



TERMS OF ENDEARMENT FOR ELA

Analogy	comparison of two things that are alike in some way
Author's craft	the deliberate choices an author makes in the words they use, the way they structure a piece of writing, and the tone they create in a selection; elements of author's craft lead the reader to feel and react in ways that the author intends
Author's purpose	all writers have at least one purpose for writing and most purposes fall into one of these categories: to inform, to persuade, to express, to entertain
Characters	the people or animals in a story; the author reveals characters' traits through what the characters say or do or through what other characters say about them
Conflict	a struggle that one or more characters experience; internal – the struggle within a character; external – struggle between two characters, between characters and the society in which they live, or between characters and a force of nature.
Dialogue	written conversation between two or more characters
Drawing conclusions	the reader is given a piece of evidence and is expected to use his/her reasoning powers to arrive at a conclusion; a decision made after gathering information and thinking about it
Flashback	a flashback interrupts a story to relate an event that occurred in the past; can explain a character's present behavior by revealing an event from his or her past.
Foreshadowing	a writer hints about something that may happen in the future; can arouse curiosity or build suspense
Inferences	when the reader combines information read with what the reader already knows to make a reasonable guess

Irony	addresses the difference between what appears to be and what really is; verbal irony – a character says the opposite of what he or she means; irony of situation – an event or situation turns out to be different from what the reader expected; dramatic irony – when there’s a difference between what a character says or thinks and what the reader knows is true
Making predictions	the reader attempts to answer the question “What will happen next?”; the reader notices 1) how characters react to problems, 2) important details about plot, setting, and character, and 3) foreshadowing
Metaphor	implies a comparison without using like or as
Mood	the overall feeling or atmosphere that a writer creates for a reader; specific words or phrases can contribute to the mood of a work, as can figurative language, repetition, and other literary devices
Personification	gives human qualities to an object, animal, or idea
Plot	what happens in a story, including the problem or conflict faced by one or more characters and how the problem or conflict is resolved
Point of View	first person – when a story is narrated by one of its characters; third person – when a story is told by a narrator who does not participate in the action
Resolution	outcome; loose ends are tied up
Setting	the time and place in which the events of a story occur
Simile	comparison using like or as
Symbolism	a symbol stands for something beyond itself; example – a road could symbolize life’s journey
Theme	the overall message of a literary work; underlying message; reveals something about human experience
Tone	author creates a particular tone when his or her attitude toward the content is reflected in the text, affecting the way the student reads and understands it; examples – objective, playful, somber, serious, casual, formal, ironic