erary / Stylistic Devices



Terms	Definition / Explination	
allusion	reference to a statement, a place or person or events from: literature, history, religion, mythology, politics, sports	
analogy	 helps to establish a relationship based on <u>similarities</u> between two concepts or ideas conveys a new idea by using the <u>blueprint</u> of an old one as a basis for understanding with a mental linkage between the two, one can create <u>comprehension</u> regarding the new concept in a <u>simple</u> manner. 	
cliché	an expression that has lost its freshness through over-use	
dialect	a way of speaking which is characteristic of a particular geographical area	
diction	word choice, the particular words chosen to express an idea	
euphemism	 is used when writing about matters such as sex, violence, death, crimes and "embarrassing" purpose is to substitute unpleasant and severe words with more genteel ones in order to mask the harshness 	
flashback	 the author depicts the occurrence of specific events to the reader, which have taken place before the present time the narration is following, or events that have happened before the events that are currently being unfolded in the story is commonly used are past narratives by characters, depictions and references of dreams and memories 	
foil	• the author creates a character whose <u>primary purpose</u> is to create a contrast to another character by laying emphasis or drawing <u>attention</u> to the latter's traits and characteristics through the former's obviously <u>contradictory</u> ones	
foreshadowing	 technique used to give some <u>hint</u> about what is <u>to come</u> stimulates interest; prepares for the <u>direction</u> in which the plot will move so that the ending does not come as a shock 	
imagery	 language that appeals to the <u>senses</u> (touch, taste, sight, sound, smell) a <u>mental image</u> or create a picture in the readers mind through description 	
motif	 is any element, subject, idea or concept that is constantly present through the entire body of literature the repetition of a specific theme dominating the literary work 	

Terms	Definition / Explination	
satire	 the practice of <u>making fun</u> of a human weakness or character flaw or even society is often inclusive of a need or decision of <u>correcting</u> or <u>bettering</u> the character that is on the receiving end of the satire its purpose is not to entertain and amuse but actually to derive a reaction of contempt from the reader 	
symbol symbolism	 a <u>concrete</u> object used to represent an <u>abstract</u> idea an object, person, or event that functions as itself, but <u>also</u> stands for something more than itself Example: Scales function is to weigh things, but they are also a symbol of the justice system 	
tone	 the <u>attitude</u> which the <u>author</u> assumes towards a subject can portray a variety of emotions ranging from solemn, grave, and critical to witty, wry and humorous 	
gothic	relating to a style of fiction characterized by the use of desolate or remote settings and macabre, mysterious, or violent incidents	
point of view	the position, physical, mental, or emotional, from which the <u>author views</u> the material; the perspective from which the story is told	
	 1st PERSON POV: - the narrator is a character in the story. the narrative will report only what that character sees, hears, knows, thinks (e.g., 1, we, me, my, us) 2nd PERSON POV: - the narrator brings "you", the reader, into the story when telling the story 	
	 3rd PERSON POV : (e.g., they, he, she, him, it, the teacher, the children) a) limited (narrator at second hand): the narrator tells only what one character thinks, feels, observes, and uses third person pronouns b) omniscient: the author is the narrator; the narrative still uses third person pronouns, but the reader has access to the minds of all characters, and is able to describe all events c) objective/dramatic: the author relates only what is said and done, without entering the mind of any character 	

Literary / Stylistic Devices



- device used by writers whereby the intended meaning of the words used is <u>opposite</u> of their normal or apparent meaning
- it is often used to <u>mock</u> or <u>convey sarcasm</u>

3 forms of irony

a) verbal irony (irony of words):

- exists when the <u>underlying</u> of the words is different from, usually opposite to, their <u>literal</u> meaning; a contrast between what is <u>said</u> and what is <u>actually meant</u>

E	amples:		
•	Romeo and Juliet:	Romeo's attempt to establish peace between Mercutio and Tybalt leads to Mercutio's death and an escalation of the family war.	
•	Historical:	Surrendering guards at the Bastille still managed to kill 98 citizens.	

b) situational irony (irony of situation):

- exists when some of those involved <u>perceive</u> the situation <u>to be different</u> from, often <u>opposite</u> to, what it actually <u>is</u>

Examples:	
 Romeo and Juliet: 	After Romeo kills Tybalt and is banished, Juliet tells her mother how she wishes she could go to Romeo that evening. Her mom thinks Juliet wants to find Romeo and kill him. What she really means is she wants to go to him and enjoy intimate marital relations.
► Literary:	Prometheus says to Zeus, "You are as kind as you are wise." Zeus thinks it's a compliment. Because Prometheus doesn't think Zeus is wise, it's actually an insult.

c) dramatic irony (irony of event):

- exists when the result of an action is different from, and often opposite to, what was intended
 - when the audience knows things the characters <u>do not</u>

Examples:

► Romeo and Juliet:	We know Juliet has taken a sleeping potion. Everyone else, except Friar Lawrence, thinks she is dead.
Romeo and Juliet:	We know Juliet has married Romeo. The Capulets and Paris do not.
► Literature:	In Horton Hears a Who, we know that Horton really is talking to little people on a bubble, but everyone else thinks he's crazy.

EAE



Type	Definition/Explanation	Examples
alliteration	 where words are used in quick succession and <u>begin</u> with letters belonging to the same sound group involves creating a <u>repetition</u> of similar <u>sounds</u> in the sentence 	The Wicked Witch of the West went her own way. (The 'W' sound is highlighted and repeated throughout the sentence.)
hyperbole	 specific words and phrases that <u>exaggerate</u> and <u>overemphasize</u> the statement in order to produce a grander, more noticeable effect conveys an action or sentiment that is generally NOT realistically possible or plausible 	"I am so tired I cannot walk another inch" "I'm so sleepy I might fall asleep standing here".
inversion	 the practice of <u>changing</u> the conventional <u>placement</u> of words often used in older classical poetry genre 	Away ran the witch and the monster. Not until January will I have a holiday.
onomatopoeia	 it refers to words whose very sound is very close to the <u>sound</u> they are <u>meant</u> to depict 	Words such as grunt, huff, buzz, ouch and snap are words whose
oxymoron	 it allows the author to use <u>contradictory</u>, contrasting concepts placed together in a manner that actually ends up making sense in a strange, and slightly complex manner 	"I am busy doing nothing." "the same difference." "Jumbo shrimp <u>"</u>

<u>Type</u>	Definition/Explanation	Examples
periphrasis	 the use of <u>excessive</u> language and <u>surplus</u> words to convey a meaning that could otherwise be conveyed with fewer words and in more direct a manner to <u>embellish</u> a sentence, to create a grander effect, to beat around the bush and to draw attention away from the crux of the message being conveyed 	Instead of simply saying "I am displeased with your behavior", one can say, "the manner in which you have conducted yourself in my presence of late has caused me to feel uncomfortable and has resulted in my feeling disgruntled and disappointed with you".
personification	 it refers to the practice of attaching <u>human</u> traits and characteristics with inanimate <u>objects</u>, phenomena and <u>animals</u>. 	"The <u>raging</u> winds" "The <u>wise</u> owl" The <u>bark</u> had gone out of his <u>voice</u> "
simile (Comparaison en français)	 referring to the practice of drawing parallels or <u>comparisons</u> between two unrelated and dissimilar things, people, beings, places and concepts Similes are marked by the use of the words 'as' or 'such as' or 'like'. 	He is <u>like</u> a mouse in front of the teacher.
metaphor	 one subject is <u>implied</u> to be another so as to draw a comparison between their similarities and shared traits metaphors do NOT use the words as, such as, like but one could place it in the sentence. 	"Henry <u>was a lion on the</u> battlefield". Henry is like a lion. <u>The copper sky</u>