**Lit Device Review:**

**Word Bank:**

Literary Device Simile Metaphor Imagery Situational Irony

Hyperbole Allusion Dramatic Irony Indirect Characterization

Verbal Irony Direct Characterization 1st Person POV Paradox

Oxymoron Foreshadowing 3rd Person Omniscient Symbolism

3rd Person Limited Round/Dynamic Character Character Foil

Flat/Static Character Tone Mood Theme Topic Protagonist

Theme Statement Antagonist Soliloquy Satire

Linear Plot Nonlinear Plot Internal Conflict External Conflict

Flashback Diction Exposition Rising Action Climax

Falling Action Resolution Archetype

1. The narrator speaks about him or herself \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Two opposite words that are combined to form a new meaning\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. Saying one thing but meaning the opposite \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. The typical structures used by writers in their works to convey their meaning \_\_\_\_\_\_\_\_\_
5. When the author gives a warning or indication of a future event \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
6. Comparison using like or as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. Narrator gives insight into the minds of more than one character \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
8. The author’s attitude toward the subject \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
9. A character remembers something from the past \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
10. A character who is relatable and goes through development \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
11. Whoever or whatever opposes the protagonist \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
12. The events of a story leading up to the climax \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
13. Narrator tells readers about a character \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
14. The opposite of what one expects happens \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
15. A reference to a person, place, idea, event, etc. of significance \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
16. The events that occur right after the climax \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
17. The specific language used by a writer \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
18. The emotional atmosphere of a work felt by readers \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
19. Extreme exaggeration in order to prove a point \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
20. A character, usually in a play, speaks their thoughts aloud \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
21. Comparison that does not use like or as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
22. The audience knows something the characters do not \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
23. Readers learn about a character through his/her actions, speech, etc. \_\_\_\_\_\_\_\_\_\_\_\_\_\_
24. Descriptive language that appeals to the senses \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
25. A situation or idea that appears contradictory but actually holds some truth \_\_\_\_\_\_\_\_\_\_\_
26. When an object, person, place, or event has deeper meaning than its literal one and usually represents an abstract idea \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
27. Characters who are the opposite of one another in order to accentuate their traits \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
28. The conflict occurs within a character \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
29. The point of highest intensity in a work where the conflict is at its peak \_\_\_\_\_\_\_\_\_\_\_\_\_\_
30. The main or focal character in a work \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
31. A typical character in a work that is seen over and over again and usually represents a universal pattern of human nature \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
32. Events of the plot occur in chronological order \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
33. A general topic explored in a work \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
34. A character who stays the same and does not change throughout a work \_\_\_\_\_\_\_\_\_\_\_\_
35. Conflict occurs between a character and an outside force \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
36. A technique employed by writers to expose and criticize foolishness and corruption of an individual or a society by using humor, irony, exaggeration or ridicule \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
37. Events of a story are not in chronological order \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
38. The part of a story where background information, such as characters and setting, are introduced \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
39. Narrator gives insight into the thoughts and feelings of one character \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
40. The final moments of a story when loose ends are tied \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
41. What a work says about a topic it explored \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_