Communications 12 – Terms and Devices

The following is the first list of the terms and devices required for the Provincial Exam. You will receive two more lists as we progress through the course.

The whole list can be found here:

http://www.bced.gov.bc.ca/exams/specs/grade12/comm/14\_terms\_device.pdf

Fiction

There are four main parts: Setting, Character, Plot and Theme

**Setting** is the time and place that the story is set in. It can contain any relevant details about the place and time. We usually look at the beginning of the story to identify details. The **tone** of the story is usually determined here as well.

**Character** is the term used to describe the people (or sometimes animals) that create the plot of the story.

The **protagonist** is the main or central character.

The **antagonist** is the character (or force) that creates a main conflict with the protagonist.

A **flat** character is one we know very little about.

A **round** character is one we know a lot about.

A **dynamic** or **developing** character is one that is changing.

As **static** character is one who makes no changes in their character.

A **stereotypical** character is one that seems to fit in a pre-determined idea or type of person.

**Plot** is how we describe what happens in a story from beginning to end.

The **climax** of the plot is the point where the conflict takes a turn or change from what it was in the introduction. Although it can be described as the most exciting part of the story, it is really just the “top” or pivot of change that occurs.

The **conflict** is what drives the story’s plot. After we identify what the conflict is, we look to see how the characters manage or work within this framework. (Remember that when you see the main conflict change you are usually noticing the climax.)

Person vs self (internal)

Person vs Person

Person vs. Environment/society

Person vs. Supernatural

**Suspense** can also drive the story. It is the feeling of wanting to know what will happen next. Often suspense is created by the use of **foreshadowing**; the hints or clues that the reader is given that make us guess what may happen.

**Theme** is the big idea of the story. It is what the author wants the reader to understand about society, people or life. It is a “life is like that” idea. We state theme as a neutral idea: The author wants the reader to know that

**Contrast** – when two opposite things are placed closed together to create emphasis on one or the other

Ex. A devil and an angel

**Hyperbol**e – a purposeful exaggeration of something

Ex. I was so hungry I thought I might die.

**Irony** – a difference in expected result (situational), understanding (dramatic) or meaning (verbal)

Ex. He studied all year for the provincial, but failed. (situational)

The ending of Romeo and Juliet (dramatic)

I just *love* homework. (verbal)

**Metaphor** – a comparison between two unlike things without using like or as

Ex. My brother is a pig.

**Mood** – the feeling of the atmosphere of the story, usually found in the beginning

Ex. Up certain dark and creaky stairs on Pell Street… (creepy)

**Personification** – giving human-like qualities to a non-human thing

Ex. The potatoe’s eyes were watching me.

**Point of View** (first person, limited omniscient, omniscient)

Ex. “I saw the house burning, and felt sad.” (first person)

“He saw the house burning, and felt sad.” (limited omniscient)

“With sadness in their hearts, the two children watched the house burn.” (limited omniscient)

**Speaker** – the narrator or person who is speaking

**Symbol/symbolism** – when one item stands in for another

Ex. Maple Leaf = symbol for Canada

**Tone** – the feeling the reader wants the reader to feel about the subject

Ex. The Canadian education system is a gift to Canadians. (grateful)

The Canadian Education system is a disaster. (angry)

**Understatement** – giving less emphasis that would be expected

Ex. It was too bad my grandma died.

Poetry

Alliteration

Figurative language

Free Verse

Hyperbole

Imagery/image

Irony

Metaphor

Mood

Onomatopoeia

Personification

Pun

Rhyme

Simile

Stanza

Understatement

Writing Skills

Audience

Bias

Dialogue

Emphasis

Exaggeration

Expository/exposition

Flashback

Formal Language

Literal Language

Main Idea

Method of development/presentation

cause and effect

chronological

comparison and contrast

expert opinion

pro and con argument

question and answer

statistical evidence

step-by-step process

Parallelism/parallel structure

Purpose

Repetition

Research

Run-on sentence

Sarcasm

Scientific Language

Sentence Fragment

Standard English

Technical Language

Genres

Fable

Fantasy

Legend

Myth

Narrative