

Literary Match -Up

| | |
|--|----------------------------|
| 1. -A folktale that is considered to sacred and that attempts to explain how things came to be | A. Plot |
| 2. A style of fiction that takes place in an idealized, perfect world | B. Protagonist |
| 3. A genre of fictional writing used to explore social and political structures in 'a dark, nightmare world. | C. Synonym |
| 4. The narrator knows all of the thoughts and feelings of all of the characters. | D. Symbolism |
| 5. An informal piece of dialogue or turn of phrase, sometimes referred to as slang, used in everyday conversation. | E. Conflict |
| 6. A statement that is obviously and intentionally exaggerated. | F. Imagery |
| 7. A compilation of sensory details that enable the reader to visualize the event. | G. Third Person Omniscient |
| 8. A comparison of two ideas, events, objects, or people that does not use “like” or “as.” | H. Antagonist |
| 9. A comparison of two ideas, events, objects, or people that does not use “like” or “as.” | I. Metaphor |
| 10. Lending descriptions generally applied to human beings to nonhumans | J. Tone |
| 11. A comparison between objects, events, or people that uses “like” or “as.” | K. Personification |
| 12. Something used to represent a larger concept or idea. | L. Stock |
| 13. The speaker or narrator’s attitude toward the subject of the piece, distinct from mood in that it is not used to evoke a particular feeling in the reader. | M. Oxymoron |
| 14. The general feeling the speaker evokes in the reader through the atmosphere, descriptions, and other features. | N. Dynamic |
| 15. Idea, belief, moral, lesson or insight. It’s the central argument that the author is trying to make the reader understand. | O. Hyperbole |
| 16. Every story must have the characters encounter an obstacle around which the plot is based. | P. Myth |

| | |
|---|-------------------------|
| 17. The events that happen in a story. | Q. Thesis |
| 18. These characters change throughout the story. They may learn a lesson, become bad, or change in complex ways. | R. Utopian fiction |
| 19. This character has one or two main traits, usually only all positive or negative. They are the opposite of a round character. The flaw or strength has its use in the story. | S. Prose |
| 20. These are the stereotypical characters, such as the boy genius, ambitious career person, faithful sidekick, mad scientist, etc. | T. Flat |
| 21. This is the main character, around which the whole story revolves. The decisions made by this character will be affected by a conflict from within, or externally through another character, nature, technology, society, or the fates/God. | U. Mood |
| 22. The character or force that causes the conflict for the main character. | V. Colloquialism |
| 23. Any type of writing that is not poetry. | W. Theme |
| 24. The sentence that introduces the main argument or point of view of a composition. | X. Simile |
| 25. One of two or more words or expressions of the same language that have the same or nearly the same meaning in some or all senses | Y. Dystopian literature |