

18. **Figurative Language:** When words/language used is different from its traditional meaning in order to achieve a special meaning or effect
19. **First Person Narrator:** The person telling the story is in the story; uses "I"
20. **Flashback:** Method of telling a story where present action is interrupted so reader can witness past events
21. **Foreshadowing:** Suggesting, hinting, what will occur later in a story. Hints or clues as to what will happen next
22. **Hyperbole:** exaggeration; type of figurative language not meant to be taken literally
23. **Inference:** A reasonable and logical conclusion reached on the basis of evidence/information presented
24. **Imagery:** Pictures in the minds of readers created by words of author; created by strong adjectives and figurative language
25. **Internal Conflict:** Conflict occurring inside the character (character v. self)
26. **Irony:** Saying one thing and meaning another; Or an unexpected twist
 - Verbal Irony.* a person says or writes one thing and **means** another, or uses words to convey a **meaning** that is the opposite of the literal **meaning**
 - Situational Irony.* A kind of poetic justice; involving a situation in which actions have an effect that is opposite from what was intended, so that the outcome is contrary to what was expected.
 - Dramatic Irony:* irony that occurs when the meaning of the situation is understood by the audience but not by the characters in the play
27. **Literal language:** Words and language that is true to their defined meaning
28. **Main Idea:** Most important or central thought of paragraph or larger text
29. **Metaphor:** Type of figurative language that compares two unlike objects/things/ideas without using the words "like" or "as"
30. **Mood:** The feeling the reader gets from the text's tone
31. **Motivation:** Why a character does what he does; the reason somebody does something or acts a certain way
32. **Narrative:** a story; a spoken or written account of connected events
33. **Narrator:** The "voice" that speaks or the teller of the story
34. **Non-fiction:** Type of literary genre written in prose form that is based on facts, real events and real people
35. **Personification:** Giving human traits/qualities to non-human objects/entities
36. **Persuasion:** The act of convincing someone to do something or believe something