to freedom.*

Mystery - a story that creates suspense with a plot that has something missing, someone killed or some other uncertain event characters try to uncover and understand.

Narration - telling a story -- giving description or telling the events that are happening.

Non-fiction - writing that is true and is meant to relate information, ideas, opinions, or facts to the reader. Non-fiction writing will have a main idea.

Onomatopoeia - words that are spelled like the sound they represent. *Thump. Buzz. Snap. Pow.*

Opinion - a person's feelings or ideas about a subject, person, event, or any other topic. Everyone can have opinions about something, and opinions are considered *non-fiction*, but it is very important to remember that opinions are not facts and do not prove that the ideas of the writer are true.

Personification - non-living objects or animals are given qualities and abilities of people. Ex: *The rock refused to move and stood firmly in its place.*

Plot - the main events in the story — "what happens." Plot should not to be confused with the theme, which is the message, or lesson that the writer wants to relate.
**Point of View** - The perspective of the narration. Point of view shows the perception of the story through the narrator’s eyes. A third-person story is not told by any of the story’s characters while first-person stories are told by one of the characters who is involved with the story. Point of View does not, however, tell the reader the writer’s attitude about the story.  
  
  **First person** means that one of the characters is telling the story  
  **Third person** means that someone outside the story is telling it  

**Poetry**- writing that does not use standard sentence structure and paragraph formatting. Often poems use **rhythm** and **rhyme** as part of their structure and will have specific line length and be set in **stanzas** rather than normal paragraphs.  

**Prose**- writing that uses the normal patterns and structures of usage and grammar, rather than in lines and **stanzas** like poetry.  

**Pun**- a word or phrase used in a way that gives it a funny twist: *The story about the boy who raised rabbits is a real hair raiser.*  

**Purpose**- the main idea of the story, the message the writer is wanting the reader to understand: *To entertain, to inform, or to persuade.*  

**Repetition**- The repeating of a word or phrase to add rhythm, or emphasize a certain idea.  

**Resolution**- The end of a story when the problems are solved. The story parts are **exposition**, **rising action**, **climax**, and **resolution**.  

**Rhyme**- the repetition of the final vowel or vowel sound and all succeeding consonant sounds in two or more words. “*The rockets’ red glare/the bombs bursting in air...*”  

**Rhythm**- rise and fall of the voice produced by the alternation of stressed and unstressed syllables in language; sometimes referred to as how the poem flows from one idea or image to the next. Many poems have a rhythm.  

**Rising action**- the events in a **plot** which build to the **climax** of the story. The story parts are **exposition**, **rising action**, **climax**, and **resolution**.  

**Setting**- the “where” and “when” for the story—the time and place.  

**Simile**- a figure of speech that compares two unlike things using “like” or “as” in the comparison. *Coat hooks hold winter has like bare branches hold old birds’ nests.*
Slang- words and phrases used by friends when they are talking to each other; slang often changes over time and what was common for one generation is unheard of to the next. “Chill out” is a common slang term, but being “a square”

Symbolism (symbol, symbolize)- the attachment of symbolic meaning or significance to objects, events or relationships; the use of an object, person, or even to represent something else. *Uncle Sam dressed in red, white, and blue stands as a symbol for the American government.*

Stanza- a group of lines in a poem. A stanza is the equivalent of a paragraph in poetry.

Suspense- the feeling of uncertainty or worry about what will happen next in a story.

Text- any selection of writing, large or small, fiction or non-fiction, prose or poetry.

Theme- the moral, lesson, or message that the writer wants the reader to understand from the story. The central idea or message. Some stories have themes and some do not.