

**ENGLISH
TWELVE TERMS
AND DEVICES
HANDBOOK**

POETRY TERMINOLOGY

I. KINDS OF POETRY

A. **Narrative** – a recording of events; has an identifiable plot and characters

1. Classical epic – based on a background of warfare and gods, heroic events, and a historical hero.

Example _____

2. Traditional Ballad – short narrative usually written in quatrains with simple language, refrain, dialect and dialogue. Many were written or recorded anonymously.

Example _____

3. Folk epic – reflects the character, ideals and traditions of a particular culture or area.

Example _____

B. **Lyric** – an author expresses his emotions or observations with intensity.

The viewpoint is highly subjective and can be separated from descriptive poetry by its reflective rather than objective nature.

1. Elegy – Deals with death or the death of someone or something. It may be divided into 2 types:
 - a. Classical – may reflect on a number of subjects including politics and must be written in couplets.

Example _____

- b. Modern – death is its only subject but may be written in a variety of styles.

Example _____

2. Ode – a poem of praise written in formal and quite solemn Language. This poem often uses apostrophe in addressing Its subject.

Example _____

Note : Satirical odes use the same formal serious style as odes but do so tongue in cheek to poke fun at a subject.

Example _____

3. Sonnet – 14 line poem . We will study 2 basic types:
 - a. Italian or Petrarchan – original love poem composed of two parts (the octet and the sestet) The rhyme scheme is distinct – abbaabba cdcdcd (on some occasions it may be cdecde) The octet sets out a situation and the sestet reflects on it. There is a change in mood between the two.

Example _____

- b. Elizabethan or Shakespearean – Made up of 3 quatrains and a rhyming couplet. The rhyme scheme is ababcdcddefefgg. The couple provides a conclusion or reflection.

Example _____

C. **Descriptive** – Creates a objective picture. Its purpose is to create an image rather than reflect on that image.

1. Satirical – Mocks weaknesses of society or humans
2. Didactic – Attempts to instruct or lay down moral direction.
3. Pastoral - Deals with sheep and shepherds and country life. Although it praises these subjects, it is quite unrealistic in its portrayal.

Example _____

4. Idyllic – Describes a picturesque scene or simple objects in nature , especially those of a rustic nature.
 5. Dramatic monologue – One character speaks to another who is a silent listener. Through the monologue, the character of the speaker, locale and situation are revealed.

Example _____

D.Dramatic – Comedies and tragedies of a poetic form.

II. STANZA FORMS, RHYME AND RHYTHM

(These are the basic forms. If you have a question about one more complicated or which varies from the basic forms, refer to the Dictionary of Literary Terms.)

A. Blank verse – Iambic pentameter with no rhyme or stanza form (ironic since it’s in the section Stanza Forms!)

Ex. “Friends, Ro/mans, coun/ trymen/, lend me/ your ears/

B. Free verse – no consistency in line length, metre, rhyme or stanza form.

C. Internal rhyme – the middle of a single line of poetry rhymes with the end of the line.

Ex. “There are strange things **done** in the Midnight **Sun**”

D Metre – a pattern of stressed and unstressed syllables

E. Couplet – stanza of 2 lines

F. Tercet – 3 line stanzas connected by rhyme to another

G. Triplet – 3 line stanza in which all end words rhyme – aaa

H. Quatrain – 4 line stanza

I Sestet - 6 line stanza

J. Octet – 8 line stanza

K. Refrain – a repeated verse

L. Rhyme scheme – the particular pattern of rhyme within a poem. Rhyme scheme is indicated by using an alphabetical system to indicate matching rhyming pairs.

M. Rhythm – the beat created by the meter of the poem.

III. FIGURATIVE LANGUAGE – Common terms:

1. Allegory – narrative or description with another subtle meaning behind it. Allegories may be divided up into various types including fable, which entails a narrative which includes talking animals.

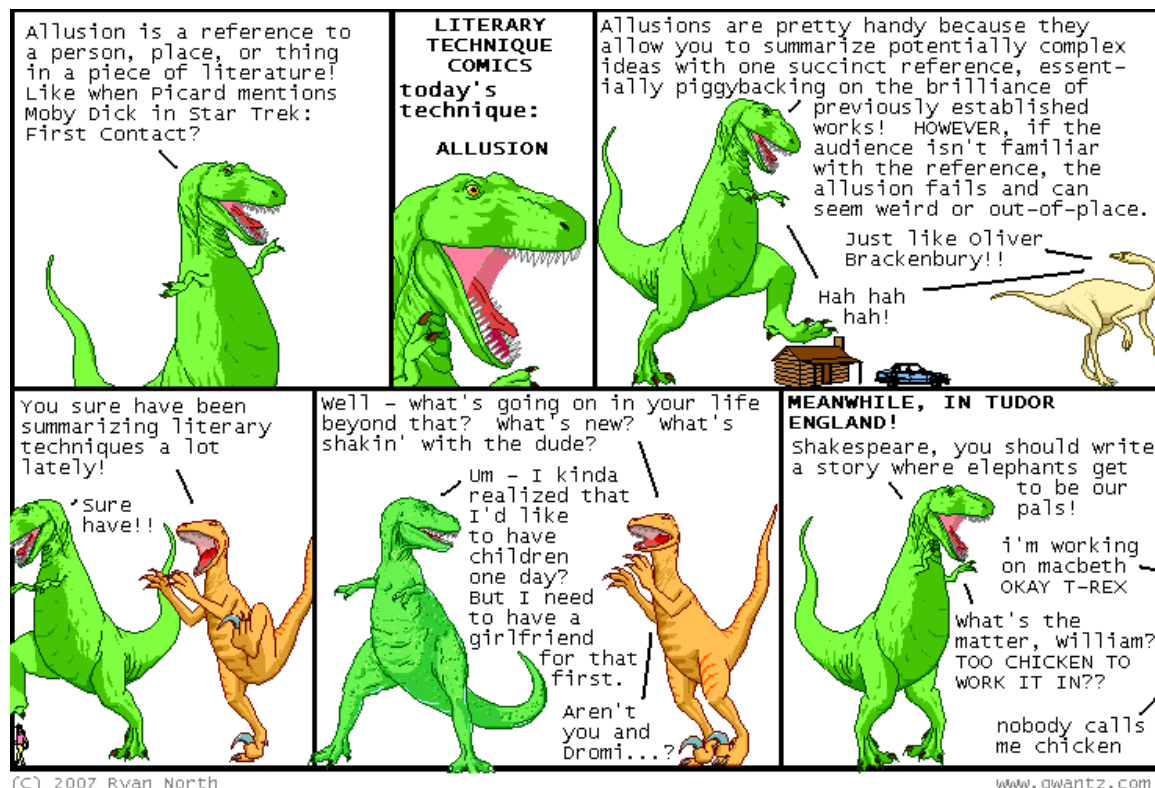
Example _____

2. Alliteration – a series of the same consonant sounds

Example _____

3. Allusion – a passing reference to a well known event, location or person

Example _____



4. Analogy – an extended metaphor ‘

5. Anti-thesis – opposites of abstract ideas.

Example: He is the antithesis of evil. (Meaning he is good).

6. Apostrophe – addressing an absent object or person as though present

Example _____

7. Assonance – repetition of internal vowel sounds

Example _____

8. Consonance – a series of consonant sounds usually found at the end of a series of words.

Example _____

9. Cacophony (aka dissonance) Harsh or unpleasant sounds usually characterized by hard consonant sounds like k or t.

Example _____

10. Euphony – Pleasing or melodious sounds usually characterized by soft consonants like s or w.

Example _____

11. Cliché – An overused phrase or stereotyped word.

Example _____

12. Euphemism – a pleasant way of saying something unpleasant.

Example _____

13. Extended metaphor – see analogy

14. Historical reference - see allusion

15. Hyperbole – extreme exaggeration

Example _____

16. Imagery – use of the 5 senses to create sound, sight and smell through words. Imagery is often categorized. For example, *Macbeth* uses animal imagery.

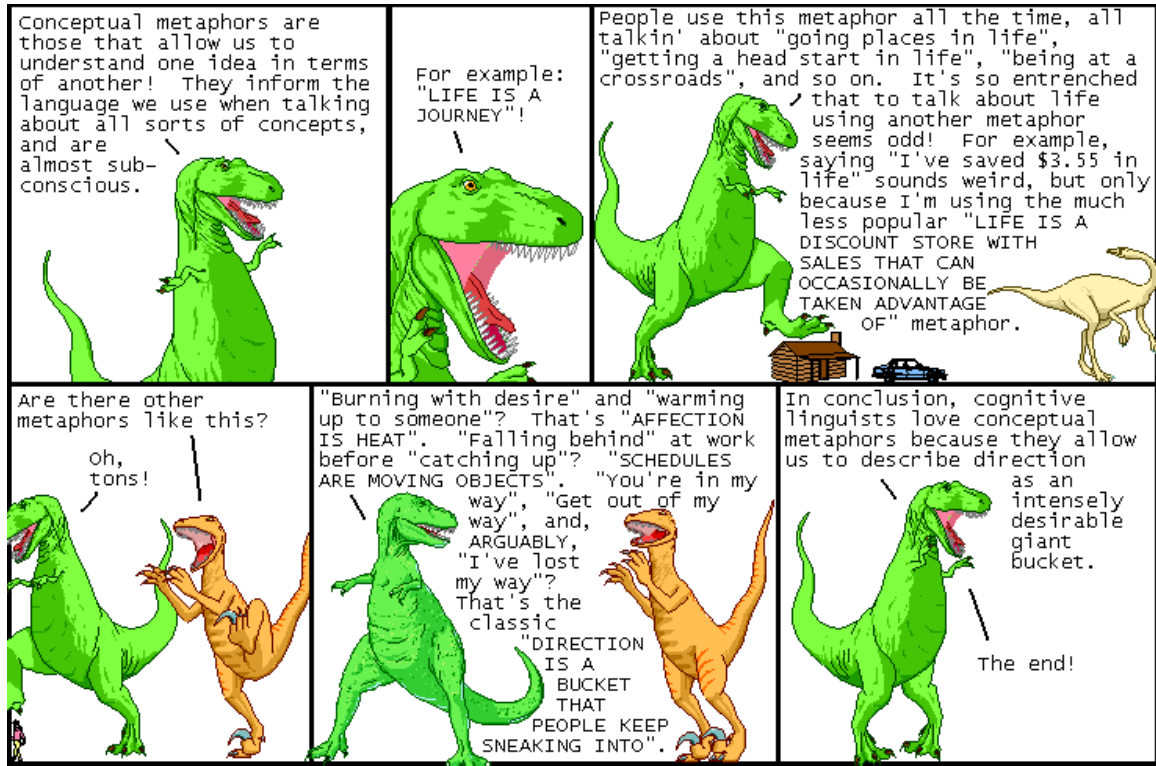
17. Irony – the unexpected twist . There are 3 basic types:

- a. Verbal – An ironic name or a statement which means the very opposite of what is said (aka sarcasm)
- b. Dramatic irony – An irony which is apparent only to the audience or reader.
- c. Situational irony – a discrepancy between what is expected and what occurs.

18. Satire – Bitter or gentle mocking of human nature. It's purpose is to bring about change

19. Metaphor – a comparison which does NOT use “like” or “as”.

Example _____



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20. Metonymy – Substituting a related term or partial term for another.

Example _____

19. Synecdoche – a form of metonymy where a part is used to represent a whole.

Example _____

20. Onomatopoeia – A word resembles the sound it represents.

Example _____

21. Oxymoron – 2 words which although used together contradict each other.

Example _____

22. Paradox – Two statements which appear contradictory but upon closer examination are true.

Example _____

23. Parallelism – a series of the same grammatical constructions for effect.

Example "I came, I saw, I conquered".

24 Personification – giving human characteristics to inanimate objects.

Example _____

25. Pun – a play on words



26. Simile – A comparison using “like” or “as”.

Example _____

27. Understatement – the opposite of hyperbole. Under-exaggeration.

Example: “It’s a wee bit chilly out there,” said Joan as she looked out at the -40 degree weather.

IV. Other poetry terms

1. Epigram – A short witty statement, sometimes found at the end of a piece.
2. Epitaph – a verse on a tombstone.
3. Mood – the emotion created in the reader by the poem.
4. Parody – makes fun of a serious work but retains the original’s form and identifiable phraseology.
5. Speaker – the person whose voice is heard through the poem.
The poet is NOT necessarily the speaker.

6. Stanza – a group of lines.
7. Tone – the voice of the speaker. How the speaker would sound
8. Voice – the speaker’s projected persona in the poem.



FICTION

TERMINOLOGY





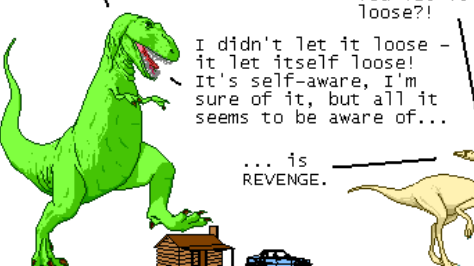



1. antagonist - the character in conflict with the protagonist.
2. anti-climax – a building of suspense which goes nowhere. A climax does not occur.
3. atmosphere – the mood created in a fiction work.
4. caricature – character creation or description which hyperbolizes a specific feature of the character. Like a political cartoon, it makes fun of or exaggerates a single feature.
5. character
 - a. dynamic character – a character who develops and undergoes a permanent character change.
 - b. flat character – an undeveloped character with only one trait.
 - c. round character – a character with many character traits.

- d. static character – a character who does not change.
- e. stock character – a character typical to a particular genre.

For example, a fairytale uses an evil stepmother.



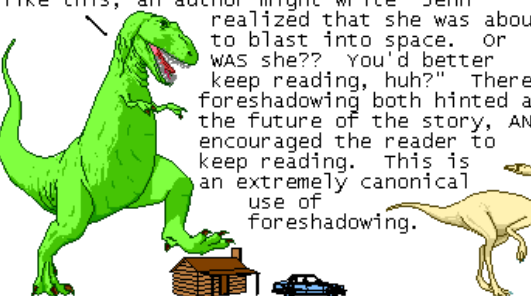



6. Characterization – the methods by which a character is developed. These include actions, words and thoughts and physical description of a character as well as the description or opinions of others including the narrator.
7. character foil /foil – two characters who are opposite and juxtaposed. For example, Pinkie and the Brain.
8. Climax – the high point in the story where the conflict has its breaking point.
9. conflict
 - a. external conflict – conflicts outside of the protagonist. These may include other characters as well as weather, animals or the landscape.
 - b. internal conflict – conflicts within the protagonist such as unresolved questions and temptations.
10. Denouement – the immediate results of the climax.
11. Dilemma – the problem of the story.
12. Epilogue – the conclusion of a fable where the moral is pointed out or the speech of an actor at the end of a play where he begs the audience's understanding or forgiveness.
13. falling action – action after the climax
14. point of view:
 - f. First person point of view – I point of view.
 - g. Limited omniscient point of view- he/she/they point of view where only the thoughts and feelings of the protagonist or main character(s) are revealed.
 - h. Objective/third person point of view – no thoughts or feelings of the characters are revealed.
 - i. Omniscient point of view – Godlike perspective where all thoughts and feelings of all characters are known.

15. Flashback – a character or author takes the reader from the present into the past to aid in plot or character development.

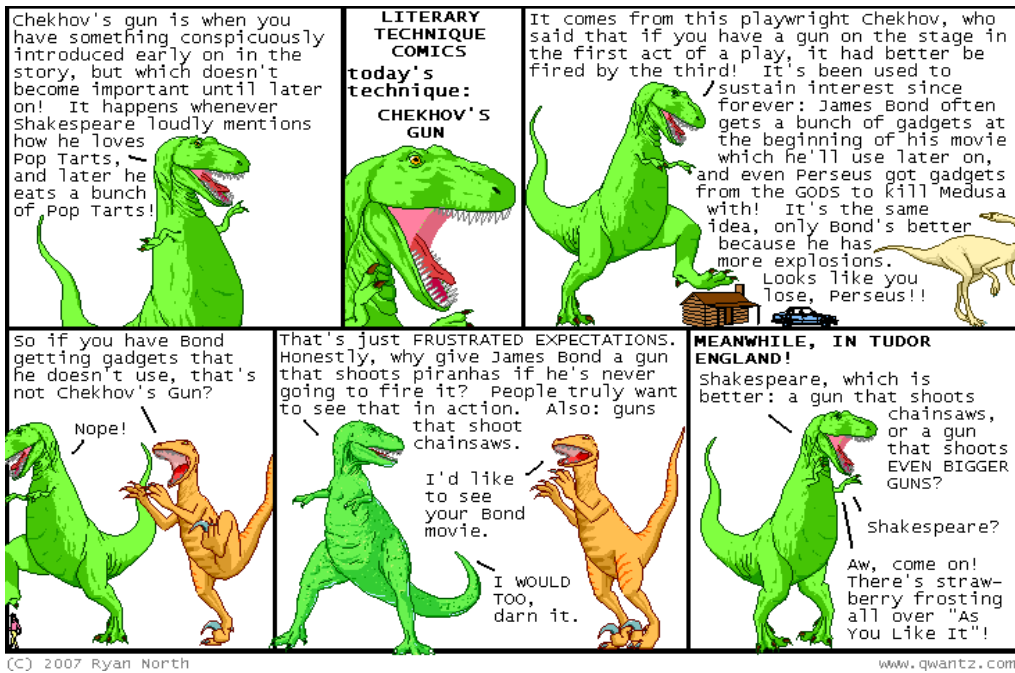
<p>LITERARY TECHNIQUE COMICS today's technique: FLASH FORWARD</p> <p>Flash forwards are a useful storytelling technique! They happen when you -</p> 	<p>LATER:</p> <p>Frig, we're all dead!!</p> 	<p>Get the hell out of here, Dromiceiomimus! The Contamination is right behind me!</p> <p>You let it loose?!</p> <p>I didn't let it loose - it let itself loose! it's self-aware, I'm sure of it, but all it seems to be aware of...</p> <p>... is REVENGE.</p> 
<p>T-Rex! Thank God I found you! Is there anything we can do?</p> <p>No. GOD DAMN IT, no!</p> 	<p>It takes over our minds, our bodies! How do you fight something like that?</p> <p>You don't, T-Rex: you join it. You - embrace it. Don't call us "the Contamination". We just want to... elevate you.</p> <p>Leave me alone! Leave me alone, you monsters!!</p> 	<p>EARLIER: - jump ahead to show where actions might lead. It's Foreshadowing taking off her negligee!</p> <p>I wish you wouldn't sexualize literary techniques, T-Rex.</p> <p>And I wish you wouldn't interrupt my sexualizin', Utahraptor!!</p> 

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16. Foreshadowing – hints of future events. Creates suspense.

<p>Foreshadowing is when you hint at what's about to happen next in a story! It happens whenever a character announces "BOY I SURE HOPE THERE ARE NO EXPLOSIONS ON THE NEXT PAGE!!" just before he gets blown up!</p> <p>In an EXPLOSION!</p> 	<p>LITERARY TECHNIQUE COMICS today's technique: FORESHADOWING</p> 	<p>Foreshadowing's great, because sometimes people want to know what happens in a story before it actually happens. In situations like this, an author might write "Jenn realized that she was about to blast into space. Or WAS she?? You'd better keep reading, huh?" There, foreshadowing both hinted at the future of the story, AND encouraged the reader to keep reading. This is an extremely canonical use of foreshadowing.</p> 
<p>So doubt's important to foreshadowing?</p> <p>Absolutely!</p> 	<p>If you simply say "Jenn realized that she was about to blast into space! Seconds later, she blasted into space!" that is not foreshadowing. That is just outstanding space story-telling.</p> <p>I think it's still foreshadowing.</p> <p>yeah? well maybe we'll see what SHAKESPEARE has to say...!</p> 	<p>MEANWHILE, IN TUDOR ENGLAND!</p> <p>Shakespeare, is it still foreshadowing if it's about a woman who's DEFINITELY blasting into space?</p> <p>i dunno... yes?</p> <p>Shakespeare! The correct answer is "no!"</p> <p>Pull yourself together, Shakespeare!</p> 

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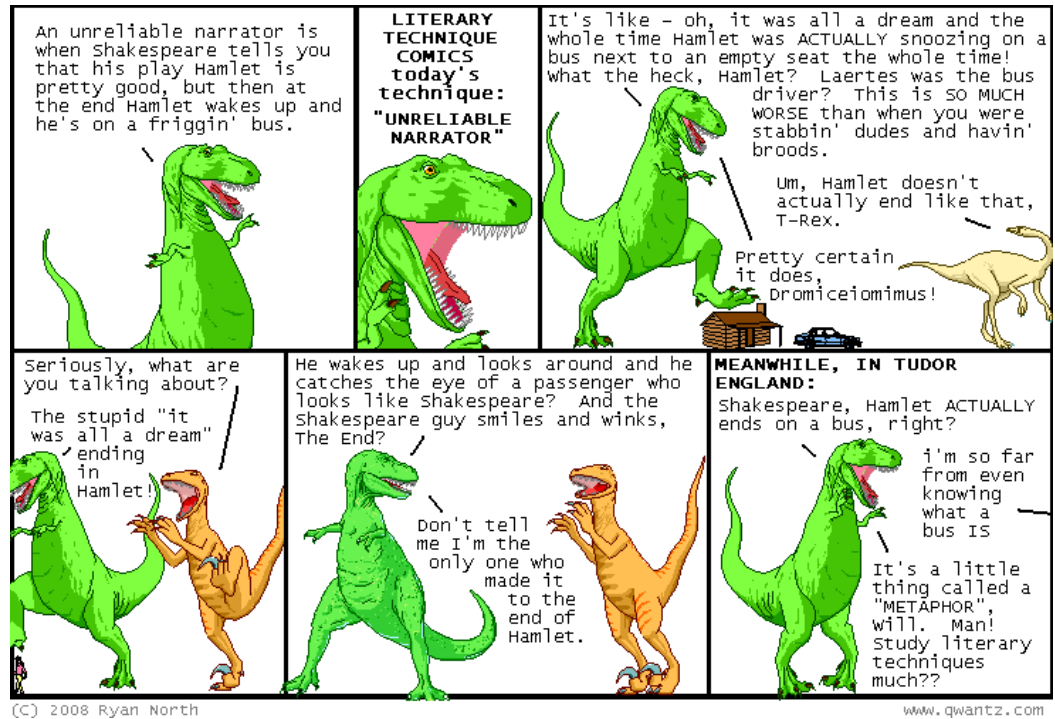


17. Hero – a protagonist with admirable traits.

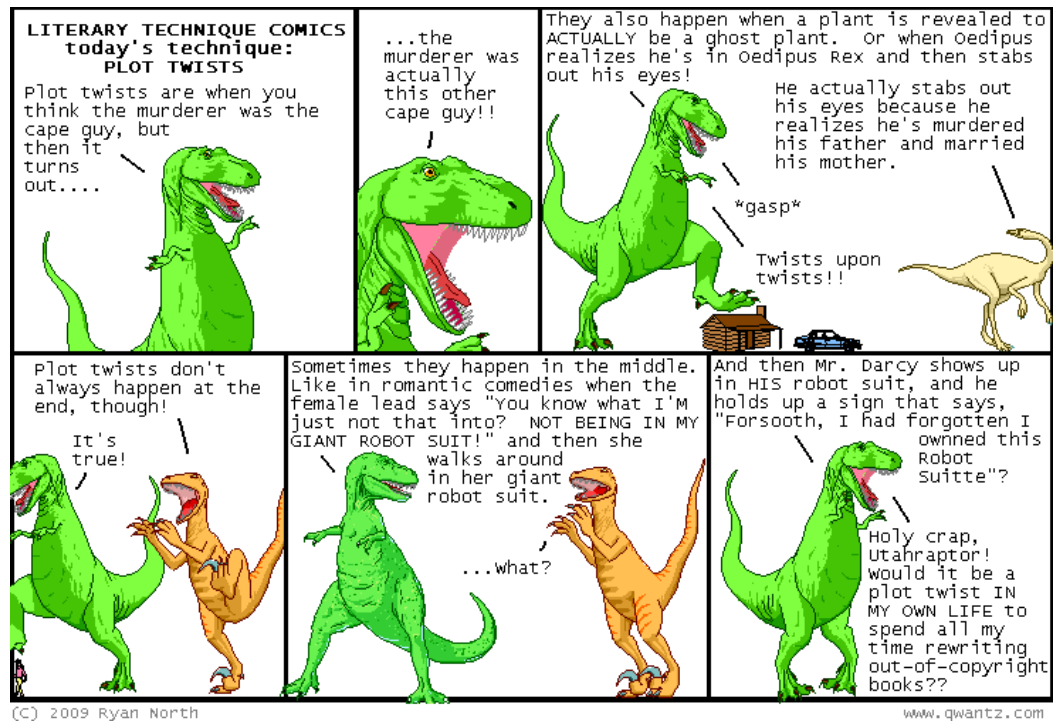
18. indeterminate ending – no conclusion is provided to the reader.



19. interior monologue – revealing a character’s thoughts as he thinks them to himself.
20. Narrator – the storyteller.



21. Plot – the events of the story.



22. Prologue – occurs before the actual story begins. It may provide thoughts from the author himself or give information about events which occur before the start of the story.
23. Protagonist – main character with a problem to solve.
24. rising action – events leading to the climax. This section is full of suspense.
25. Setting – the era or physical place where the story occurs.
26. stream of consciousness – unedited and often unpunctuated recording of the thoughts of the character as they occur.
27. surprise ending – an unexpected ending. Irony often contributes to this ending.



28. Suspense – a feeling of “something’s about to happen”
29. Theme – the overriding impression a writer wants to convey. Theme is NOT a single word but a statement of philosophy. For example, a poem’s theme is NOT simply ‘love’, but “love conquers all”.



ESSAY TERMINOLOGY

1. argumentative essay – an expository essay which attempts to convince the reader of the writer’s point by appealing to reason. It may use several techniques:
 - a. anecdotal evidence – small examples or stories.
 - b. case study – evidence from a particular study of a particular event.
 - c. expert testimony – evidence from so-called experts in the field.
 - d. statistical evidence – percentages and other stats.
 - e. pro and con argument – showing the positives and negatives of an issue.
2. Bias – a writer’s prejudices which are apparent through his choice of evidence and example.
3. cause and effect essay – self-explanatory
4. compare and contrast essay – an expository essay which shows similarities and differences.
5. Comparison – shows similarities
6. Contrast – shows differences
7. descriptive essay – uses description to support its thesis
8. expository essay – explores a point or opinion
9. formal essay – analyzes an issue or question using formal structure and language. Most expository and literary analysis essays are in this style.
10. informal essay – explores a personal viewpoint and is allowed more colloquial style.
11. narrative essay – supports a thesis using a first person narration of an event.
12. personal essay – explores a personal viewpoint using informal tone and style.
13. persuasive essay – an essay which attempts to prove its point using emotion rather than just matter-of-fact logic. It can use various techniques:
 - a. emotional appeal – attempts to make the reader feel rather than think about the subject.
 - b. Pathos – the creation of the feeling of empathy or sympathy.

14. thesis/thesis statement – the universal truth or viewpoint the writer is trying to get across
15. wit – using intellectual humour or cleverness.



LANGUAGE AND STYLE:

1. Archaic language – language which is no longer used such as “thou”
2. Audience – the intended reader or viewer
3. Autobiography – a life story told by the one who experienced it.
4. Biography – a life story told by someone other than the person it is written about.
5. Chronological order – arranged in time order/ order of occurrence in natural time. No flashbacks.
6. Climactic order – the most powerful argument or event is put last.
7. Colloquialism – slang or informal language
8. Connotation – the associated meanings of a particular word. For example, black might have connotations of evil or sophistication.
9. Denotation – the literal or dictionary meaning of a word.
10. Dialect – a speech pattern particular to a group or region.
11. Diary – a recording of daily events.
12. Dialogue – speech between two characters.
13. Diction – word use.
14. Didactic – instructional tone
15. direct presentation – presents ideas directly rather than through metaphor or analogies, etc.
16. editorial – an opinion written by the editor of a newspaper.
17. Fable – a form of allegory in which animals usually speak and ends in a moral or lesson.
18. Fantasy – Genre which departs radically from the real world or realism.
19. formal language – language which uses elevated vocabulary and structure.
20. Genre – form of writing. Mystery or science fiction are both genres.
21. graphic text – communication through the style of presentation of text and other visual signals rather than through the actual words on a page.
22. iambic pentameter – 5 feet of stressed unstressed rhythm.

23. Idiom – a common figure of speech which does not mean what it says literally. For example, “He’s not playing with a full deck” means “He’s crazy” not “He’s having a game of poker without all of the cards.”
24. indirect presentation – the writer infers rather than states his intentions or impressions.
25. informal language – colloquial language.
26. Jargon – terminology particular to a group, hobby or occupation. For example “Shred the nar” is jargon related to snowboarding.
27. Juxtaposition – placing two opposites side by side for enhanced effect.
28. Legend – a story which has some basis in historical fact.
29. Literal language – language which means what it means. There is no hidden meaning. “My cat is lost” means “My cat is lost” NOT “I’m having an identity crisis.”
30. Mystery – a genre where a protagonist must ‘solve’ a case or issue.
31. Myth – story which is not based on fact and often explains events in nature. “How the Loon Got its Necklace” can be seen as myth.
32. Propaganda – biased material whose purpose is to support ONE side of an issue.
33. Proverb – a wise saying from a particular culture. “A fool and his money are soon parted”
34. Rhetorical question – a question asked for effect, not to elicit an answer. For example you might be asked “Are you stupid?” as your parent finds you sticking your tongue in a light socket. He/she is not looking for a response, but merely making a point.
35. Satire – making fun of serious issues in order to bring the issue to light.
36. Slang – Colloquial language like “dude” or “Sick”.

37. Symbol /symbolism – when an object represents an abstract idea.



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DRAMA

TERMINOLOGY





1. **Aside** – words spoken by an actor to himself or the audience without the other actors' apparent knowledge. The purpose is to reveal the character's secret thoughts to the audience or to create irony.
2. **Catastrophe** – the disaster at the end of a tragedy. Usually this equates with the death of the main character(s).
3. **Chorus** – a choral speech from the actors which sets out the premise of the play prior to the play itself.
4. **Comedy** – humorous play
5. **comic relief** – a comic event which occurs after a tragic one.
6. **dramatic form** – play, monologue or skit.
7. **Exposition** – the introduction of the setting, characters and theme.
8. **Farce** – an extreme form of comedy often seen as 'low comedy' with elements such as physical slapstick.

9. Melodrama – an extremely exaggerated form of dramatic moment.
10. Monologue – a speech by a character to the audience to reveal his character.
11. Resolution – the tying up of loose ends in the play. The ‘happily ever after’ moment.
12. Soliloquy – a character talks to himself alone onstage to inform the audience of his true thoughts.

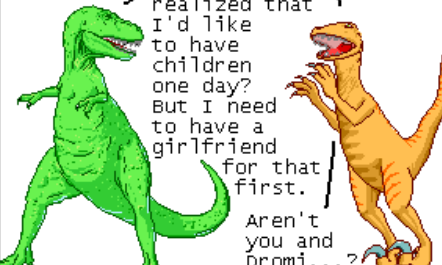


13. Tragedy – a form of drama which ends in death.

<p>Pathetic fallacy is when nature reflects someone's emotions. It happens whenever Shakespeare gets pissed, and then the dude who he's pissed at gets eaten by a bear!</p> 	<p>LITERARY TECHNIQUE COMICS today's technique: PATHETIC FALLACY</p> 	<p>That's not pathetic fallacy! It's when you give emotions to the inanimate: "ice wants to float", and so on. It can also happen when weather mirrors a character's emotions, like when Shakespeare gets sad, and it starts to rain. I think that's what you meant?</p> <p>OR, when Shakespeare gets pissed, and then a bear shows up and eats whoever pissed him off!! Hah, looks like you pissed off the wrong playwright, dude! He's in with the BEARS!!</p> 
<p>The phrase comes about because of the "pathos" meaning of "pathetic"!</p> <p>Yes!</p> 	<p>And "fallacy" is there because in real life it doesn't actually rain when I get sad.</p> <p>Maybe it doesn't happen for you because YOU'RE not a main character! In the story of life?</p> <p>I don't know why you'd say that to me, Utahraptor.</p> 	<p>MEANWHILE, IN TUDOR ENGLAND!</p> <p>William Shakespeare, if you were pissed off at me, would I REALLY get eaten by a bear?</p> <p>i don't even know who you are!!</p> 

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<p>Allusion is a reference to a person, place, or thing in a piece of literature! Like when Picard mentions Moby Dick in Star Trek: First Contact?</p> 	<p>LITERARY TECHNIQUE COMICS today's technique: ALLUSION</p> 	<p>Allusions are pretty handy because they allow you to summarize potentially complex ideas with one succinct reference, essentially piggybacking on the brilliance of previously established works! HOWEVER, if the audience isn't familiar with the reference, the allusion fails and can seem weird or out-of-place.</p> <p>Just like Oliver Brackenbury!!</p> <p>Hah hah hah!</p> 
<p>You sure have been summarizing literary techniques a lot lately!</p> <p>Sure have!!</p> 	<p>Well - what's going on in your life beyond that? What's new? What's shakin' with the dude?</p> <p>Um - I kinda realized that I'd like to have children one day? But I need to have a girlfriend for that first.</p> <p>Aren't you and Dromi...?</p> 	<p>MEANWHILE, IN TUDOR ENGLAND!</p> <p>Shakespeare, you should write a story where elephants get to be our pals!</p> <p>i'm working on macbeth OKAY T-REX</p> <p>what's the matter, William? TOO CHICKEN TO WORK IT IN??</p> <p>nobody calls me chicken</p> 

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