

English 11 Notes

Short Story Notes:

- 1) **PLOT**—the major events that make up a story
 - The four parts to a PLOT:
 - Introduction
 - Rising action
 - Climax
 - Conclusion
 - The four purposes of an INTRODUCTION:
 - Introduce main character(s)
 - Introduce setting and/or mood
 - Foreshadow plot or conflict
 - Hook the reader's interest
- 2) **CONFLICT**—the six main types of conflict are:
 - Person vs. person
 - Person vs. self (internal conflict, as opposed to external)
 - Person vs. environment
 - Person vs. god or supernatural
 - Person vs. machine or computer
 - Person vs. beast or animal

*this list does not encompass EVERY type of conflict, just the main ones
- 3) **PROTAGONIST**—the main character in a story (not always the “good guy”)
- 4) **ANTAGONIST**—the person or force that causes the main character conflict
- 5) **SETTING**—the time and place of a story. Think year, but also time period.
- 6) **MOOD**—the emotional atmosphere of a story/poem. How you feel reading a story or poem is often a reflection of its mood. BUT, remember to focus on the writer's intended mood
- 7) **THEME**—the central idea or issue being explored in a story
 - What the story is really about: *Romeo and Juliet* is not about a girl and a boy—it's about love, and how love is stronger than family pressure, age difference, and even life itself.
 - Ask these questions:
 - What does this story tell us about life, human nature, relationships, etc?
 - How does this story reflect the bigger world?
 - What lesson does the main character learn?
 - Theme is always written as a statement, NOT a single word: theme can be “the continuing battle between good and evil”, but it can't be “war”, what ABOUT war? Theme makes a statement about life or mankind

Points of View:

First person—the narrator is telling the story from his/her perspective

- “I” and “we” are used
- Narrator may or may not be a main character

*stories with personal themes and deep emotion are often written in 1st person

Second person—the narrator speaks directly at the audience

- “you” is used throughout to appeal to the reader

Third person—the narrator is not in the story

- Omniscient third person—the narrator “sees and knows” all emotions and thoughts of characters
- Limited third person—the narrator knows the thoughts and emotions of only ONE character
- Objective third person—the narrator only comments on the actions of characters
e.g. News articles are supposed to be written objectively.

Language

List A

Alliteration	Repetition of initial consonant sounds. e.g. <u>P</u> eter <u>p</u> layed <u>p</u> ing <u>p</u> ong.
Assonance	Repetition of vowel sounds. e.g. Tw <u>i</u> nkle, tw <u>i</u> nkle, l <u>i</u> ttle star. How I w <u>o</u> nder wh <u>a</u> t you are. <u>U</u> p ab <u>o</u> ve the world so <u>h</u> igh, <u>L</u> ike a d <u>i</u> amond in the sky.
Consonance	Repetition of final consonant sounds. e.g. The b <u>ad</u> b <u>ir</u> d h <u>id</u> in the m <u>ud</u> .
Hyperbole	Use of deliberate exaggeration for emphasis. e.g. We were packed in the subway like sardines. They must have cost a million dollars!
Understatement	An ironic statement that deliberately represents something as much less in importance that it really is. e.g. A man slams his hand in his car door and his buddy comments, “I think that’ll leave a mark.”
Personification	Giving a nonliving or nonhuman thing humanlike qualities.

LIST C

Allusion	Reference to something in history or previous literature.
Analogy	Compare two things—like an extended metaphor. e.g. Using a river to explain the spontaneity of life.
Foreshadowing	Used to build suspense. Good foreshadowing should be subtle, not too obvious.
Imagery	The creating of mental pictures with words.
Irony	Literary device in which the real meaning is contradictory to the stated meaning.
Metaphor	An indirect comparison which does not employ “like” or “as”. e.g. “If you do that Billingsworth, you’re a <u>dead duck</u> .” It’s a sauna in here! He is a tank!
Metonymy	Referring to something with a closely-related idea. e.g. I respect the Crown.
Oxymoron	Juxtaposition of two apparently contradictory terms. e.g. After the race, the pleasing pains of the massage felt great. Jumbo shrimp, Hell’s Angels
Paradox	A statement which seems to be self-contradictory or absurd yet turns out to make good sense. A riddle. e.g. The boy is the child of the man.
Pastoral	An ideal setting.
Rhythm	The metrical rise and fall of the language. Is can stimulate emotions and reinforce meaning by heightening awareness.
Symbolism	When an object or an action is used to express meaning beyond what it represents literally. e.g. The ring from <i>Lord of the Rings</i> has a much deeper meaning than just its practical use as jewelry.

e.g. The sun smiled down.

- Repetition** Occurs when the poet repeats words or phrases. It is simple but effective device, which contributes to rhythm or emphasis.
- Rhyme** Repetition of vowel and succeeding sounds.
e.g. How now brown cow?
- Onomatopoeia** Imitative harmony in which sounds suggest meanings.
e.g. The shotgun boomed and the duck fell with a splash.
- Simile** A direct comparison using "like" or "as".

LIST B

- Apostrophe** Type of personification in which something non-human is addressed as if human and alive.
- Cacophony** The use of harsh or unpleasant sounding words.
e.g. The brakes screeched before the car crashed into the jagged rocks.
- Euphemism** an inoffensive expression used in place of a blunt one that is felt to be disagreeable or embarrassing. A nice way of saying something.
e.g. "to pass away" instead of "die"
- Euphony** Pleasant sounding words.
e.g. The sweet scent of fresh cookies tantalized my senses.
- Jargon** Confusing or unintelligible speech. Speech specific to a certain field or place.
- Refrain** Repetition of words or lines in a fixed pattern.
- Synecdoche** A part of something is used to signify the whole or the whole is used to refer to a part.
e.g. There are too many brains in this class!
Nice wheels. (car)