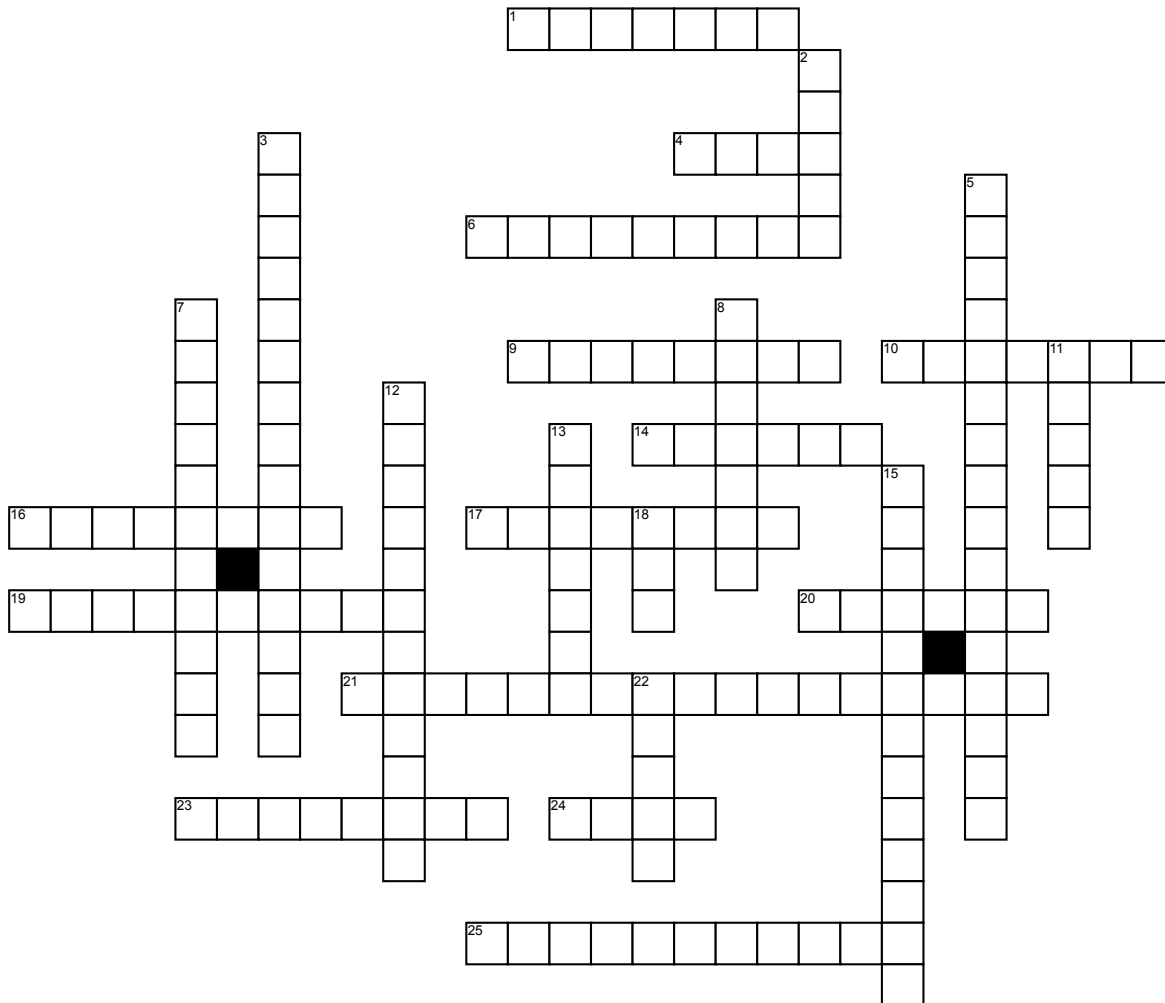


Literary devices



Across

1. a statement or situation containing obvious contradictions, but is nevertheless true
4. the writer's or speaker's attitude toward a subject
6. an exaggeration for emphasis
9. a reference to something in literature, history, mythology, religious texts, etc., considered common knowledge
10. words and phrases that create vivid experiences or a picture for the reader
14. convincing an audience of an argument by creating an emotional response to an impassioned plea or a convincing story (appeal to emotion)
16. the struggle between two opposing forces that is the basis of the plot
17. a figure of speech in which a comparison or analogy is made between two seemingly unlike things, as in the phrase "evening of life."

19. language employing figures of speech; language that cannot be taken literally or only literally
20. a figure of speech in which two seemingly unlike things are compared. The comparison is made explicit by the use of a word or phrase such as: like, as
21. the use of similar grammatical form gives items equal weight, as in Lincoln's line "of the people, by the people, for the people."
23. a narrative in which the characters often stand for abstract concepts; generally teaches a lesson by means of an interesting story.
24. the feeling, or atmosphere, that a writer creates for the reader
25. the narrator is a character in the story, uses the pronoun "I."

Down

2. the central idea in a literary work
3. a figure of speech in which human qualities or characteristics are given to an animal, object, or concept

5. occurs when something happens that is entirely different from what is expected.
7. a writer says one thing, but means something entirely different
8. word choice
11. means of convincing an audience via the authority or credibility of the persuader (appeal to ethics)
12. the repetition at close intervals of consonant sounds for a purpose
13. A word for word interpretation for what is written or said
15. occurs when the reader knows information that the characters do not
18. A form of wit, not necessarily funny, involving a play on a word with two or more meanings
22. way of persuading an audience with reason, using facts and figures (appeal to logic)