**English II EOC Vocabulary**

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| **Word** | **Definition** | **Example** |
| Allegory | text in which characters, settings, and events stand for other people of events or for abstract ideas or qualities. |  |
| Alliteration | Repetition of consonant sounds in words that are close together |  |
| Allusion | A reference to another piece of literature |  |
| Ambiguity | Technique by which a writer deliberately suggests two or more different, and sometimes conflicting meanings in a work |  |
| Analogy | Comparison made to show how two things are alike |  |
| Anecdote | Brief story told to illustrate a point |  |
| Author’s Purpose | Author’s reason for writing piece |  |
| Cause | Why something happens |  |
| Cliché | Word or phrase, figure of speech that has become lifeless because of overuse (green with envy, quiet as a mouse, pretty as a picture) |  |
| Complex Character | also known as a Dynamic character or a Round character |  |
| Connotation | Feeling associated with reading the word |  |
| Context Clues | Surrounding words |  |
| Denotation | The literal meaning of a word |  |
| Dialogue | Conversation between two characters |  |
| Diction | Speaker or writer’s choice of words |  |
| Dramatic Irony | When the reader knows something that the characters do not know |  |
| Dynamic Character | A character that changes as a result of the events in a story (either a belief or a personality, etc.) |  |
| Effect | What happens |  |
| End Rhyme | Rhyming words at the end of a line |  |
| Ethos | refers to the trustworthiness or credibility of the writer or speaker |  |
| Evidence | Proof using specific examples from text |  |
| Foreshadow | When the author gives hints about what is to come later in the text |  |
| Hyperbole | Exaggeration or overstatement for effect |  |
| Imagery | Vivid descriptive language that appeals to one or more of the senses |  |
| Loaded Words | evoke strongly positive or negative reactions beyond their literal meaning (peace, war, freedom) |  |
| Logos | refers to the internal consistency of the message--the clarity of the claim, the logic of its reasons, and the effectiveness of its supporting evidence (logical appeal) |  |
| Main Idea | Key point or focus of a piece of literature (story specific) |  |
| Metaphor | A comparison between two things not using the words “like” or “as” |  |
| Parallelism | Using words or phrases that are grammatically similar or identical in structure, sound, meaning, or meter |  |
| Pathos | the quality or power of evoking feelings of pity, sorrow, etc |  |
| Personification | When objects or animals are given human qualities |  |
| Rhetoric | Language that is intended to influence people and that may not be honest or reasonable. |  |
| Satire | Writing that ridicules the shortcomings of society in order to bring about change |  |
| Simile | A comparison using “like” or “as” |  |
| Situational Irony | The opposite of what you expect to happen actually happens |  |
| Static Character | A character that does not change |  |
| Symbol | Person, place, thing, or event that has meaning in itself and also stands for something more than itself |  |
| Syntax | Structure and arrangement of words |  |
| Theme | The universal idea of a story; its meaning |  |
| To imply | to indicate or suggest without being openly stated |  |
| To infer | Assume or understand based on information given |  |
| Verbal Irony | Someone says one thing but really means something else |  |