Unit 1 Test Review

Characterization

Speech **What does the character say?** **How does the character speak?**	Example: *"So this money for your trip...it comes out of your clothes budget, right?"*-Gabe *from The Lightning Thief* **Infer:** Gabe is a very selfish, greedy husband to Sally, Percy's mom.
Thoughts **What is revealed through the character's private thoughts and feelings?**	Example: *My mother can make me feel good just by walking in the room. Her eyes sparkle and change color in the light. Her smile is as warm as a quilt.* –Percy *from The Lightning Thief* **Infer:**. Percy feels very secure and comforted by his mom. Sally Jackson is a very kind, caring, loving mother.
Effect on others characters **What is revealed through the character's effect on other people? How do other characters feel or behave in reaction to the character?**	Example: *I can't all the way blame Todd for giving me trouble, though. If I had a regular home with a mother and father I wouldn't be too happy about other kids living in my house either.* -Bud *from Bud, Not Buddy* **Infer***:* Bud doesn't necessarily always put others before himself, but he can see other people's perspectives, even in tough situations.
Actions **What does the character do?** **How does the character behave?**	Example: *For three hours that the jackhammer blasted, Frightful watched Sam. He transmitted calmness....He stood up...backed up against the next vertical iron web to keep out of sight of the workers.* –Frightful's Mountain **Infer**: Sam is devoted to Frightful as he helps her stay calm so she will stay with her eggs.
Looks **What does the character look like?**	Example: *Standing behind me was a guy who looked like a raptor in a leisure suit...seven feet tall with absoloutely no hair. He had gray, leathery skin, thick-lidded eyes, and a cold reptilian smile.* -The Lightning Thief **Infer:** Crusty is not to be trusted. He looks intimidating/scary.

Point of View

1st	• the narrator is a character in the story • identified by the use of *I, we, my, etc* not inside of dialogue • allows the reader insight into the character's thoughts and feelings
3rd objective	• the narrator is not a character in the story • identified by the use of *he, she, they* not inside of dialogue • does not provide insight into any characters thoughts or feelings
3rd limited	• the narrator is not a character in the story • identified by the use of *he, she, they* not inside of dialogue • allows the reader insight into one character's thoughts and feelings
3rd omnicient	• the narrator is not a character in the story • identified by the use of *he, she, they* not inside of dialogue • allows the reader insight into all characters' thoughts and feelings

Elements of Plot

exposition	- the beginning of the story - introduces characters and setting - includes the inciting incident (the event that sets the conflict into motion)
Rising action	- builds the suspense - develops the conflict further
climax	- the turning point in the story - the character must make a decision about the conflict
Falling action	- the conflict begins to come to a close - the character acts on their decision
Resolution	- the story ends - the conflict is overcome

Conflict

Internal (within the character's self)	External (with something outside the character)
Man vs. Self	Man vs Man (2 characters) Man vs Society(1 character & the customs of the society) Man vs Nature (1 character and the elements –weather, environment, etc.) Man vs Fate (1 character and destiny)

Theme

The message a story is given.

Theme can be developed through watching the character's actions and their approach to the conflict.

Figurative Language

Words that do not mean exactly what the words say

Example: He kicked the bucket does NOT mean a man kicked a bucket. It means a person died.

Types of figurative language:

Simile- a comparison using like or as

example: The boy swims like a fish.

Metaphor- a comparison not using like or as

example: The boy was a fish this summer.

Hyperbole- an exaggeration

example: The backpack weights a ton

Personification- giving human characteristics to non human elements

example: The clouds danced across the sky in the breeze