Language Arts Glossary Terms

- **Author's purpose**
  - The reason why the author wrote a passage
    - ***To inform***- An author may give you facts or true information about a subject to teach or explain.
    - ***To entertain***- Fictional stories or stories that are not true. (To amuse, tell a joke, enjoyment…)
    - ***To persuade***- to try to get you to do something. "Vote for me!"
    - ***To narrate***- To tell a sequence of events or tell a story ; Harry Potter
    - ***To describe-*** to create a picture; The bright red 2010 Dodge Charger
- **Cause and Effect**
  - A _cause_ is something that makes something else happen. Out of two events, it is the event that happens first. To determine the cause, ask the question "Why Did it Happen?"
  - An _effect_ is what happens as a result of the cause. Of two related events, it's the one that happens second or last. To determine the effect, ask the question "What Happened?"
    - Ex.   **Cause:** One pig made his house out of *straw,* which was a weak material.
      Effect: The wolf was easily able to blow it down.
- **Character traits**
  - When we talk about a character, we often describe that character in terms of **character traits**, descriptive adjectives like happy or sad that tell us the specific qualities of the character. They're the same kinds of words that we might use to describe ourselves or others, but we're using them to describe fictional characters in something we've read.
    - **Ex.** Harry Potter is *courageous and brave* because of the way he defeats his enemies.
  - ***Protagonist –*** The main character or the one most central to the action of the story.
  - ***Antagonist –*** The person, thing, or force that works against the protagonist. An antagonist can be another character, a family, a society, a force of nature or a force within the main character.
    - ***Ex.*** Most super hero stories such as, <u>Spiderman</u>, Spiderman is the Protagonist and The Green Goblin is the Antagonist.
- **Context clues**
  - Word clues that can help you figure out the meaning of an unknown word. They may be in the same sentence as an unfamiliar word, or in nearby sentences.
    - **Ex.** Word: <u>Motivated</u>, Sentence with context clues: "I was feeling so motivated today that I got up early to go for a run, made a healthy breakfast, and got some work done before heading into the office."
    - Using the context clues from the sentence, I can infer that motivated means to be ready and willing to do something eagerly.
- **Fact and Opinion**
  - A FACT can be proven to be true.
  - An OPINION is what someone believes -it cannot be proven true or false.
  - To see if something is a fact, ask yourself,
    "Can this statement be proved?
  - To check for opinions, ask yourself,
    - "Does this tell a thought or feeling?"
    - "Would the statement be true all of the time?"
  - Ex. FACT: Soccer and Tennis are both sports. OPINION: Soccer is a better sport than Tennis.

- **Figurative Language**
  - The use of words, phrases, symbols, and ideas in such as way as to evoke mental images and sense impressions
    - **Simile**
      - A simile uses the words "like" or "as"
        to compare one object or idea with another to suggest they are alike.
        Example: busy as a bee
    - **Metaphor**
      - The metaphor states a fact or draws a verbal picture by the use of comparison.
        A simile would say you are like something; a metaphor is more positive - it says you are something.
        Example: You are what you eat.
    - **Personification**
      - A figure of speech in which human characteristics are given
        to an animal or an object.
        Example: My teddy bear gave me a hug.
    - **Alliteration**
      - The repetition of the same initial letter, sound, or group of sounds in a series of words.
        Alliteration includes tongue twisters.
        Example: She sells seashells by the seashore.
    - **Onomatopoeia**
      - The use of a word to describe or imitate a natural sound or the sound
        made by an object or an action. Example: snap crackle pop
    - **Hyperbole**
      - An exaggeration that is so dramatic that no one would believe the statement is true.
        Tall tales are hyperboles.
        Example: He was so hungry; he ate that whole cornfield for lunch, stalks and all.
    - **Clichés or Idiom**
      - A cliché or Idiom is an expression that has been used so often that it has become trite
        and sometimes boring. Example: Many hands make light work.
- **Genres**

There are two main categories.	**AND**	**Fiction:** Books that are made up by the author, or are not true
	o	**Non- Fiction:** Books that are true are about real things, people, events, and places.

- Characters, settings, and events must conform to what is true
- Story cannot be manipulated by the writer's imagination

- **Types of Fiction:**
  - **Fantasy:**
    - A story that could never really happen
    - Not realistic
  - **Realistic Fiction:**
    - A story that could happen
    - It seems real
  - **Historical Fiction:**
    - A story that seems real and took place in the past.
    - It may include actual people or events from the past, but some of the story came from the author's imagination.
  - **Traditional:**
    - Folk tales, fairy tales, myths and legends
    - Passed down orally throughout history Magical
  - **Mystery:**
    - A story about something that needs to be solved
  - **Science Fiction:**
    - Tells about supernatural events
    - Based on science
  - **Humor:**
    - A funny story written to make you laugh

- **Types of Non-Fiction:**
  - **Biography:**
    - A true story about a person's life
  - **Autobiography:**
    - A true story about a person's life, written by that person
  - **Informational:**
    - Contains ideas, facts and principles about our world
    - Many forms: picture book, article, essay, letter, journal, notes, manuals, brochures, etc.
  - **Reference:**
    - Dictionary
    - Encyclopedia
    - Atlas/Almanac

- **Grammar**

PART OF SPEECH	BASIC FUNCTION	EXAMPLES
noun	names a person, place, or thing	*pirate, Caribbean, ship*
pronoun	takes the place of a noun	*I, you, he, she, it, ours, them, who*
verb	identifies action or state of being	*sing, dance, believe, be*
adjective	modifies a noun	*hot, lazy, funny*
adverb	modifies a verb, adjective, or other adverb	*softly, lazily, often*
preposition	shows a relationship between a noun (or pronoun) and other words in a sentence	*up, over, against, by, for*
conjunction	joins words, phrases, and clauses	*and, but, or, yet*
interjection	expresses emotion	*ah, whoops, ouch*
article	identifies and specifies a noun	*a, an, the*

- **Inferences**
  - This is when you use prior knowledge and clues from the text to draw conclusions and form your own ideas about the text.
  - The author does not always tell the reader all that is going on. It is up the reader to infer what is happening.
    - Ex. In the story, Goldilocks and the Three Bears, the author does not tell us that Goldilocks is sad or lonely. But we can infer that from the clues of how she has run away from home and eating, sleeping, and sitting in a stranger's home.
- **Main idea**
  - The **Main idea** refers to what a paragraph or an article is about. "Main" means what is important, or key, the heart of the matter. "Idea" means the thought, the thesis or the topic.
  - Often times the main idea is stated in the topic sentence. Other times you will need to think of the "Big Picture".
  - When writing the Main Idea, think of how you might tell a friend about the movie you saw last night.
  - Ex. "The main idea of The True Story of the Three Little Pigs is, the wolf tells his side of the story and how he is innocent.
- **Mood**
  - Atmosphere, state of mind
  - Mood is the emotions that you feel while you are reading. Some literature makes you feel sad, others joyful, still others, angry.

- o **Some adjectives to describe MOOD**: Fictional, imaginary, fanciful, idealistic, romantic, realistic, optimistic, pessimistic, gloomy, mournful, sorrowful…
- o Tone and Mood are closely related.
- o *Tone* is what the author or narrator thinks and feels about a piece and that *mood* is what YOU feel about the work
- o *Ex. The story,* Alexander and the Terrible, Horrible, No Good, Very Bad Day by Judith Viorst; the tone is gloomy, whereas the mood may also be gloomy or maybe amused.

- **Poetry**
  - o **Acrostic**
    - ▪
  - o **Cinquain**
    - ▪ A five lined poem that has the following pattern:
      - Line 1: Title (noun) - 1 word
        Line 2: Description - 2 words
        Line 3: Action - 3 words
        Line 4: Feeling (phrase) - 4 words
        Line 5: Title (synonym for the title) - 1 word
  - o **Haiku**
    - ▪ A three lined poem with the syllable pattern of 5,7,5
    - ▪ **Example:**
      - Green and speckled legs,
        Hop on logs and lily pads
        Splash in cool water.
    - ▪ **Example:**
      - Bubbles
        Delicate balls
        Softly Floating above
        Unbelievable happiness
        Transparent
  - o **Free Verse**
    - ▪ A kind of poetry that has no real rhythm or pattern, so you can put words together in all sorts of ways. You can be VERY imaginative!
    - ▪ **Example:**
      - Wind

        Blowing briskly
        Leaves fall
            From
                The
                   Trees
        We rake
        Colored leaves
            In
            A
            Big
            Pile.

        And jump.
  - o **Limericks**
    - ▪ A five lined poem with a special beat and rhyming pattern
      - Lines 1, 2 and 5 have 9 beats and the last words rhyme.
      - Lines 3 and 4 have 6 beats and rhyme with each other.
    - **Example:**
      - There once was an old man from Peru
        His poor llamas came down with the flu
        In the valley he passed
        All the people who gasped
        At the beast that was uttering "moo"
  - o **Shape poems**
    - ▪ Poems that are made up of words that have been placed in such a way that they make the shape of an object and also use words to describe the object.

- **Plot Map**

  - o **Plot:** Plot is the organized pattern or sequence of events that make up a story. Every plot is made up of a series of incidents that are related to one another.
  - o **Exposition:** This usually occurs at the beginning of a short story. Here the characters are introduced. We also learn about the setting of the story. Most importantly, we are introduced to the main conflict (main problem).
  - o **Rising Action:** This part of the story begins to develop the conflict(s). A building of interest or suspense occurs.
  - o **Climax:** This is the turning point of the story. Usually the main character comes face to face with a conflict. The main character will change in some way.
  - o **Falling Action:** All loose ends of the plot are tied up. The conflict(s) and climax are taken care of.
  - o **Resolution:** The story comes to a reasonable and interesting conclusion or ending.
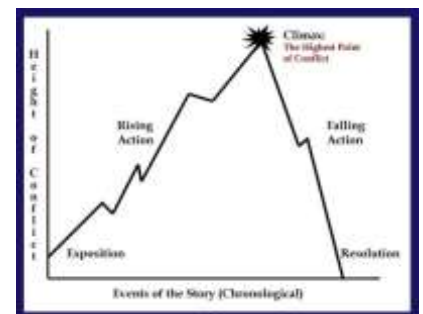
- **Point of view**
  - **First Person point of view:**
    - Narrator <u>is</u> a character in the story.
    - Narrator uses 1st person pronouns (*I, me, my, we, us, our*) to refer to himself or herself.
    - Advantage – Narrator can vividly describe his/her own thoughts, feelings, observations and help reader feel closer to him/her or to the action.
    - Disadvantage – Narrator does not have direct access to thoughts and feelings of other characters and can't tell about other events if he/she isn't present (so reader doesn't learn of events until narrator does).
  - **Third Person Point of view:**
    - Narrator does not participate in action of story and does not refer to himself/herself, uses you and your.
    - Narrator knows thoughts and feelings of all characters, so reader gets insight into several characters.
    - Narrator can describe aspects of characters that they themselves don't know or can't see, such as facial expressions.
    - Narrator is also able to comment on what the events in a story mean.
  - **Third Person Limited:**
    - Narrator does not participate in action of story and does not refer to himself/herself, uses him, her, her, they, and them.
    - Narrator tells only what one character thinks, feels, observes and does not reach into mind of other characters.
    - Other characters' thoughts, feelings can be revealed to reader only through indirect means, such as dialogue.
    - This view is useful for surprise endings when reader learns crucial information only at the story's end.

First-Person	I, me, my, mine, we, us, ours,
Second-Person	you, your
Third-Person	he, she, her, they, them (also character's names)

- **Predictions**
  - This is when you use clues from the story and predict or assume what the story is about or after reading, what will happen next.
    - Ex. By looking at the pictures of the Three Little Pigs, you can predict that the story is about 3 pigs that encounter a wolf.
    - When the wolf thinks about climbing down the chimney and you see the boiling pot of water, you can predict that he is going to fall in!
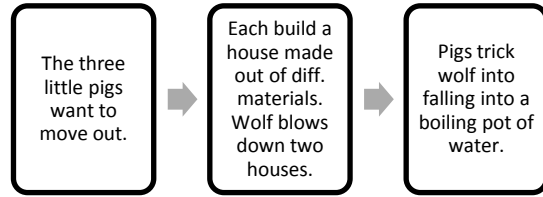- **Problem and Solution**
  - In many stories, a character has a problem. The events in the plot tell how the character tries to solve the problem.
  - When you read, ask myself: *What problem does the character need to solve?* If you know what the problem is, you can focus on how the character tries to solve the problem.
  - **Ex.** In the story, <u>The Princess and the Frog</u>, **Problem**: The prince is under a spell that turns him into a frog. **Solution:** The princess kisses the frog and turns him back into a prince.

- **Propaganda**
  - Techniques used to influence opinions, emotions, attitudes or behavior.
  - The use of persuasion; A means of convincing people:
    - to buy a certain product
    - to believe something or act in a certain way
    - to agree with a point of view
  - **Propaganda techniques:**
    - **Bandwagon**
      - A persuasive technique that invites you to join the crowd.
      - Everybody's doing it!
    - **Testimonial**
      - Uses a famous person to sell a product to you
    - **Snob Appeal**
      - Tells the audience that this product is better than the others
      - Uses name brand, high class, etc…
    - **Plain Folks**
      - Uses every day, ordinary people who have used the service or product
    - **Glittering Generalization**
      - When an advertiser tells us they have the best product by using words like; "exciting", "new", "wonderful", but they cannot prove it.
    - **Slogan**
      - A catchword or phrase, often repeated, and sometimes used with music
    - **Name-Calling**
      - When one person or company puts down their competitor
    - **Emotional Appeal**
      - A person is made to have strong feelings about a situation or product
    - **Expert Opinion**
      - Experts approve this product, so you should use it
    - **Transfer**
      - Persuades you to buy something for the wrong reason
      - Ex. You buy the Cracker Jacks box to get the free toy inside

- **Sequencing events**
  - o Putting story or text events in order by first, next, last.
    - ▪ Ex.

| The three little pigs want to move out. | → | Each build a house made out of diff. materials. Wolf blows down two houses. | → | Pigs trick wolf into falling into a boiling pot of water. |

- **Setting**
  - o The time, place and environment of a story is called the setting.
  - o Elements of Setting:
    - ▪ Place - geographical location. Where is the action of the story taking place?
    - ▪ Time - When is the story taking place? (historical period, time of day, year, past, present or future, etc.)
    - ▪ Environment-
      - Weather conditions - Is it rainy, sunny, stormy, etc?
      - Social conditions - What is the daily life of the characters like?
      - Mood or atmosphere - What feeling is created at the beginning of the story? Is it bright and cheerful or dark and frightening?
      - Culture- Types of food, clothing, religion, race, etc…
- **Summarizing**
  - o Is when you retell the story in just a few short sentences
  - o Ex. Tale of the Three Little Pigs
    - ▪ Summary: Three little pigs want to move out and decide to each build a house. A wolf comes and blows down all but one house. The pigs live in that one house and eventually, trick the wolf into falling into a boiling pot of water.

- **Theme**
  - o The theme of a fable is its moral. The theme of a parable is its teaching. The theme of a piece of fiction is its view about life and how people behave.
  - o Life lesson, meaning, moral, or message about life or human nature that is communicated by a literary work.
  - o In other words…
    - ▪ Theme is what the story teaches readers.
  - o A theme is not a word, it is a sentence.
  - o You don't have to agree with the theme to identify it.
    - ▪ Examples
      - *Money can't buy happiness.*
      - *Don't judge people based on the surface.*
      - *It is better to die free than live under tyranny.*

- **Tone**
  - o Style or manner or expression in speech or writing.
  - o The author's attitude toward the work, events, characters, or the reader/audience
  - o Tone and Mood are closely related.
  - o *Tone* is what the author or narrator thinks and feels about a piece and that *mood* is what YOU feel about the work
  - o **Some adjectives to describe TONE:** Formal, informal, serious, humorous, amused, angry, playful, neutral, satirical, gloomy, conciliatory, sad, resigned, cheerful, ironic, clear, detailed, imploring, suspicious, witty…
  - o *Ex. The story,* Alexander and the Terrible, Horrible, No Good, Very Bad Day by Judith Viorst; the tone is gloomy, whereas the mood may also be gloomy or maybe amused.