

Lecture 3

# English Literary Terms

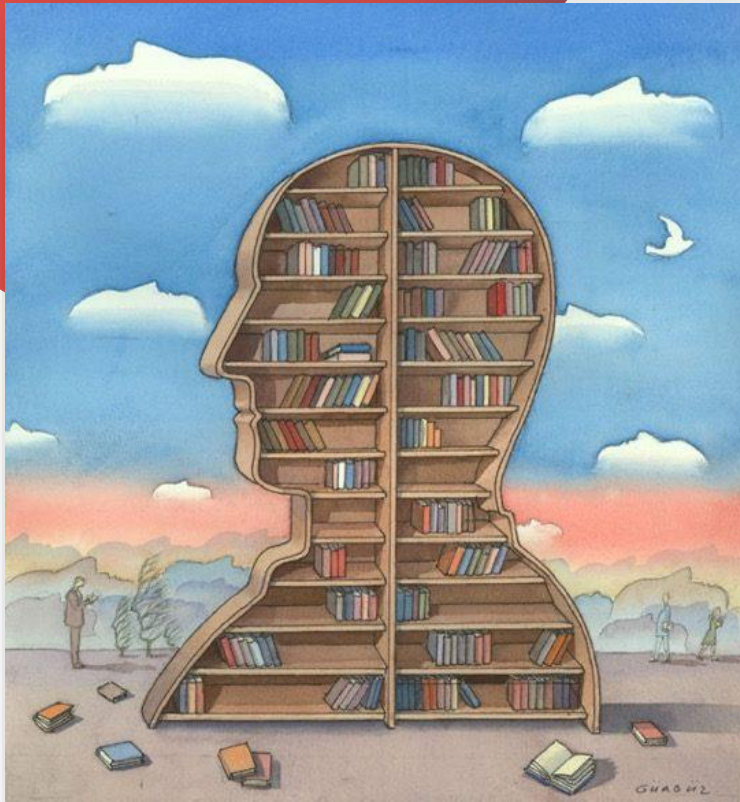
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- 1. Fable:** A brief tale typically with animals or characters told to illustrate a moral.
- 2. Foreshadowing:** a writer's use of hints or clues to indicate events that will occur later in the narrative.

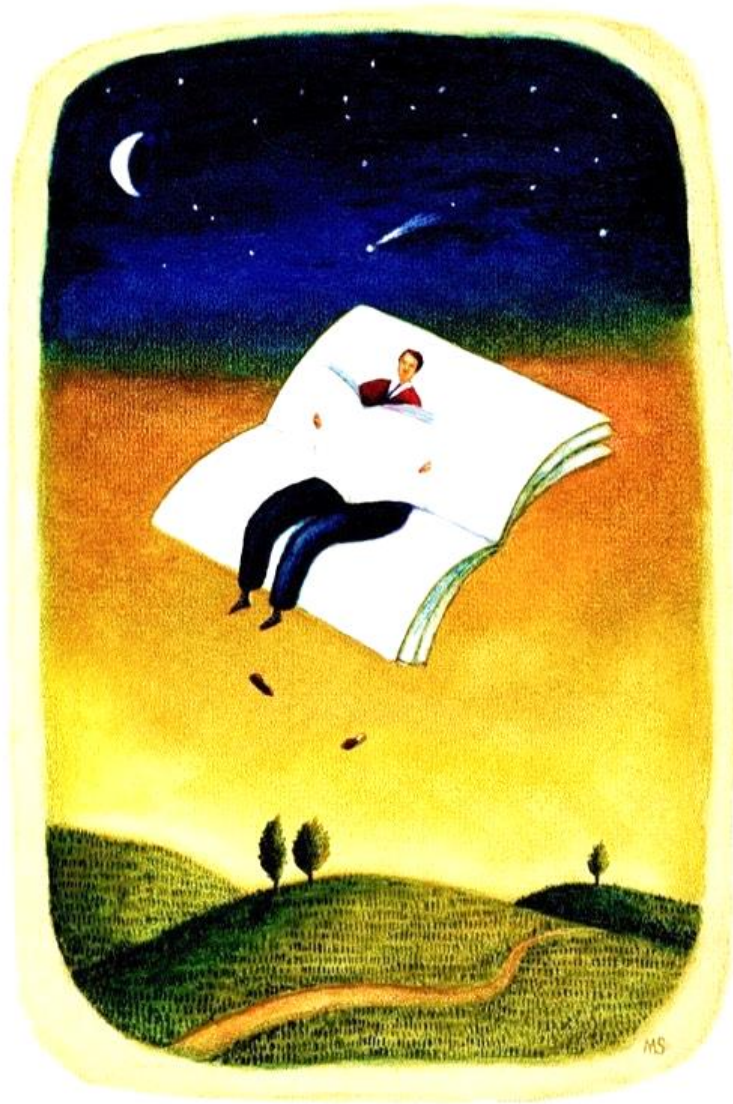




**3. Hyperbole:** an exaggeration for emphasis or humorous effect.

**4. Irony:** a contrast between appearance and actuality:





**5. Dramatic irony:** occurs when the reader knows information that the characters do not.

**6. Literal:** A word for word interpretation for what is written or said.

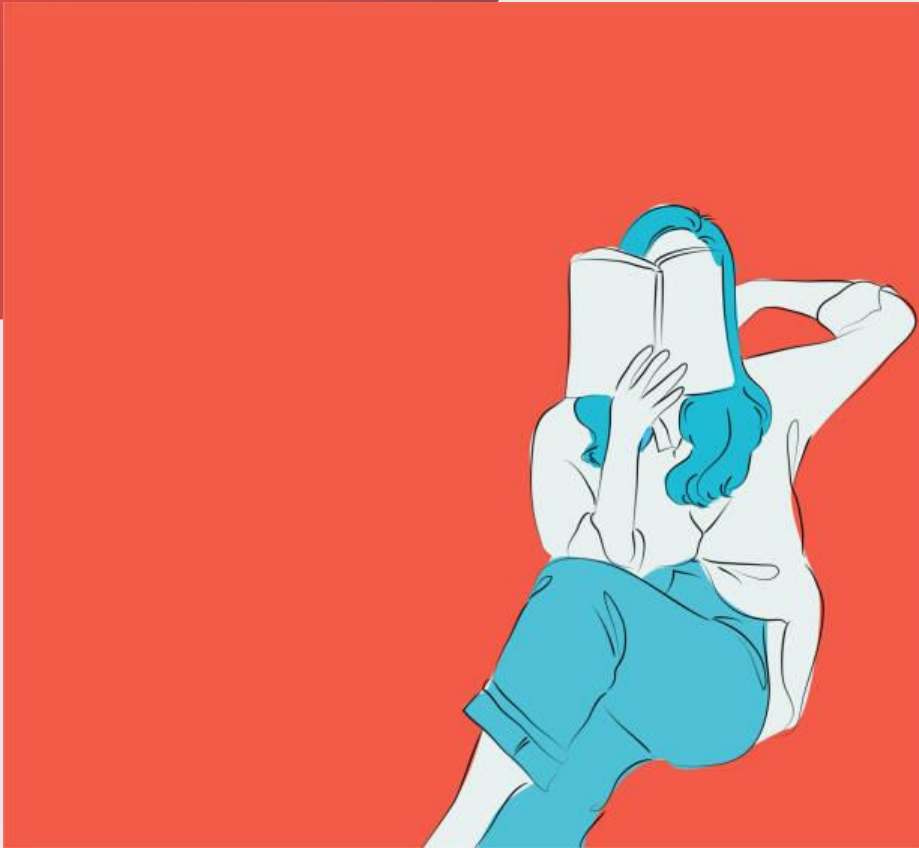




**7. Metaphor:** a figure of speech in which a comparison or analogy is made between two seemingly unlike things, as in the phrase “evening of life.”

**8. Metonymy:** a figure of speech that substitutes the name of a related object, person, or idea for the subject at hand.





**9. Narrator:** the person from whose point of view events are conveyed.





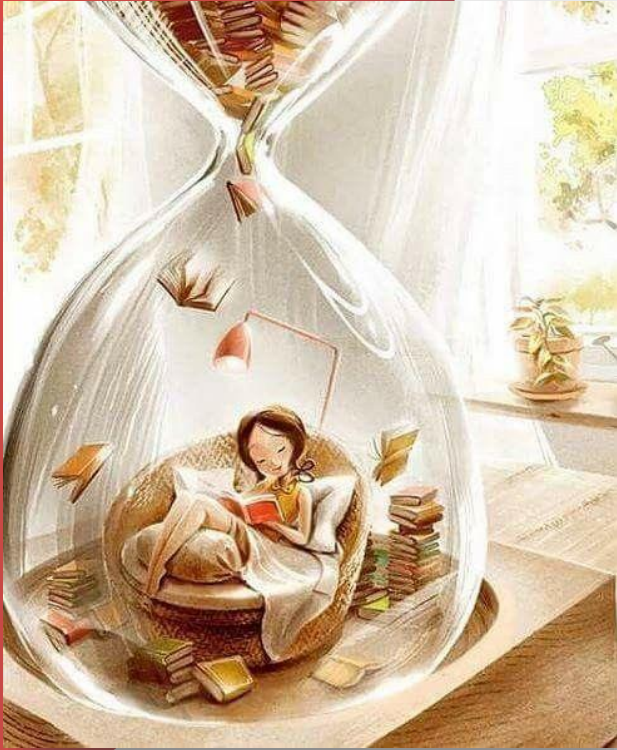
**10. Onomatopoeia:** The formation or use of words. Such as: buzz, or cuckoo, whose meaning is suggested by the sound of the word itself. (boom, click, plop)





**11. Oxymoron:** a figure of speech in which two contradictory words or phrases are combined in a single expression, giving the effect of a condensed paradox: “wise fool,” “cruel kindness.”





**12. Paradox:** a statement or situation containing obvious contradictions, but is nevertheless true.





**13. Parallelism:** the use of similar grammatical form gives items equal weight, as in Lincoln’s line “of the people, by the people, for the people.” Attention to parallelism generally makes both spoken and written expression more concise, clear and powerful.





**14. Parody:** an imitation of a serious work of literature for the purpose of criticism or humorous effect or for flattering trib.





**15. Protagonist:** the central character in a story; the one upon whom the actions center. The protagonist faces a problem and must undergo some conflict to solve it.

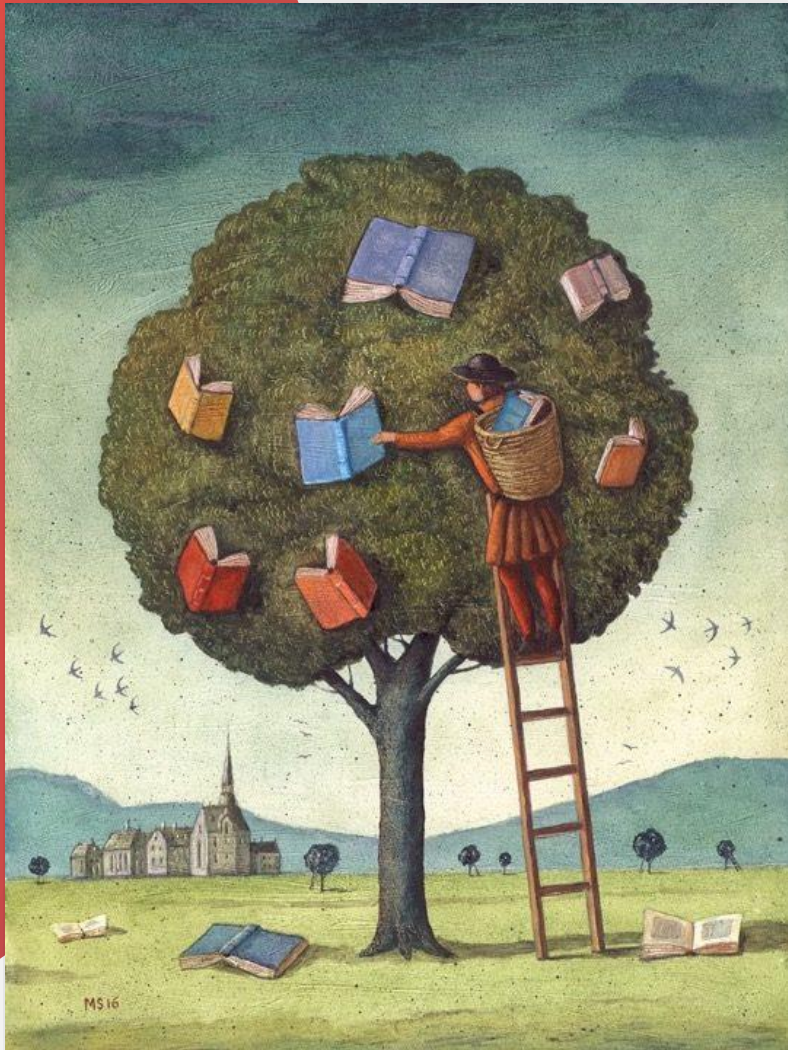




**16. Pun:** A form of wit, not necessarily funny, involving a play on a word with two or more meanings.

**17. Resolution:** the final unwinding, or resolving of the conflicts and complications in the plot.





**18. Rhyme scheme:** the pattern of end rhyme in a poem.

**19. Satire:** a literary technique in which foolish ideas or customs are ridiculed for the purpose of improving society.





**20. Soliloquy:** A dramatic convention in which a character in a play, alone on stage, speaks his or her thoughts aloud. The audience is provided with information about the characters' motives, plans, and state of mind.





**21. Syllogism:** a logical argument based on deductive reasoning.

**22. Synecdoche:** a figure of speech in which a part of something stands for the whole thing.





**23. Theme:** the central idea in a literary work. The theme is usually an idea about life or about people. Writers sometimes state the story's theme outright, but more often they simply tell the story and let the reader discover the theme. Therefore, theme is an idea revealed by the events of the story; plot is simply what happens in the story; it is not the theme.





**24. Tone:** the writer's or speaker's attitude toward a subject.





**25. Understatement:** a type of verbal IRONY in which something is purposely represented as being far less important than it actually is; also called meiosis.



