**Name/Period: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Literary/Rhetorical Devices**

1. **Theme**—The main idea or meaning, often an abstract idea upon which a work of literature is built.

1. **Tone**—The author’s attitude toward the subject. Tone is the characteristic emotion throughout the piece—the spirit of the work.
2. **Voice**—The real or assumed personality used by the writer or speaker. Personality of the writing style.

1. **Foreshadowing**—Providing hints or clues of things to come in a story or play.
2. **Satire**—A technique employed by writers to expose and criticize foolishness and corruption of an individual or society, by using humor, irony, ridicule, or exaggeration.  It intends to improve humanity by criticizing its follies and foibles. A writer in a satire uses fictional characters, which stand for real people, to expose and condemn their corruption.
3. **Tragic Flaw—**A personality trait in a character (usually the hero) that leads to his/her downfall. Common tragic flaws include arrogance or pride, anger, gullibility.
4. **Allegory--** An allegory is a complete [narrative](https://literarydevices.net/narrative/) that involves characters and events that stand for an abstract idea or event.
5. **Characterization**—A device the author uses to highlight and explain details about the character: behavior, thought process, interactions with other characters. The personality of the character.
6. **Symbolism**—The use of symbols to signify ideas and qualities.
7. **Imagery—**The use of words to create a vivid picture in the minds of the reader. Imagery allows the reader to visualize what the author had in mind while writing.
8. **Archetype—**An abstract or ideal conception of a type; a perfectly typical example; an original model or form. A pattern for a character type.
9. **Metaphor—**A comparison of two or more unlike things without using the words “like” or “as”.
10. **Simile—**A comparison of two or more unlike things using the words “like” or “as”.
11. **Hubris—**Excessive pride that often affects tone. Hubris can be a tragic flaw and cause a character’s downfall.
12. **Hyperbole—**Overstatement; a gross exaggeration for rhetorical effect.
13. **Alliteration—**The repetition of sounds at the beginning of two or more words in a sentence.
14. **Onomatopoeia—**A word which imitates the natural sound of things. Bam, splash, zoom, ring, etc.
15. **Personification—**Giving human qualities/characteristics to something not human: animals, things, plants, ideas, etc.
16. **Assonance—**The repetition of vowel sounds in non-rhyming words that are close together in a sentence or paragraph.
17. **Consonance—**The repetition of consonant sounds in words that are close together in a sentence or paragraph.
18. **Anaphora**—The repetition of the first part of the sentence in order to emphasize a point.
19. **Hypophora—**When the writer asks a question and then answers it.
20. **Rhetorical Question—**A question the author/narrator asks, but does not expect an answer. The rhetorical question is used to make a point and to make the reader keep thinking after reading.
21. **Point of View—**the mode of narration the author uses in a story. How the author chooses to narrate a story.
	1. **First Person—**The use of the pronouns I/Me/My to narrate a story. It is the first-hand account of the story.
	2. **Second Person**—The use of the pronoun You/Yours to narrate a story.
	3. **Third Person**—The use of third-person pronouns He/She/It/They/Character Names to narrate a story.
		1. **Third Person Objective—** the facts of a [narrative](https://www.thoughtco.com/narrative-composition-term-1691417) are reported by a seemingly neutral, impersonal observer or recorder.
		2. **Third Person Omniscient—** the narrator knows all the thoughts, actions, and feelings of all characters.
		3. **Third Person Limited—**the narrator only knows the thoughts and feelings of one character. All characters are described using pronouns, such as 'they', 'he', and 'she'. But, one character is closely followed throughout the story, and it is typically a main character.
22. **Plot—**the events that make up a story.

* 1. **Exposition-**-the introduction to a story, including the primary characters, setting (location), [mood](https://www.storyboardthat.com/literary-terms/mood)/tone, date/time, conflict (problem).
	2. **Rising Action—** all of the events that lead to the eventual climax, including character development and events that create suspense.
	3. **Climax—** the most exciting point of the story, and is a turning point for the plot or goals of the main character.
	4. **Falling Action—** everything that happens as a result of the climax, including wrapping-up of plot points, questions being answered, and character development.
	5. **Resolution—** not always happy, but it does complete the story. It can leave a reader with questions, answers, frustration, or satisfaction.
1. **Conflict--** the primary problem that drives the plot of the story, often a main goal for the [protagonist](https://www.storyboardthat.com/literary-terms/protagonist) to achieve or overcome.
	1. **Internal Conflict—**the struggle between a character and something inside the character.
		1. **Person vs. Self**
	2. **External Conflict—**the struggle between a character and an outside force.
		1. **Person vs. Person**
		2. **Person vs. Society**
		3. **Person vs. Nature**
		4. **Person vs. Machine**
		5. **Person vs. Fate/Supernatural**