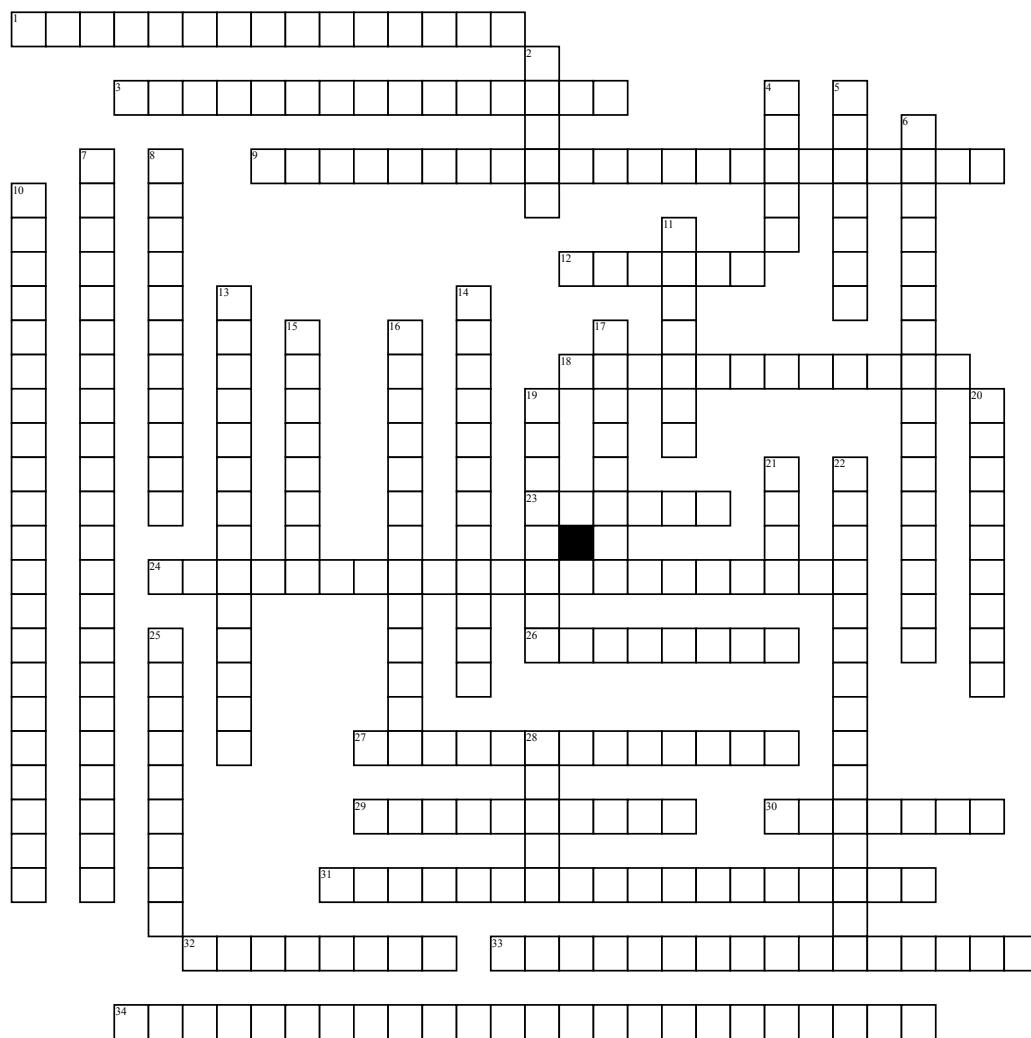


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# Literary Devices



## Across

1. giving human like qualities to inanimate objects
3. a scene or chapter in which things that happened to a character earlier happen again in a different context or to a different character
9. occurs when the author specifically reveals traits about the character in a direct, straightforward manner
12. comparing two unlike things using the words like, as, or resembles
18. the repetition of consonant sounds that are close together
23. The most exciting part of the story
24. the narrator is a character in the story, but also knows the thoughts and feelings of all the other characters
26. a short quotation that is set at the beginning of a text or section of a text to suggest the theme of what's to come
27. when an audience watching a play or reading a book understands what's going on in a situation while the characters are unaware of what is happening.
29. the final part of a play, movie, or narrative in which the strands of the plot are drawn together and matters are explained or resolved.
30. the way a person speaks according to where they are from

31. the narrator only knows the thoughts and feelings of one character
  32. comparing two unlike things saying that one thing is the other
  33. a technique in which a writer ascribes human traits, ambitions, emotions, or entire behaviors to animals, non-human beings, natural phenomena, or objects.
  34. when authors indirectly portray characters using dialogue, appearance, actions, relationships, and overall place in the world
- ## Down
2. The lesson learned from a story
  4. a cultural expression not to be taken for its literal meaning
  5. a point by point comparison of one thing to another
  6. When something happens that you don't expect
  7. use words such as "I" and "me," describing events and concepts from the viewpoint of someone watching or involved in the action
  8. Saying something you really don't mean
  10. a point of view where the narrator knows all the thoughts, actions, and feelings of all characters
  11. The word choice of an author

13. a character that is complex and increases in complexity throughout the story
14. The words we give to sounds we hear in nature and our surroundings
15. A problem that prevents a the protagonist in the story from getting what he wants
16. characters that are two-dimensional in that they are relatively uncomplicated and do not change throughout the course of a work
17. a literary device used to reference another object outside of the work of literature. The object can be a real or fictional person, event, quote, or other work of artistic expression.
19. a short and amusing or interesting story about a real incident or person.
20. A statement so outrageous and so ridiculous it couldn't be true
21. The attitude the author takes toward his characters or his audience
22. a literary or dramatic character who undergoes little or no inner change; a character who does not grow or develop
25. a person, place, thing, or event that has a particular meaning, yet stands for something beyond the symbol itself
28. The underlying message of a story

## Word Bank

round character	moral	third person omniscient	analogy	simile
static character	verbal irony	direct characterization	idiom	first person omniscient
onomatopoeia	third person limited	anthropomorphism	theme	denouement
diction	anecdote	personification	climax	parallel episode
conflict	situational irony	indirect characterization	dialect	dramatic irony
flat character	hyperbole	epigraph	tone	symbolism
first person point of view	metaphor	alliteration	allusion	