

Name: _____ Date: _____

Literary Elements Review

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| 1. Long speech by one character alone on stage | A. Dramatic Irony |
| 2. Long speech by one character that is talking out loud to himself for only the audience to hear | B. Soliloquy |
| 3. A thing or event that foretells a future event | C. Aside |
| 4. The use of clues to hint at events that will occur later | D. Omen |
| 5. Character who serves as a contrast to another character | E. Internal Conflict |
| 6. When what happens is the opposite of what is expected | F. Protagonist |
| 7. When the reader knows something the characters do not | G. Catastrophe |
| 8. When a speaker says one thing but means another | H. Antagonist |
| 9. An extreme exaggeration | I. Crisis |
| 10. A play on words, sometimes on different senses of the same word and sometimes on the similar sense or sound of different words. | J. External Conflict |
| 11. Using something outside of its appropriate time period. | K. Foil |
| 12. A comparison of two unlike things. | L. Exposition |
| 13. Words spoken for the audience, but not meant to be heard by other characters. | M. Archetype |
| 14. A passing or casual reference; an incidental mention of something, either directly or by implication | N. Suspense |
| 15. The original pattern or model of which all things of the same type are representations or copies | O. Anachronism |
| 16. The leading character, hero, or heroine of a drama or other literary work | P. Metaphor |
| 17. A stage in a sequence of events at which the trend of all future events, especially for better or for worse, is determined; turning point | Q. Monologue |
| 18. Writing or speech primarily intended to convey information or to explain; a detailed statement or explanation; explanatory treatise | R. Verbal Irony |
| 19. The character defect that causes the downfall of the protagonist of a tragedy | S. Comic Relief |

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| 20. The adversary of the hero or protagonist of a drama or other literary work | T. Foreshadowing |
| 21. A state or condition of mental uncertainty or excitement, as in awaiting a decision or outcome, usually accompanied by a degree of apprehension or anxiety | U. Tragic Flaw |
| 22. Psychological struggle within the mind of a literary or dramatic character, the resolution of which creates the plot's suspense | V. Allusion |
| 23. An amusing scene, incident, or speech introduced into serious or tragic elements, as in a play, in order to provide temporary relief from tension, or to intensify the dramatic action | W. Pun |
| 24. A final event or conclusion, usually an unfortunate one; a disastrous end | X. Situational Irony |
| 25. Struggle between a literary or dramatic character and an outside force such as nature or another character, which drives the dramatic action of the plot | Y. Hyperbole |