- characterization: the act of creating and developing a character; reveals character's
 personalities through description, interaction with other characters, and through dialogue
 (conversations)
- 2. author's purpose: the author's reason for creating a work; to persuade, inform, explain, entertain, or reveal an important truth (think P.I.E.E)
- 3. theme: the main ide or message of the story that the author want the reader to know; universal truth
- 4. conflict: major struggle between characters or between opposing forces; problems to be overcome
- 5. plot: a sequence of related events that make up a story
- 6. setting: time and place in which the action of the story takes place
- 7. exposition: the first part of a plot that explains, informs, or presents information; where the author establishes the setting, introduces the main characters and the basic situation
- 8. rising action: events from a story preceding the climax where various problems arise; the explanation and complications that lead to the climax
- 9. climax: high point of interest or suspense and action in the story; the point that is most critical to the main character or conflict of the story
- 10. falling action: part of the story which follows the climax and leads to the resolution
- 11. resolution: the end of the central story or play; a satisfying conclusion to the story (open or closed)
- 12. point of view: how the author chooses to tell the story; the perspective from which the author presents the story (first and third person most common)
- 13. suspense: mental uncertainty, excitement as to the outcome
- 14. foreshadowing: the writer's hints and clues that suggests events that may still occur
- 15. imagery: the use of sensory words (sight, sound, smell, taste, feel) to describe an object or person

- 16. figurative language: expresses ideas indirectly; language used in a special way to create a special effect made up of words and phrases which don't mean what they first appear to mean
- 17. simile: comparing one thing to another using "like" or "as" indirect comparison
- 18. metaphor: comparing two different things without a comparison word; direct comparison (is, are, was, were)
- 19. personification: a form of figurative language in which an idea, object, or animal is given human characteristics
- 20. alliteration: repetition of initial sounds, common in poetry, advertising, and tongue twisters
- 21. hyperbole: obvious exaggeration that is intended for effect; not intended to be taken literally
- 22. idiom: a statement not intended to be taken literally
- 23. irony: using a word or phrase to mean the exact opposite of its normal meaning; when the outcome of an action is the opposite of what was expected
- 24. protagonist: a main character or the story (often the hero)
- 25. antagonist: character or force in direct conflict with the protagonist
- 26. mood: the atmosphere or feel of the story, it may be serious, humorous, satiric; the overall feeling you get when reading a story
- 27. tone: the author's attitude toward the subject, reader, or character; could be light-hearted, distant, humorous, creepy, mysterious
- 28. inference: to "take out of" or to draw a conclusion based on that which is implied; a conclusion or opinion that draws on known facts, evidence, or intuition to fill in the missing information
- 29. short story: a brief work of fiction that contains all the basic literally elements
- 30. novel: a book-length, fictional (made-up), prose story