Vocab Set 1

1. Figures of Speech or Figurative Language- words or phrases that describe one thing in terms of something else
2. Metaphor- a comparison of two unlike things not using like or as
3. Oxymoron- (a form of a paradox) combines a pair of opposite terms into a single, unusual expression
4. Paradox- occurs when the elements of a statement contradict each other
5. Personification- a kind of metaphor that gives inanimate objects or abstract ideas human characteristics
6. Anthropomorphism- a type of personification applied to animals. Specifically, giving animals human characteristics
7. Imagery- Consists of the words of phrases a writer uses to represent persons, objects, actions, feelings and ideas descriptively by appealing to the senses
8. Simile-a comparison of two different things or ideas through the use of like or as
9. Hyperbole-a deliberate, extravagant, and often outrageous exaggeration
10. Motif-a term that describes a pattern or strand of imagery or symbolism.
11. Symbolism-the use of any object, person, place, or action that has a meaning in itself while standing for something larger than itself.

Vocabulary 2

1. Authentic- not false; genuine, real

2. Bestow- to present a give; to give; to confer

3. Catastrophe- sudden widespread disaster

4. Deceased- No longer living dead

5. Dismantle- disassemble; pull down; take apart

6. Erode- disintegrate; to wear away naturally

7. Feud- A quarrel or dispute

8. Grim- Stern, fierce, cruel

9. Homage- special honor, or respect shown

10. Incredulous- Skeptical; showing disbelief

11. Lethal- Deadly; causing great destruction

12. Maul- to injure by a rough beating; to handle or use roughly

Vocabulary 3

1. Plot- The sequence of events or actions in a short story, novel, play, or narrative poem

2. Exposition- The part of the plot that reveals the setting, characters, and the situation before the action begins

3. Inciting Incident- The action that interrupts the harmony of the situation and causes one or more characters to experience conflict

4. External Conflict- a struggle between outside forces and a character

5. Internal Conflict- A struggle taking place within the character’s own mind

6. Rising Action- The actions at the beginning of the story that lead to the climax; the complications

7. Climax- The point in the story that creates the greatest suspense or interest; the turning point

8. Falling Action- The information after the climax that leads to the outcome of the story

9. Resolution or Denouement- The final part of a story where the conflict is solved and the story is brought to an end.

10. Flashback- A scene that interrupts the action of a work to show a previous event

11. Foreshadowing- The use of hints or clues in a narrative to suggest future action

Vocabulary 4

1. Archetype- A very typical example of something, such as a setting or character; often-repeated in literature

2. Protagonist- central character in literature

3. Antagonist- actively opposes the central character in literature

4. Flat Character- simple underdeveloped character; author often emphasizes a single trait

5. Round Character- a complex, fully-developed personality

6. Static Character- a character who changes little; things happen TO the character, but nothing changes IN them

7. Dynamic Character- a character who changes inside because of what he/she goes through during the plot

8. Point of View- the perspective from which a narrative is told

9. First-Person narrative- the story is relayed by a narrator who is also a character within the story

10. Third-Person Limited- every character is referred to by the narrator as he, she, it, or they

11. Third-Person Omniscient- point of view where the reader knows the thoughts and feelings of all the characters

Vocab 5

1. Negligent- careless, indifferent

2. Orthodox- traditional, accepted

3. Peevish- testy, irritable

4. Perjury- lying while under oath

5. Reprimand- official punishment

6. Simultaneously- at the same time; concurrently

7. Trivial- not important

8. Unscathed- unharmed

9. Vengeance- Revenge; pay back

10. Wrath- extreme anger; fury

11. Admonish- warn, criticize firmly

12. Annihilate- destroy completely

Vocab 7

1. Legacy- inheritance; heritage

2. Magnitude-the great size of something; importance

3. Mortify-to cause someone to feel embarrassed or ashamed

4. Nimble- quick and light in movement; agile

5. Perceive- become aware; the way one views something; come to realize

6. Perturb-to annoy someone

7. Recede-to go or move back

8. Retort-snappy answer

9. Substantial- Extraordinary; important; plenty of

10. Toxic- poisonous; deadly

11. Utmost- most extreme; maximum

12. Vocation- life’s work, career, occupation, a “calling”

Vocabulary 8

1. Foil- A character, usually minor, designed to highlight qualities of a major character

2. Tone- The writers or speakers attitude toward a subject, or audience, and is conveyed through word choice

3. Mood- The atmosphere or predominant emotion in a literary work; the emotional response of the reader to the text

4. Style- A writer’s characteristic manner of employing language

5. Motivation- A reason that explains a character’s thoughts, feelings, or actions

6. Setting- The time and place in which events in a work of literature take place

7. Theme- The central message of a work of literature—expressed as a general statement about life or human nature.

8. Epiphany- A sudden realization—a flash of recognition in which something or someone is seen in a new light

9. Direct Characterization- When the author directly states the character’s traits

10. Indirect Characterization- What a writer uses to show a character’s personality (actions, thoughts, feelings, words, and appearance)

Vocab 9

1. Abate- decrease; to grow less

2. Acquire- to receive or earn

3. Braggart- a know-it-all

4. Capricious-careless; unpredictable or unstable

5. Conjure- to call upon by means of magic

6. Dismal- depressing; dreary

7. Ensue- a result; to occur afterward

8. Exuberant- enthusiastic; energetic

9. Grueling- extremely tiring and demanding

10. Hospitable- friendly and welcoming to strangers or guests

11. Implore- to bed someone desperately to do something

12. Loath- against, unwilling or hesitant

Vocab 11

1. Maternal- related through the mother’s side of the family; protecting, caring, nurturing, tender

2. Melancholy- the feeling of sadness; sorrow

3. Notorious- typically well known for something bad

4. Patronize- to look down upon to talk down to

5. Presume- to speculate or guess; to imagine

6. Radiant- shining brightly

7. Robust- strong and healthy; hardy, muscular

8. Sham- something fake or bogus

9. Species- a group of living organisms consisting of similar individuals

10. Throb- drum, pound, beat, pulse

11. Uncertainty- the state of being unsure

12. Vicious- deliberately violent; dangerous, ruthless

Vocabulary 12

1. Argumentation--- functions by convincing or persuading an audience, or by proving or refuting a point of view or an issue.

2. Ethical Appeal---the method of persuasion that employs character traits to persuade.

3. Emotional Appeal--- responding emotionally to convince

4. Logical Appeal-- using clear, detailed explanations to explain -- common sense

5. Dramatic Irony---occurs when a character or speaker says or does something that has a different meaning from what he thinks it means, though the audience and other characters understand fully.

6. Situational Irony---occurs when a situation turns out differently from what one would normally expect

7. Verbal Irony---occurs when a speaker says one thing while meaning the opposite.

8. Satire---refers to the use of humorous devices to highlight the human folly or societal problem

9. Main Idea---the most important or central thought of a text

10. Inference---drawing conclusions from given information

Vocab 13

1. Vindictive- bitter; revengeful

2. Wary- feeling or showing caution; careful

3. Abnormal- uncommon; not normal

4. Abode- a house or home

5. Apathy- lack of interest or concern; not caring

6. Bigot- a person who is intolerant of people with different opinions

7. Canine- a dog

8. Canny- showing good judgement; smart, wise

9. Dishearten- to lose determination; discouraged

10. Epidemic- a widespread occurrence of an infectious disease; an outbreak

11. Figment- a thing that someone believes to be real but only exists in the imagination

12. Gaudy- extravagantly bright or showy; tasteless

**Vocabulary 14**

1. Sound Devices- Elements of literature and poetry that emphasize sound

2. Onomatopoeia- A word that imitates a sound

3. Alliteration- The repetition of the same sounds at the beginning of closely connected words

4. Consonance- Repetition of consonant sounds within words

5. Assonance- The repetition of the same vowel sounds within closely connected words

6. End Rhyme- Rhyme that occurs at the end of two or more lines of poetry

7. Internal Rhyme- Rhyme that occurs within a line of poetry

8. Rhyme Scheme- The ordered pattern of rhymes at the end of the lines of a poem

9. Rhythm- The pattern of stressed and unstressed syllables in poetry

10. Stanza- An arrangement of a certain number of lines in a poem, forming a division of a poem.

Vocab 15

1. Gratify- to please or satisfy

2. Haggle- to bargain; especially over the price of something; negotiate

3. Insinuate- to suggest or hint something in an indirect way

4. Mellow- (a person’s character) relaxed, easy going, good natured

5. Notify- to inform someone of something; to tell

6. Obnoxious- extremely unpleasant; intolerable

7. Pique- to provoke interest

8. Preview- a viewing of something before is it bought or becomes available

9. Random- chosen without a method or conscious decision; unsystematic

10. Rupture- a break or burst suddenly

11. Saga- long story; series of events

12. Supervise- to observe the work of someone; to oversee or manage