

1. **Argument/Claim**- a writer's main point or opinion in an essay or editorial
2. **Central idea** - main idea; overall what the text is mostly about
3. **Textual evidence** - details from the text that support the main idea or answer a question
4. **Text structure**- how the informational text is organized; examples include chronological, cause/effect, compare/contrast, problem/solution, sequence, description
5. **Connotation** - a word's underlying positive or negative meaning ("gang" has a negative connotation but "club" has a positive -or at least neutral - connotation)
6. **Tone**= the author's attitude toward a subject, while **mood**= the feeling the reader gets from the author's words/the atmosphere created by the author's words
7. **Plot**- what happens in the story; the action; 5 parts: exposition, rising action, climax, falling action, resolution
8. **Universal theme** -a life lesson we can learn from reading a story or a poem
9. **Conflict** - the main struggle or problem the characters face; this makes the story interesting!
10. **Imagery/sensory language** - words that paint a picture in the minds of readers; words that help us imagine what something looks like, sounds like, tastes like, feels like, or smells like
11. **Foreshadowing** - a hint in the story about what will happen later
12. **Flashback** - a shift back in time within a story; usually this is done to explain something or to provide the readers with context/background information
13. **Alliteration** - repeating the beginning consonant sound in a series of words (Robert wore a ruby red robe.)
14. **Setting** - where and when a story takes place; "The Dog of Pompeii" was set in Pompeii, Italy in 79 A.D.
15. **Dialogue** - conversation between characters; quotation marks are used (".....")
16. **Dialect** - how people really talk, based on their culture and where they were raised ("Hey, ya'll!" or "Youse guys".... soda vs. pop, shopping cart vs. buggy....)
17. **Point of view**- 1st person (I, me, my), 3rd person (he, she, they, Fred, the astronauts)
OR the perspective from which a story is told --- If Bob and Fred have an argument, they each have a different point of view/perspective
18. **Allusion** - a reference to a well-known person, event, place, book, movie, speech, or document
19. **Indirect characterization** - remember STEAL! (speech, thoughts, effect on others, actions, looks that reveal the character's personality)

20. **Literal language** - words that mean exactly what they say, as opposed to figurative language
21. **Figurative language** - language that should NOT be taken literally; examples include **simile, metaphor, personification, onomatopoeia, hyperbole**
22. **Narrative** - a fancy word for a story or a poem that tells a story
23. **Idioms** - an expression that is figurative language (Fred “kicked the bucket” = Fred died.)
24. **Testimonial** - opinion/perspective from someone who witnessed something, used a product, or had a particular experience
25. **Primary source** - a photo, a letter, eyewitness testimony from someone who was there; Mrs. Swanson is a secondary source when she teaches you about Ancient Rome because she is not that old! If a Vietnam War veteran is a guest speaker in your history class, he'd be a primary source. He was there.
26. **Author's Purpose** - the main reason WHY someone wrote a text; usually the reason is to inform readers, to persuade or convince readers, or to simply entertain
27. **Rhetorical question** - a question that doesn't need to be answered; it's asked for dramatic effect
28. **Bias** - supporting or opposing a particular person or thing in an unfair way, because of allowing personal opinions to influence your judgment
29. **Stereotype** - to wrongly believe that all people with a certain characteristic are the same (*examples: Tall people are all good at basketball. Everyone with glasses is smart.*)
30. **Propaganda**- information used to promote a certain political cause or point of view (*example: Dr. Seuss's political cartoons were a form of propaganda during WWII*)
31. **Persuasive Language**- language used to try and convince an audience to believe something or do something
32. **Ethos/Pathos/Logos** - ETHOS - the speaker appears knowledgeable, credible; PATHOS- the speaker shows empathy, compassion, heart, LOGOS - the speaker has a clear message
33. **Justify** - to justify is to prove that something is right
34. **Significance** - this word means *importance*; something significant is important
35. **Memoir** - a book someone writes about a specific time period in his or her life; it doesn't cover the entire lifetime