

Reading STAAR

Review of Literary
Terms

Middle School

Thank you for purchasing this product.

I have used this review of literary terms for years in my classroom. I hand it out to students in January every year. I copy it on colored paper so that it is hard to lose or throw away.

I frequently have a “pop review” (if you have it you receive extra credit.) I do this to encourage the students to carry it with them at all times.

I pass it out at STAAR information night to all the parents. I encourage the parents to make flashcards with the students to make sure they know all these words.

It is important to tell the students that knowing these words will help them pass the test. These words will likely appear in both questions and answer choices. I make sure they understand that the test will not ask them to find a metaphor, but that if they don't know what the word metaphor means, they will likely not understand what the question is asking.

I also use the words to play review games with the students during tutoring and right before the test.

I hope this review will help your students pass the test too!

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Reading STAAR Review

Fiction

Fiction – tells a made up story.

Character

Protagonist – the main character in the story

Antagonist – the character(s) in conflict with the protagonist

Round character – A character in a story that we know a lot about (ex. Ponyboy in The Outsiders)

Flat character – A character in a story that we do not know much about (ex. Steve in The Outsiders)

Dynamic character – Characters in the story that make some kind of change (learn a lesson or gain new ideas).

Static character – Characters in the story that stay the same (they don't learn anything).

Character Traits – qualities that define them (ex. honesty)

Character Motivation – reasons why the characters act the way they do.

Setting – Where and when the story takes place (time day, time of year, what year, weather, physical location, etc.)

Conflict – The problem of a story

External Conflict - a character is struggling against an outside force, such as another character, nature, or society.

Character v. character – When two characters are against each other (ex. Batman v. The Joker)

Character v. nature – when a character is in conflict with something in nature like the weather, an animal or disease (ex. Buddy the elf v. the raccoon)

Character v. Society –when a character is in conflict with society, the community, etc. (ex. slavery, a Jew v. Nazis)

Internal Conflict - a character is struggling within himself or herself. The struggle is based on desires, beliefs, feelings, or needs.

Character v. Self – when a character is in conflict with themselves and they need to make a decision about something. (ex. a boy try to decide if he is going to ask out a girl or not)

Plot – the events in a story

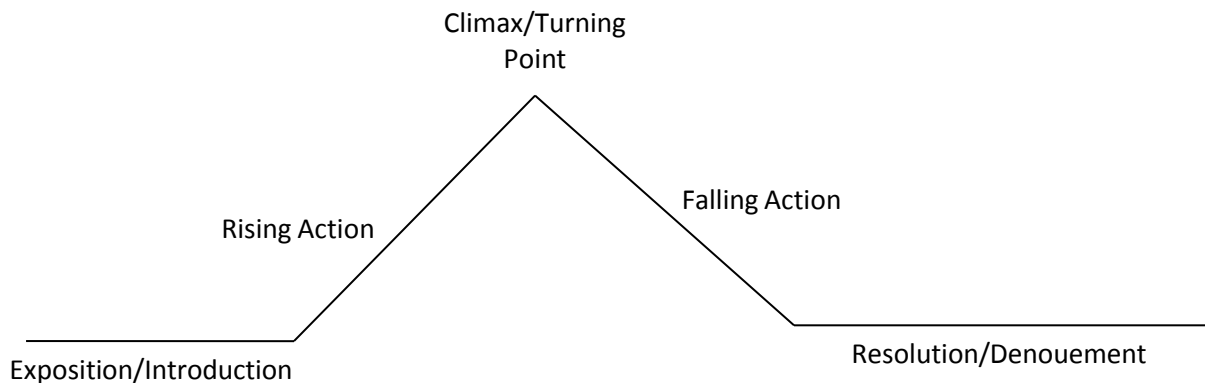
Exposition - the introduction of the characters, setting, and basic situation

Rising action - events that increase tension about the conflict

Climax - point of greatest tension in the story

Falling action - events that follow the climax and reduce tension

Resolution - the final outcome of the story



Point of view – the perspective from which the story is told.

1st person – the person telling the story is a character inside the story. (Uses pronouns such as I, me, my, we and us.)

3rd person limited – the person telling the story is outside the story. They know the thoughts of only one character.

3rd person omniscient – the person telling the story is outside the story, but they know what most of the characters are doing, thinking or feeling.

3rd person objective – the person telling the story is outside the story, but they do not know what any of the characters are thinking.

Tone – the attitude, or feeling, that the author has about the subject.

Mood – the feeling or emotion the reader gets when reading a passage.

Theme – the central message or the lesson about life that the author wants to get across. (Common themes: crime doesn't pay, don't judge a book by its cover, it is better to tell the truth than to lie, treat others the way you want to be treated, if at first you don't succeed try again)

Foreshadowing – hint about events that will happen later that builds suspense.

Flashback – when the author pauses in the story to describe events that happened in the past.

Symbolism – is a person, place, or thing that represents something beyond its literal meaning. (Ex. A heart may represent love.)

Nonfiction

Nonfiction – passages tell about real-life people, places, things, ideas, or events.

Main idea – the who or the what of a passage + the most important information about the who or the what.

Details – the bits and pieces of information that support the main idea.

Summary – a shortened version of the text that focuses on the main idea of the work.

Author's purpose – the author's reason for writing.

Author's Viewpoint – the author's attitude toward or opinion about the subject.

Author's claim – a statement of the author's point of view.

Author's style – the author's way of writing and the words they choose to use in their writing.

Formal language – professional or academic language; sometimes uses more difficult (big) words.

Informal language – conversational language – words you use with your friends; may include slang.

Inference/Infer – an educated guess based on the information in a passage and your prior knowledge (what you already know.)

Organizational pattern – the way an author arranges/organizes the text.

Cause and Effect – the text emphasizes how actions or events cause others to take place.

Compare and Contrast – The text focuses on the similarities and differences between two people, things or ideas.

Problem – Solution – the text shows a problem and then offers a solution to the problem.

Chronological order/Sequence – the text portrays events in the order they occur.

Synthesize – taking information from two or more areas of text and adding all this connected information together to come up with a conclusion.

Draw Conclusions – to use details, facts and evidence from a text to come to a new understanding about a topic or idea.

Paraphrase – putting a part of or all of a text you read into your own words.

Compare – to find the similarities between two or more things.

Contrast – to find the differences between two or more things.

Cause – the reason something happens. (what happens before)

Effect – what happens as a result of the event or action (what happens after)

Fact – a statement that can be proven by asking experts, looking up information in a book, etc.

Opinion – a personal belief or judgment that cannot be proven

Common place Assertion – a statement that many people assume to be true, however it is still an opinion even though many people agree with it. (ex. The key to a successful career is spending more time at work than others do.)

Sequence – present information or events in the order in which they happen

Poetry

Line – a row of words (just one line)

Stanza – a group of lines (a paragraph for poems)

Rhyme – the use of words with similar end sounds

End Rhyme – two words that rhyme at the end of lines

Internal Rhyme – two words that rhyme on the same line

Rhyme Scheme – the pattern of end rhyme in a poem (to find the rhyme scheme mark each of the end rhyme using letters starting with “a”) (ex. aabba)

Repetition – the use of the same words or phrases over and over (helps the reader focus on the speaker’s main point)

Poet – The person that wrote the poem

Speaker – the person that narrates the poem

Figurative Language – words that express more than their literal meaning (ex. simile, metaphor, personification, etc.)

Simile – comparing two things using like or as

Metaphor – Comparing two things not using like or as.

Extended Metaphor – a metaphor that is used throughout a stanza or an entire poem.

Personification – gives human qualities to nonhuman things

Hyperbole – an extreme exaggeration

Alliteration – The use of words that begin with the same letter sound. (ex. Silly Sally said stop)

Onomatopoeia – the use of words that sound like the word they describe (ex. boom, buzz)

Imagery – a description that strongly appeals to the 5 senses (sight, smell, hearing, taste, and touch.)

Assonance – the repetition of vowel sounds anywhere in words (ex. Kate stayed late at the lake)

Consonance – the repetition of consonant sounds anywhere in words (The butter is better eat).

Narrative Poetry – poetry that tells a story.

Lyric Poetry – short, musical poetry that deals with thoughts and emotions.

Free Verse Poetry – poetry that does not have any end rhyme.

Drama

Drama – a play. It is meant to be performed on stage for an audience.

Playwright – the author of the play

Narrator – the person that tells the story.

Dialogue – the words that are spoken by the actors.

Monologue – long speech by one single character to other characters.

Soliloquies – A long speech delivered by a character who is alone onstage (typically reveals the private thoughts of a character)

Stage Directions – give directions to the actors how to act on stage. They are usually placed in parentheses and/or in italics.

Act – is a part of a play

Scene – is a part of an act

Prologue – an introductory scene (usually where a narrator summarizes the main action or setting of the scene)

Epilogue – an appendix (usually a concluding address) to a play

Props – small moveable objects that the actors use to make the play seem real.

Tragedy – In general, tragedy involves the ruin of the leading characters (something depressing or disastrous happens).

Comedy – is lighter drama which is amusing and ends well

Vocabulary

Context clues – using other words in the sentence or passage to help determine the meaning of an unknown word.

Synonym – Words that have the same meaning.

Antonym – words that are opposites

Prefix – A word part that is added to the beginning of a word (like re- and pre-)

Suffix – A word part that is added to the end of a word (like -ed or -ly).