



Summerville Union High School
17555 Tuolumne Road, Tuolumne, CA 95379

English Department

“**Live** as if you were to die tomorrow. **Learn** as if you were to live forever.”
Mahatma Gandhi

9TH Grade—Literary Devices, Semester 1

On **September 23rd/24th** you will take a quiz on the following 20 terms. It is crucial that you know what each of these are. Some are covered with the stories we read in class, while others are not.

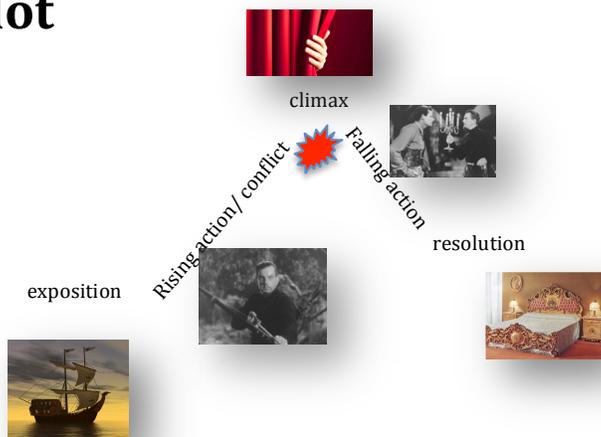
We have already taken a pre-test on these terms, but today we will go over these terms in detail and begin to study them in order to prepare for the quiz next week. This quiz is a benchmark for the grading period and is therefore a significant portion of your grade.

For homework, due Sept. 18/19, you will create notecards for the following terms. For each term, on the front (blank) side, you are to write the word and draw a nice, *colorful* picture (or print a picture out and color it in). On the back side, you are to write the definition *and* write a clear example (one in which I can determine the term without reading the definition or the term itself). It is alright to Google images and examples for each term—I recommend it. 😊

Words to Know:

Plot	Mood	Syntax	Setting	Characterization	1.
Diction	Point of View	Imagery	Figurative Language	Theme	1.
Detail	Symbolism	Organization	Denotation	Connotation	1.
Metaphor	Personification	Understatement	Hyperbole	Simile	1.

Plot



Definition: The structure of a story. The sequence in which an author arranges events in a story.

Example: In *The Most Dangerous Game*, the exposition is set up with Rainsford with his company on a ship, ready to hunt in the Amazon. Rising action and conflict occur as Rainsford falls off of the ship, lands himself on Ship-Trap Island, meeting General Zaroff, runs as an animal hunted by Zaroff, and jumps off a cliff into the sea. The climax occurs as Rainsford returns to Zaroff's house and Zaroff discovers him. Falling action occurs and Zaroff and Rainsford fight in the house. Finally, the story is resolved when Rainsford “wins”, sleeping in a wonderful bed.

1. **diction:** The choice of words an author employs.
2. **detail:** Attention to or treatment of a subject in individual or minute parts
3. **denotation:** The dictionary meaning of a word
4. **understatement:** A figure of speech employed by writers or speakers to intentionally make a situation seem less important than it really is
5. **organization:** The arrangement of ideas, incidents, and evidence in a body of literature
6. **metaphor:** A figurative use of language in which a comparison is expressed without the use of a comparative term like "as," "like," or "than"
7. **simile:** A figurative use of language in which a comparison is expressed with the use of a comparative term like "as," "like," or "than"
8. **characterization:** The way an author presents characters
9. **hyperbole:** Deliberate exaggeration, overstatement
10. **imagery:** A word or group of words in a literary work, which appeal to one or more of the senses
11. **plot:** The structure of a story. The sequence in which the author arranges events in a story.
12. **mood:** The emotions that a reader feels while reading or viewing a literary work
13. **connotation:** The implications of a word or phrase, as opposed to its exact meaning
14. **setting:** The time and place in which a story unfolds
15. **syntax:** The structure of a sentence
16. **theme:** The main idea or message of a story, poem, novel, or play often expressed as a general statement about life
17. **point of view:** The perspective from which the story is told
18. **symbol:** Something that is simultaneously itself and a sign of something else
19. **personification:** A figurative use of language which provides the nonhuman (ideas, inanimate objects, animals, abstractions) with human characteristics
20. **figurative language:** Writing that uses figures of speech (as opposed to literal language or that which is actual or specifically denoted) such as metaphor, simile, and irony