

AP ENG IV LIT & COMPOSITION: SUMMER ASSIGNMENT

Welcome to the AP IV English assignment. Our main goal is to ace the AP IV Lit and Comp exam in May. In order to put our best foot forward, we will need to have common vocabulary. The following is a list of terms used in AP English and will most definitely be used on the MC section of the exam. In order to be successful on the MC section, you will need to be able to ID these and distinguish between them as they are used in poetry and prose pieces. Part 1 of your HW this summer is to STUDY THESE TERMS from your Blue Book! You should be familiar with more than half of these terms already, but I have attached a copy AND a link to a quizlet that may come in handy or you may create a set of flashcards- whichever work better for you when studying vocabulary. :o) We will be testing over 50 of these terms during the first couple weeks of school. You will not have time in class to study them so start over the summer!

(Please scroll to the bottom for part 2 summer vocab)

<https://quizlet.com/387835351/flashcards>

Literary Devices and General Terms

Aesthetics The nature or philosophy of beauty in art, literature, or nature

Allegory When characters, settings, and events stand for other people or events or for abstract ideas or qualities; also an extended metaphor. The underlying meaning has moral, social, religious or political significance and the characters are often personifications of abstract ideas such as charity, hope, greed, or envy. Ex: In *To Kill a Mockingbird*, Scout and Jem represent innocence, Atticus is a model of integrity, etc. Or in the children's holiday video "Rudolph the Red-Nosed Reindeer, Rudolph, the dentist elf, Yukon Cornelius and the Abominable Snowman represent the various types of misfits in society; Santa and the Reindeer Coaches represent normal society.

Alliteration The repetition of the same letter or sound at the beginning of adjacent or closely connected words. It can be used to reinforce meaning, unify thought, or simply for the musical effect.

Allusion A reference to someone, something, or some event known from history, literature, religion, politics, sports, science, music, art, or some other branch of culture. Allusions conjure up biblical authority, scenes from Shakespeare's plays, historic figures, wars, great love stories, and anything else that might enrich an author's work. Allusions imply reading and cultural experiences shared by the writer and reader, functioning as a kind of shorthand whereby the recalling of something outside the work supplies an emotional or intellectual context.

Anachronism Out of time; placing something in a time where it does not belong, Ex. A reference to World War I as "the first world war" in a novel set in the 1920's. (No one anticipated the second World War in the 1920's, and WWI was referred to during that time as "the Great War," not the *first* one.)

Analogy A comparison between two items, situations, or ideas that are somewhat alike but unlike in most respects. Frequently an unfamiliar or complex object or idea will be explained through comparison to a familiar or simpler one.

Anecdote A brief story told to illustrate a point or serve as an example of something.

Antagonist A character or force in conflict with the main character, or protagonist

Antihero An atypical protagonist, who can be particularly graceless, inept, stupid, or dishonest.

Antithesis the rhetorical contrast of ideas by means of parallel arrangements of words, clauses, or sentences Ex. "action, not words" or "they promised freedom and provided slavery")

Aphorism A brief saying embodying a moral, such as Pope's "Some praise at morning what they blame at night, / but always think the last opinion right." From the *Essay on Criticism*.

Apology A written or spoken defense.

Apostrophe An address, either to someone who is absent and therefore cannot hear the speaker or to something nonhuman or a personified abstraction that cannot comprehend. Apostrophe often provides a speaker the opportunity to think aloud. (Ex., Donne's "Death, be not proud".)

Archetype An image, story-pattern, or character type which recurs frequently in literature and evokes strong, often unconscious, associations in the reader.

Assonance The repetition of similar vowel sounds, preceded and followed by different consonants, in the stressed syllables of adjacent words. Ex: "She **hated** her **fail**ure to **ma**ke the **gra**de."

Audience The receivers (intended, immediate, mediated) for a speaker's or writer's message.

Autobiography A form of nonfiction in which a person tells his or her own life story.

Bildungsroman A coming of age novel; the story of a person's development to the point where the protagonist recognizes his/her place and role in the world.

Biography A form of nonfiction in which a writer tells the life of a person.

Cacophony A succession of harsh, discordant sounds in either poetry or prose, used to achieve a specific effect.

(Opposite of **euphony**) Note the harshness of sound and difficulty of articulation in these lines:

And all is seared with trade; bleared, smeared with
toil; And wears man's smudge and shares man's
smell: the soil is bare now, nor can foot feel, being
shod. Hopkins, "God's Grandeur"

Canon An accepted list of literary works. Originally meant those books of the Bible scholars considered to be Holy Scripture; more recently it refers either to a body of work attributed by scholars to a particular author (Shakespeare's 37 plays) or more generally canon may refer to

those works that are privileged, or given special status by a culture, works we tend to think of as classics, or "Great Books."

Carpe Diem The Latin phrase meaning "seize the day." This is a very common literary theme, especially in lyric poetry; it emphasizes that life is short, time is fleeting, and that one should make the most of present pleasures.

Catharsis A moral and spiritual cleansing you receive when watching a protagonist overcome great odds.

Confidant/confidante A character who has little effect on the action but in whom the protagonist or some other major character confides.

Criticism Analysis, study, and evaluation of individual works of literature.

Deductive Reasoning from general to specific.

Dialogue The verbal exchanges between characters. Dialogue makes the characters seem real to the reader or audience by revealing firsthand their thoughts, responses, and emotional states. See also diction.

Deus Ex Machina Literally, "God in the Machine," a Greek idea from when a god would be lowered or brought on stage to rescue the hero; now it applies to any time the hero is saved by a miraculous or "out-of-the-blue," unexpected event.

Diction A writer's choice of words, phrases, sentence structures, and figurative language, which combine to help create meaning.

Connotation All of the emotions associated with a word.

Denotation The dictionary definition of a word.

Doppelganger Literally, a "double-goer," a mysterious twin or a double fighting against your good work.

Dystopia "Bad place," - an imaginary world which was constructed to be perfect, but failed; present tendencies are carried out to their unpleasant end.

Epiphany A sudden understanding or realization which prior to this was not thought of or understood.

Euphemism A device where being indirect replaces directness to avoid unpleasantness.

Euphony A combination of pleasing sounds in poetry or prose (opposite of **cacophony**).

Ethos "Ethical appeal". A rhetorical appeal which relies upon the credibility or trustworthiness of the speaker or author.

Expository A mode of writing that is used to explain something.

Fable A brief story that is told to present a moral or practical lesson.

Figurative Language Language not meant to be interpreted in a literal sense.

Flashback A scene in a literary work that interrupts the action to show an event that happened earlier.

Foil A character whose traits are the opposite of those of another character and who thus points up the strengths or weaknesses of another character.

Foreshadowing The use of hints or clues in a narrative to suggest coming action.

Frame Story A story that contains another story or stories. Usually the frame story explains why the interior story or stories are being told. (*Frankenstein* – Victor's story is revealed in letters from the sailor Robert Walton)

Genre A particular type or category of writing.

Gothic A work characterized by a general mood of decay, action that is dramatic and generally violent or otherwise disturbing, loves that are destructively passionate, and settings that are grandiose, if gloomy or bleak.

Hamartia From Greek and translated as "sin," literally it means an error, mistake, frailty, or misstep. The protagonist's hamartia will cause his or her downfall.

Homily Religious speech or writing that usually gives practical moral counsel rather than discussion of doctrine.

Hubris Extreme pride and arrogance shown by a character that ultimately brings about his downfall; from the Greek tradition of a character who believed himself/herself to be equal to a god, thus creating a nemesis.

2

Hyperbole A boldly exaggerated statement that adds emphasis without intending to be literally true, as in the statement "He ate everything in the house." Hyperbole (also called overstatement) may be used for serious, comic, or ironic effect.

Imagery Words or phrases that appeal to one of the five senses.

In Media Res "In the midst of things," starting a story in the middle of the action. Later, the first part will be revealed. A familiar example of this would be *The Odyssey*.

Invective A violent verbal attack.

Irony A contrast or an incongruity between what is stated and what is meant, or between what is expected to happen and what actually happens.

Verbal irony A writer or speaker says one thing and means something entirely different.

Dramatic irony creates a discrepancy between what a character believes or says and what the reader or audience member knows to be true.

Tragic irony is a form of dramatic irony found in tragedies such as Oedipus the King, in which Oedipus searches for the person responsible for the plague that ravishes his city and ironically ends up hunting himself.

Situational irony exists when there is an incongruity between what is expected to happen and what actually happens due to forces beyond human comprehension or control. The suicide of the seemingly successful main character in Edwin Arlington Robinson's poem "Richard Cory" is an example of situational irony.

Cosmic irony occurs when a writer uses God, destiny, or fate to dash the hopes and expectations of a character or of humankind in general. In cosmic irony, a discrepancy exists between what a character aspires to and what universal forces provide.

Juxtaposition To place side by side purposefully so as to permit comparison or contrast.

Litotes A figure of speech in which the speaker emphasizes the magnitude of a statement by denying its opposite. Ex. "That sword was not useless / to the warrior now" Beowulf; *He was not unfamiliar with the works of Dickens* (implying he was very familiar with them);

Metaphor A metaphor is a figure of speech that makes a comparison between two unlike things, without using the word like or as. Metaphors assert the identity of dissimilar things, as when Macbeth asserts that life is a "brief candle." Metaphors can be subtle and powerful, and can transform people, places, objects, and ideas into whatever the writer imagines them to be.

An **implied metaphor** is a more subtle comparison; the terms being compared are not so specifically explained. For example, to describe a stubborn man unwilling to leave, one could say that he was "a mule standing his ground." This is a fairly explicit metaphor; the man is being compared to a mule. But to say that the man "brayed his refusal to leave" is to create an implied metaphor, because the subject (the man) is never overtly identified as a mule.

An **extended metaphor** is a sustained comparison in which part or all of a poem consists of a series of related metaphors. Robert Francis's poem "Catch" relies on an extended metaphor that compares poetry to playing catch. A controlling metaphor runs through an entire work and determines the form or nature of that work. The controlling metaphor in Anne Bradstreet's poem "The Author to Her Book" likens her book to a child.

Synecdoche is a kind of metaphor in which a part of something is used to signify the whole, as when a gossip is called a "wagging tongue," ten ships are called "ten sails", or one's children are referred to as their "flesh and blood". Sometimes, synecdoche refers to the whole being used to signify the part, as in the phrase "Boston won the baseball game."

Metonymy is a type of metaphor in which something closely associated with a subject is substituted for it. In this way, we speak of the "silver screen" to mean motion pictures, "the crown" to stand for the king, "the White House" to stand for the activities of the president.

Microcosm "Small world," representing an entire idea through a small situation or conflict.

Mood The prevailing feeling or emotional climate of a literary work.

Motif A character, incident, idea or object that recurs in various works or in various parts of the same work. Ex: The light/dark imagery and the bird imagery that appear throughout *Romeo and*

Juliet.

Objectivity Presentation of characters and plot in a literary work without overt comment or judgment by the author. Opposite of **subjectivity**.

Onomatopoeia Use of words whose sound echoes the sense (*bang, fizz, plop*).

Oxymoron The yoking of two contradictory terms; ex. *sweet pain, thunderous silence, original copy* **BUT** may also be a phrase: *conspicuous by her absence, make haste slowly*.

3

Paradox An apparently contradictory statement that nevertheless contains a measure of truth; ex. "*Art is a form of lying in order to tell the truth.*" -Pablo Picasso; "*But the essence of that ugliness is the thing which will always make it beautiful.*" - Gertrude Stein, "How Writing Is Written"

Parody A humorous imitation of another, usually serious, work, trying to make the original work seem absurd or to point out the flaws in the original work. Ex. *Weird Al Yankovich, or Saturday Night Live's version of evening network news*.

Pathos "emotional appeal," A rhetorical appeal that plays on the emotions of the audience.

Persona/Speaker Literally, a persona is a mask. In literature, a persona is a speaker created by a writer to tell a story or to speak in a poem. A persona is not a character in a story or narrative, nor does a persona necessarily directly reflect the author's personal voice. A persona is a separate self, created by and distinct from the author, through which he or she speaks.

Personification A form of metaphor in which human characteristics are attributed to non-human things.

Plot The sequence of events in a short story, novel, play, or narrative poem. (See **Freytag's Pyramid** in **Drama**)

Exposition The beginning of a story; introduces setting, characters, and sometimes conflict.

Rising Action Follows the inciting moment where conflict is introduced; plot becomes more complicated and conflict intensifies.

Conflict A struggle between two opposing forces or characters in a literary work.

External A character struggles against an outside force.

Internal Exists within the mind of a character torn between two ideas.

Complications Events in story that make conflict more difficult to resolve.

Climax The decisive point in a narrative or drama; the point of greatest emotional intensity or interest. The point at which the momentum of the story changes dramatically.

Falling Action The action that follows the climax, leading to resolution.

Denouement The outcome of a plot; resolution of the conflict

Prose All forms of written or spoken expression not having a regular rhythmic

pattern.

Protagonist The central character in a literary work, at odds with the antagonist.

Pun A play on words. Ex. In *Romeo & Juliet*, Mercutio's "Ask for me tomorrow and you shall find me a grave man." Or "My advanced geometry class is full of squares."

Rhetoric The art of persuasion and employing the devices to persuade.

Rhetorical Shift Changing from one tone, attitude, or distance to another.

Rhetorical questions Asking a question, not for the purpose of eliciting an answer but for the purpose of asserting or denying something obliquely.

Sarcasm The use of language to hurt or ridicule. It is less subtle in tone than verbal irony.

Satire Literary art of ridiculing a subject, folly or vice in order to expose or correct it. The object of satire is usually some human frailty; people, institutions, ideas, and things are all fair game. Sarcasm, irony, and hyperbole are often used in writing satire.

Semantics The study of meaning. Sometimes limited to linguistic meaning, and sometimes used to discriminate between surface and substance.

Setting The time and place in which the events of a story occur, often helping to create an atmosphere or mood. Not just physical, setting includes ideas, customs, values, and beliefs of a particular time and place.

Simile A common figure of speech that makes an explicit comparison between two things by using words such as "like", "as", "than", "appears", and "seems"

Stream of consciousness The recording or re-creation of a character's flow of thought. Raw images, perceptions, memories come and go in seemingly random, but actually controlled, fashion, much as they do in people's minds.

Subjectivity the evident presence, in a literary work, of the personal feelings and opinions of the author. Opposite of **Objectivity**.

Subplot A secondary story within a story.

Syllogism A formula for presenting a logical argument: two premises and a conclusion. Ex: *All men are mortal. Socrates is a man. Therefore, Socrates is mortal.*

Symbol A person, object, image, word, or event that evokes a range of additional meaning beyond and usually more abstract than its literal significance. Symbols are educational devices for evoking complex ideas without having to resort to painstaking explanations that would make a story more like an essay than an experience. Conventional symbols have meanings that are widely recognized by a society or culture. Some conventional symbols are the Christian cross, the Star of David, a swastika, or a nation's flag. However, some symbols are restricted to a particular work; for example, the

white whale in Melville's *Moby-Dick* takes on multiple symbolic meanings in the work, but these meanings do not automatically carry over into other stories about whales.

Synesthesia Figure of speech juxtaposing one sensory image with another image that appeals to an unrelated sense; *ex. loud green shirt, golden touch, cool blue eyes.*

Synopsis A summary of the main points of a story or essay.

Syntax The arrangement of words within sentences and sentences within paragraphs.

Synthesis The joining of two or more ideas, arguments, abstracts, to produce a new idea, argument, or abstract; result of thesis and antithesis.

Theme The central meaning or dominant idea in a literary work. A theme provides a unifying point around which the plot, characters, setting, point of view, symbols, and other elements of a work are organized. It is important not to mistake the theme for the actual subject of the work; the theme refers to the abstract concept that is made concrete through the images, characterization, and action of the text.

Thesis A statement of opinion that is the writer's focus or main idea that is developed in an essay.

Tone The author's implicit attitude toward the reader or the people, places, and events in a work as revealed by the elements of the author's style. Tone may be characterized as serious or ironic, sad or happy, angry or affectionate, bitter or nostalgic, or any other attitudes and feelings that human beings experience.

Understatement The opposite of hyperbole, understatement refers to a figure of speech that says less than is intended. Understatement usually has an ironic effect, and sometimes may be used for comic purposes, as in Mark Twain's statement, "The reports of my death are greatly exaggerated." See also hyperbole, irony.

Utopia A perfect world. Utopias usually become dystopias.

Verisimilitude The quality "of being true or real"; a likeness or resemblance of the truth, reality or a fact's probability.

Vignette (vi nyet') – a literary sketch or verbal description, a brief incident or scene.

Part 2 of your summer HW is to know these tone terms. When analyzing literature, specificity and verbal accuracy is key. Please know the attached list of tone terms and be able to identify them in stories and poems. You will have a test over these terms as well during the first marking period.

Tone/Attitude Words

1. accusatory-charging of wrongdoing
2. apathetic-indifferent due to lack of energy or concern
3. awe-solemn wonder

4. bitter-exhibiting strong animosity as a result of pain or grief
5. cynical-questions the basic sincerity and goodness of people
6. condescension; condescending-a feeling of superiority
7. callous-unfeeling, insensitive to feelings of others
8. contemplative-studying, thinking, reflecting on an issue
9. critical-finding fault
10. choleric-hot-tempered, easily angered
11. contemptuous-showing or feeling that something is worthless or lacks respect
12. caustic-intense use of sarcasm; stinging, biting
13. conventional-lacking spontaneity, originality, and individuality
14. disdainful-scornful
15. didactic-author attempts to educate or instruct the reader
16. derisive-ridiculing, mocking
17. earnest-intense, a sincere state of mind
18. erudite-learned, polished, scholarly
19. fanciful-using the imagination
20. forthright-directly frank without hesitation
21. gloomy-darkness, sadness, rejection
22. haughty-proud and vain to the point of arrogance
23. indignant-marked by anger aroused by injustice
24. intimate-very familiar
25. judgmental-authoritative and often having critical opinions
26. jovial-happy
27. lyrical-expressing a poet's inner feelings; emotional; full of images; song-like
28. matter-of-fact--accepting of conditions; not fanciful or emotional
29. mocking-treating with contempt or ridicule
30. morose-gloomy, sullen, surly, despondent
31. malicious-purposely hurtful
32. objective-an unbiased view-able to leave personal judgments aside
33. optimistic-hopeful, cheerful
34. obsequious-polite and obedient in order to gain something
35. patronizing-air of condescension
36. pessimistic-seeing the worst side of things; no hope
37. quizzical-odd, eccentric, amusing
38. ribald-offensive in speech or gesture
39. reverent-treating a subject with honor and respect

40. ridiculing-slightly contemptuous banter; making fun of
41. reflective-illustrating innermost thoughts and emotions
42. sarcastic-sneering, caustic
43. sardonic-scornfully and bitterly sarcastic
44. satire-ridiculing to show weakness in order to make a point, teach
45. sincere-without deceit or pretense; genuine
46. solemn-deeply earnest, tending toward sad reflection
47. sanguineous -optimistic, cheerful
48. whimsical-odd, strange, fantastic; fun