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English 8 Reading SOL Fast Facts

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| SOL Term | Definition |
| ***Figurative Language*** | ***Figurative Language*** |
| Simile | A comparison using the words like, as, than |
| Analogy | A comparison between two things that are similar |
| Metaphor | A comparison between two things |
| Personification | Giving human characteristics to non-human things |
| Hyperbole | An extreme exaggeration |
| Imagery | Language that appeals to the five senses |
| Alliteration | Repetition of the beginning consonant sound in words |
| Onomatopoeia | A word that imitates a sound |
| Rhyme | A pattern of the sound of word endings |
| Symbol | An animal, object or color that represents something else |
| ***Elements of Narration*** | ***Elements of Narration*** |
| Irony | Humor that suggests the opposite happens or is intended |
| Flashback | A previous experience or memory that interrupts the plot of the story |
| Foreshadow | Hints of events yet to come in a story |
| Initiating Event | An event that prompts the story to begin |
| Rising Action | The events of the story that build conflicts and suspense |
| Internal Conflict | A struggle within a character’s mind; decision |
| External Conflict | A struggle that occurs between characters or other outside forces |
| Climax | The most important or exciting event in the story |
| Resolution  (Resolve) | Wraps up loose ends and finishes the story |
| Theme | The message about life that a piece of literature shows |
| **SOL Term** | **Definition** |
| ***Elements of Narration Continued*** | ***Elements of Narration Continued*** |
| 1st Person | One character tells the story from “I” perspective |
| 3rd Person Limited | A narrator focuses on the thought and feelings of one character |
| 3rd Person Omniscient | The narrator knows everything about all the character’s thoughts and feelings. |
| Static Character | A character that does not change |
| Dynamic Character | The main character that experiences a change or makes a decision |
| Protagonist | The hero or main character who works for good in the the story |
| Antagonist | The villain or force that works against the protagonist |
| ***Non-Fiction Terms*** | ***Non-Fiction Terms*** |
| Text Features | Pictures, titles, subtitles, charts and graphs that accompany the article |
| Text Structures | The method the author uses to organize his/her thoughts and ideas |
| Cause-Effect | Shows the causes and effects of a topic |
| Problem-Solution | Shows a problem and how to correct it |
| Sequential/  Chronological | Usually a fiction piece, tells a story/plot from start to finish |
| Comparison/Contrast | Shows the similarities and difference between two or more things |
| Order of Importance | Put items in a list of most important to least |
| List/Enumeration | Bulleted or numbered information |
| Tone | The author’s attitude about the topic |
| Author’s purpose | The reason why the author is writing the article |
| Inference (infer) | An educated guess based on the facts given |
| Summary (summarize) | A short version of the main points of a piece of writing |
| Main Idea | The main reason or detail supporting a topic |