

## Literary vocabulary – Level 2 – 56 words

<https://www.collinsdictionary.com/dictionary/english>

**allusion** : an indirect reference to someone or something / ə 'lu:ʒn /

**anecdote** : a brief short story that retells an incident or event. Like a story, it can be sad, funny, or adventurous, and often has a plot, characters, and setting / 'æni:kdəʊt /

**antagonist** : the character directly opposed to the protagonist-a rival, opponent, or enemy of the protagonist / æn 'tægənɪst /

**anti-hero** : the main character in a novel, play, or film who is not morally good and does not behave like a typical hero / 'æntɪ hɪərəʊ /

**argument** : a statement or set of statements that you use in order to try to convince people that your opinion about something is correct / 'ɑ:gjʊmənt /

**characterization** : the process by which a writer makes the character seem real to the reader / kærəktəraɪ 'zeɪʃn /

**cliché** : an expression that has been overused to the extent that it loses its original meaning or novelty / kli:ʃeɪ /

**climax** : an exciting or important event that generally comes at the end. The most intense or highest point of an experience or of a series of events ; a decisive moment. The decisive turning point of the action, as in a drama / 'klaɪmæks /

**comedy** : any of various types of play or film with a more or less humorous treatment of characters and situation and a happy ending / a novel or any narrative having a comic theme, tone / 'kɒmədɪ /

**connotation** : an association or idea suggested by a word or phrase ( =/= denotation = explicit meaning) / kɒnə 'teɪʃn /

**crisis** : a situation in which something or someone is affected by one or more very serious problems. A crucial stage or turning point in the course of something, esp in a sequence of events / 'kraɪsɪs /

**dénouement** : the final clarification or resolution of a plot in a play or other work / deɪnu:mənt /

**device** : a particular pattern of words, figures of speech, etc, used in literature to produce an effect on the reader / dɪ 'vaɪs /

**diary** : a book which has a separate space for each day of the year. You use it to write down things you plan to do, or to record what happens in your life day by day. A personal record of daily events, appointments, observations, etc / 'daɪəri /

**drama** : the word refer to plays in general or to work that is connected with plays and the theatre, such as acting or producing / the genre of literature represented by works intended for the stage / 'drɑ:mə /

**dramatic irony** : a useful plot device for creating situations where the audience knows more about the situations, the causes of conflicts and their resolutions before the leading characters or actors  
/ drə 'mæɪk 'aɪərəni /

**event** : something that happens, especially when it is unusual or important / ɪ 'vent /

**expression** : a particular phrase used conventionally to express something. A putting into words or representing in language / ɪk 'sprefʃn /

**fable** : a short moral story, especially one with animals as characters / 'feɪbl /

**fairy tale** : a story, often intended for children, that features fanciful and wondrous characters such as elves, goblins, wizards, and even, but not necessarily, fairies / 'feəri teɪl /

**fantasy** : a genre of fiction that concentrates on imaginary elements (the fantastic). This can mean magic, the supernatural, alternate worlds, superheroes, monsters, fairies, magical creatures, mythological heroes  
/ 'fæntəsi /

**feature** : an interesting, distinct, important, outstanding part, quality or characteristic of something or someone / 'fi:tʃər /

**flashback** : a dramatic device where the author interrupts the main action of a story to present an incident that occurred at an earlier time. / 'flæʃbæk /

**foreshadow** : the writer gives an advance hint of what is to come later in the story. / fə: 'ʃædəʊ /

**image** : a mental representation or picture; an idea produced by the imagination / 'ɪmɪdʒ /

**line** : a line of a poem, song, or play is a group of words that are spoken or sung together. If an actor learns his or her lines for a play or film, they learn what they have to say. / laɪn /

**link** : a relationship, a connection between two things, people or situations for example where one causes or affects the other / lɪŋk /

**meaning** : the sense or significance of a word, sentence, symbol. The purpose underlying or intended by speech, action, etc. The inner, symbolic, or true interpretation, value, or message / 'mi:nɪŋ /

**metaphor** : a figure of speech in which a word or phrase is applied to an object or action that it does not literally denote in order to imply a resemblance; an implied comparison, in which a word or phrase ordinarily and primarily used of one thing is applied to another / 'metəfər /

**mood** : an atmosphere created by a writer's diction and the details selected. It refers to the strong feeling readers get from a literary work; created by characterization, description, images, and dialogue; similar to tone and atmosphere / mu:d /

**omniscient** : the third person narrator who sees all and know all -even the thoughts- about the character of the story / ɒm 'nɪsɪənt /

**overstatement** : an absurdly exaggerated statement, something is described in a way that makes it seem more important or serious than it really is. / 'əʊvəstetmənt /

**paradox** : when the elements of a statement contradict each other, but still has a coherent meaning

/ 'pærəðɒks /

**persona** : the aspect of their character or nature that people present to other people, perhaps in contrast to their real character or nature / p3: 'səʊnə /

**personification** : a figure of speech in which an object or animal is given human feelings, thoughts, or attitudes / pə.sənɪfɪ 'keɪʃn /

**playwright** : a person who writes plays; a dramatist / 'pleɪraɪt /

**plot** : the connected series of events which make up the story. It is sometimes called the storyline / plɒt /

**point of view** : the mental position, the viewpoint from which a story is observed or narrated. The method used by the author to tell his story. / pɔɪnt ɒv vju: /

**propaganda** : information aimed at positively or negatively influencing the opinions or behaviors of large numbers of people / prɒpə 'gændə /

**pun** : a figure of thought that plays on words that have the same sound (homonyms) or closely similar sounds, but have sharply contrasted meanings. A play on words. The usual effect is a witty or humorous double meaning.

/ pʌn /

**purpose** : something one intends to get or do (intention, aim) The author's reason for creating a particular work / 'pʊrps /

**rhetoric** : the ancient art of persuasion. It's a way of presenting and making your views convincing and attractive to your readers or audience / 'retərɪk /

**riddle** : a word puzzle in which one player asks a confusing question, and the other player has to figure out its meaning. They often rely on puns and double entendres / 'rɪdl /

**satire** : a play, film, or novel in which humour or exaggeration is used to criticize something / the use of humour or exaggeration in order to show how foolish or wicked some people's behaviour or ideas are / 'sætɪəʃ /

**sequel** : a literary work, film, etc. complete in itself but continuing a story begun in an earlier work, film, etc. / 'si:kwəl /

**simile** : a figure of speech that expresses the resemblance of one thing to another of a different category, usually introduced by as or like / 'sɪmlɪ /

**statement** : something that you say or write which gives information in a formal or definite way / 'steɪtmənt /

**stream of consciousness** : the continuous flow of ideas, thoughts, and feelings forming the content of an individual's consciousness / stri:m ɒv 'kɒnʃəsnəs /

**style** : the distinctive way in which a writer uses language. A writer's distinctive use of diction, tone, and syntax / staɪl /

**theme** : an idea that the artist or writer develops or repeats in a work of literature. A unifying idea, image,

or motif repeated or developed throughout a work (subject, idea, topic, matter ). The central meaning or dominant idea in a literary work. / θi:m /

**tone** : the attitude a writer takes toward the subject or the reader. It can be serious, humorous, etc. A writer can be formal, informal, playful, ironic, and especially, optimistic or pessimistic / təʊn /

**tragedy** : a type of literature, especially drama, that is serious and sad, and often ends with the death of the main character. / 'trædzədi /

**understatement** : ironic minimizing of fact; it presents something as less significant than it is; the effect can be humorous or emphatic. A statement that says less than what is meant / 'ʌndəsteɪtmənt /

**verse** : writing arranged in lines which have rhythm and which often rhyme at the end (poetry as distinct from prose) / vɜ:s /

**voice** : the various convictions and values by which the author judges characters and events as well as he evokes judgments in the reader. The sense that a written work conveys to a reader of its writer's attitude, personality, and character. The fluency, rhythm, and liveliness in a text that make it unique to the author / vɔɪs /

**wit** : the ability to use words or ideas in an amusing, clever, and imaginative way / wɪt /