

## Indexed Notes

### American Literature

Title: \_\_\_\_\_

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

To better understand the relationship between form and function, use these notes to “index” the various elements and devices that help to define a story’s genre, theme, and structure. As you read, fill in the boxes below and ask yourself what effect each has on the story? A story is nothing more than the sum of its parts—*these are the parts*.

<p><b>Plot and Conflict</b></p> <p><input type="checkbox"/> Linear   <input type="checkbox"/> Nonlinear</p> <p><input type="checkbox"/> Man vs. Man   <input type="checkbox"/> Man vs. Himself</p> <p><input type="checkbox"/> Man vs. Society   <input type="checkbox"/> Man vs. Nature</p>	<p>Explain the <i>central</i> conflict:</p>
<p><b>Character</b></p> <p>Protagonist:</p> <p>Role:</p> <p>Motivation:</p>	<p>“Quote” an example of <i>indirect</i> characterization and list two meaningful adjectives that one might infer about the protagonist’s internal character:</p> <p>1.)</p> <p>2.)</p>
<p><b>Setting</b></p> <p>Where:</p> <p>When:</p>	<p>“Quote” the <i>best</i> example of mood (atmosphere):</p>
<p><b>Point-of-View</b></p> <p><input type="checkbox"/> 1<sup>st</sup> Person   <input type="checkbox"/> 2<sup>nd</sup> Person   <input type="checkbox"/> 3<sup>rd</sup> Person                      <input type="checkbox"/> Omniscient   <input type="checkbox"/> Limited</p>	
<p><b>Clarify the theme in a <i>full</i> sentence that expresses either a universal insight or message. Do <i>not</i> mention the story. Then choose a literary <i>device</i> from the back page and explain how it supports the <i>theme, structure, or style</i>.</b></p> <p>Theme: _____</p> <p>_____</p> <p>Lit Device: _____ Explanation: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	

## LITERARY ELEMENTS

Character: a person or animal who takes part in the action of a story, characters may be flat (one-dimensional), round (complex and multi-faceted), dynamic (changes), or static (remains unchanged).

- Protagonist: the main character of a story.
- Antagonist: the character or force in conflict with the protagonist (i.e., man, nature, society, etc.).

Characterization: the act of creating and developing a character.

- Direct: when an author directly or explicitly states a character's traits ("He was a gentle and affectionate boy").
- Indirect: when an author indirectly or inexplicitly reveals a character's traits (the words and actions of a character or the ways in which others respond) thereby forcing the reader to interpret those internal attributes.

Genre: a type or category of literature (horror, western, romantic, poetry, modern, satire, et al.).

Imagery: the descriptive or figurative language used to create word pictures for the reader and build atmosphere.

Mood: also called atmosphere, mood is the feeling created in the reader by a work of literature.

Motivation: a reason that explains a character's thoughts, feelings, and actions.

Theme: the central message or insight into life revealed by a work of literature.

Tone: the author's attitude toward the subject, characters, or audience (i.e., amused, affectionate, pompous, etc.).

## LITERARY DEVICES

Allegory: a story with two or more levels of meaning—a literal level and a more symbolic level—in which the events, setting, and characters act as symbols for broader ideas or qualities.

Allusion: a reference to a well-known person, place, event, or work of art outside the scope of the primary storyline.

Ambiguity: the quality of being open to more than one interpretation.

Analogy: an explanation of a complex concept or idea using a more familiar one.

Dialect: the form of a language spoken by people in a particular region or group.

Foreshadowing: the use of clues that suggest events that have yet to occur.

Hyperbole: a deliberate exaggeration.

Irony: the expression of one's meaning by using language that normally signifies the opposite (verbal irony); or when the opposite happens of what one might *naturally* or *logically* expect to happen (structural irony).

Metaphor: a figure of speech in which one thing is spoken of as though it were something else.

Motif: something that appears or happens again and again and again for purpose of emphasis.

Personification: a figure of speech in which a non-human subject is given human qualities.

Simile: a figure of speech making a direct comparison between two subjects using either *like* or *as*.

Symbolism: anything that stands for or represents something else.