Annotate Chapters 10-12

Methods Character Types Other	The tools and methods used to create lifelike characters	
Michiga Character Types Other	terms	
■ Dialogue ■ Static character ■ Hubris		
Actions Dynamic character Tragic F	law	
Characterization Descriptions Antagonist Tragic H		
Quirks Protagonist Tempera		
■ Internal Monologue		
The author or speaker's attitude toward the subje	ect	
	ostalgic	
Informal Solemn Earnest Sac	0	
	рру	
	Many More	
■ Condescending ■ Ironic ■ Humorous		
Language that has a meaning beyond the literal m	neaning	
Metaphor Oxymoron Synecdoche	leaning	
igurative Language Personification Paradox Metonymy - Personification Synaesthesia		
Irony Hyperbole		
Symbolism Understatement		
The impact of the story on the senses of the reade	er	
Setting Describing any of the following:		
■ Mood ■ Sight ■ Touch ■ Smo	ell	
I maggry ■ Sound ■ Taste		
The unique tools the writer uses in the story		
Overall Structure Miscellaneous Sound I		
■ Exposition ■ Point of View ■ Alliteration		
Rising Action Foreshadowing Assonance		
Climax Verisimilitude Consonan		
tructure Falling Action Frame Story Repetition	-	
Resolution Parallelism Euphony		
Refrain Cacophon	У	
■ Meter		
■ Rhyme		
■ Onomator	poeia	
The universal message of the story		
■ Abstract thought or idea.		
Recurrent and intertwined throughout the work. Can be revealed through characterization plot literary terms dialogue or any		
- Can be revealed unough characterization, plot, literary terms, dia	logue, or any	
other literary aspect of the work.		
The impact of the actual language of the story		
	Syntax: the way words are put	
together		
 Untax/Diction Words you don't know Sentence Structure 	Č	
9.2.0, 7.2.0, 7.2.1	Odd structure?	
 Out of place/odd juxtaposition Odd structure? 		