

Seventh Grade

GLOSSARY OF LITERARY TERMS

Students should be able to both define and apply the terms.

- ❑ **Genre**- a synonym for *form* or *type* when referring to literature
- ❑ **Short story**- short piece of narrative fiction
- ❑ **Novel**- long fictional prose narrative, usually more than fifty thousand words
- ❑ **Poetry**- type of rhythmic, compressed language that uses figures of speech and imagery to appeal to the reader's emotions and imagination
- ❑ **Drama**- story that is written to be acted out for an audience
- ❑ **Fiction**- a narrative in which situation and characters are invented by the writer
- ❑ **Non fiction**- prose writing that deals with real people, things, events, and places
- ❑ **Biography** – An account of an individual's life, written by another person
- ❑ **Autobiography** - The account of a person's life written by that person.

Story Elements

- ❑ **Setting**- time and place of a story or play
- ❑ **Character**- a person in a story or poem
 - **Character Trait** - The nature or distinguishing feature of a character
 - **Major**- plays an important role in a piece of literature
 - **Minor**- plays a supporting role in a piece of literature
 - **Flat character**- has only one or two personality traits and can be summed up in a simple phrase
 - **Round character**- is complex and has many different traits
 - **Static character**- does not change much in the story

Underlined terms indicate introduction at this grade level.

- **Dynamic character**- changes in some important way as a result of the story's action
 - **Protagonist**- main character or hero in the story
 - **Antagonist**- character or force that blocks the protagonist
- **Point of view**- the vantage point from which a story is told
 - **First person point of view**- the narrator (using the first-person pronoun *I*) is a character in the story
 - **Omniscient point of view**- the narrator plays no part in the story but can tell us what all characters are thinking and feeling as well as what is happening in other places
 - **Third person limited point of view**- the narrator, who plays no part in the story, zooms in on the thoughts and feelings of one character
- **Plot**- the sequence of events in which each event results from a previous one and causes the next
- **Conflict**- the “problem” in a story which triggers the action
 - **External conflict**- a struggle between a character and some outside force (e.g., man vs. man, man vs. nature, man vs. society, man vs. fate)
 - **Internal conflict**- a struggle between opposing needs, desires, or emotions within a single character
- **Climax**- the high point or turning point in a work, usually the most intense point
- **Solution/Resolution**- the portion of the play or story that comes after the climax and is intended to bring the story to a satisfactory end
- **Theme**- the central idea or insight revealed by a work of literature
- **Tone**- the attitude of the author toward his audience and characters
- **Mood/atmosphere**- the feeling created by a literary work or passage
- **Author's purpose**- the reason for writing (e.g., to persuade, to entertain, to inform, to describe, to summarize)

Underlined terms indicate introduction at this grade level.

Literary Devices

- **Imagery**- language that appeals to the senses
- **Hyperbole / Exaggeration**- figure of speech that uses exaggeration to express strong emotion or create a comic effect
- **Dialogue** - Conversation between characters in a drama or narrative.
- **Symbolism**- using any object, person, place, or experience that means more than what it is
- **Irony**- contrast or discrepancy between expectation and reality
 - **verbal irony**- a speaker says one thing but means another
 - **situational irony**- what actually happens in the opposite of what is expected or appropriate
 - **dramatic irony**- when the reader or audience knows something important that a character does not know

Sound Devices

- **Rhyme**- repetition of accented vowel sounds and all sound following them in words that are close together in a poem
 - **rhyme scheme**- a structured pattern of rhyme
 - **end rhyme**- rhyme that occurs at the ends of lines
 - **internal rhyme**- rhyme that occurs within a line
 - **slant rhyme**- words that sound similar but do not rhyme exactly
- **Rhythm** - the pattern or flow of sounds created by the arrangement of stressed and unstressed syllables in a line of poetry
 - **Meter**- the pattern of stressed and unstressed syllables
 - **Free verse**- poetry that does not have regular meter or rhyming scheme
- **Alliteration**- the repetition of a consonant sound

Underlined terms indicate introduction at this grade level.

- **Onomatopoeia**- use of a word whose sound imitates or suggests its meaning
- **Assonance**- the repetition of similar vowel sounds followed by different consonant sounds in words that are close together

Figurative language- language used for descriptive effect

- **Metaphor**- figure of speech that makes a comparison between two unlike things without using *like* or *as*
- **Simile**- figure of speech that makes a comparison between two seemingly unlike things using a connective word such as *like* or *as*
- **Personification**- type of metaphor in which a nonhuman thing or quality is talked about as if it were human
- **Idiom** – a phrase or expression that does not mean what it literally says