Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_

Honors English 12 Period: \_\_\_\_\_\_

**Literary Elements**

Directions: Match the definition to the following literary elements. These can be used as examples of how the theme is developed in *Macbeth*

\_\_\_\_\_\_\_\_Verse

\_\_\_\_\_\_\_\_Prose

\_\_\_\_\_\_\_\_Rhyming Couplet

\_\_\_\_\_\_\_\_Iambic Pentameter

\_\_\_\_\_\_\_\_Monologue

\_\_\_\_\_\_\_\_Soliloquy

\_\_\_\_\_\_\_\_Aside

\_\_\_\_\_\_\_\_Pun

\_\_\_\_\_\_\_\_Allusion

\_\_\_\_\_\_\_\_Hyperbole

\_\_\_\_\_\_\_\_Imagery

\_\_\_\_\_\_\_\_Caesura

\_\_\_\_\_\_\_\_Foil

\_\_\_\_\_\_\_\_Figurative Language

\_\_\_\_\_\_\_\_Protagonist

\_\_\_\_\_\_\_\_Antagonist

\_\_\_\_\_\_\_\_Supporting Characters

\_\_\_\_\_\_\_\_Physical Setting

\_\_\_\_\_\_\_\_Social Setting

\_\_\_\_\_\_\_\_Conflict/Resolution

\_\_\_\_\_\_\_\_Dialogue

\_\_\_\_\_\_\_\_Important Episodes

\_\_\_\_\_\_\_\_Foreshadowing

\_\_\_\_\_\_\_\_Characterization

1. a joke exploiting the different possible meanings of a word or the fact that there are words that sound alike but have different meanings.
2. a character that shows qualities that are in contrast with the qualities of another character with the objective to highlight the traits of the other character.
3. a **character** in a narrative that is not focused on by the primary storyline, but appears and/or is mentioned in the story enough to be more than just a **minor character** or a cameo appearance. (e.g. sidekick, confidant, extra antagonist, minion, etc.)
4. writing arranged with a metrical rhythm, typically having a rhyme (poetry).
5. Where the story takes place
6. a remark or passage by a character in a play that is intended to be heard by the audience but unheard by the other characters in the play.
7. the leading character or one of the major characters in a drama, movie, novel, or other fictional text.
8. The concept of creating characters for a narrative. Characters may be presented by means of description, through their actions, speech, thoughts and interactions with other characters.
9. an act of speaking one's thoughts aloud when by oneself or regardless of any hearers, especially by a character in a play.
10. exaggerated statements or claims not meant to be taken literally.
11. a pause near the middle of a line.
12. written or spoken language in its ordinary form, without metrical structure.
13. The problems and how they are solved
14. saying something other than what is literally meant for effect. – Ex: metaphor, simile, symbol, metonymy, synecdoche, hyperbole, litotes, personification, apostrophe, verbal irony/sarcasm, etc.
15. two line of the same length that **rhyme** and complete one thought.
16. an expression designed to call something to mind without mentioning it explicitly; an indirect or passing reference.
17. a long speech by one actor in a play or movie, or as part of a theatrical or broadcast program.
18. be a warning or indication of (a future event).
19. the historical, cultural, and communal context within which the story takes place. This could also include the struggle between who appears to have the power and who actually has the power.
20. a line of verse with five metrical feet, each consisting of one short (or unstressed) syllable followed by one long (or stressed) syllable,
21. conversation between two or more people as a feature of a book, play, or movie.
22. The events in a story, play, etc. that are most crucial to advancing the plot
23. a person who actively opposes or is hostile to someone or something; an adversary.
24. to use figurative language to represent objects, actions and ideas in such a way that it appeals to our physical senses.