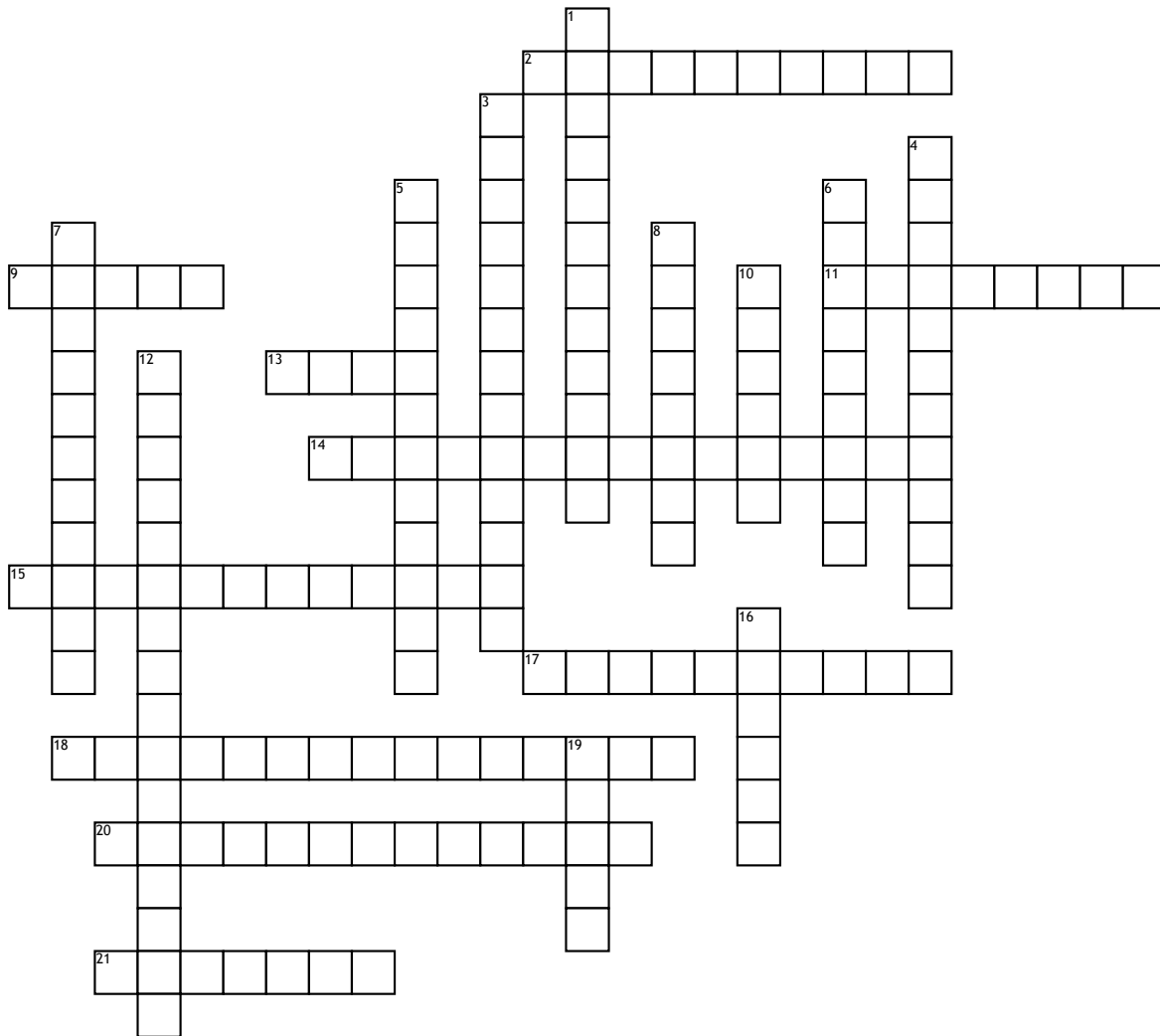


Literary Devices and Elements



Across

2. The character/force creating conflict for the central character
 9. Opposing characters that highlight one another's differences
 11. A direct or indirect comparison of two unlike things
 13. The sequence of events in a story; the blueprint
 14. Giving human qualities to non human things
 15. The events that build up the plot, where the conflicts are introduced
 17. The background information of the story, where the characters and the setting are introduced

18. Main characters that remain the same as the plot unfolds

20. The character in which the story revolves around

21. The time, place, social area of action in the story

Down

1. Words that sound like the noise they make
 3. Clues or hints about events that will occur later in the plot
 4. The central character, they drive the active of the story forward
 5. The repetition of initial consonant sounds
 6. Objects that represent something beyond themselves

7. In general, the narrator's position in relation to the story being told

8. An indirect reference to another literary work or to a famous person, place, or event

10. The moment of highest intensity where the conflict is at its peak and points to how the conflict will be solved

12. Main characters who undergo changes as the plot unfolds

16. A comparison of two things using like or as

19. The message the author is trying to tell the reader about life. This should be universal and not include specific character or plot details.