# GLOSSARY OF TERMS

**Adages and Proverbs**

Adages and proverbs are traditional sayings about common experiences that are often repeated; for example, *a penny saved is a penny earned.*

**Alliteration**

Alliteration is the repetition of a consonant sound at the beginning of words near each other in a text; for example, *Bob's big balloons.*

**Antonyms**

Antonyms are words that have opposite meanings; for example, *happy/sad.*

**Ask and Answer Questions**

Ask and answer questions is a comprehension strategy in which readers stop and ask questions to monitor their comprehension, better remember their reading, or consider things they don't fully understand. Then they read the text closely to find the answers.

**Assonance**

Assonance is the repetition of a vowel sound within a group of words, sometimes used by poets to add a song-like quality and to draw attention to feelings or ideas expressed.

**Author's Point of View**

Author's point of view is the attitude an author has or the position the author takes about a text's subject.

It may be mostly objective or show some bias. Key details help the reader decide an author's point of view.

**Biography**

A biography is an informational text that tells the story of a person's life, but is told by someone else.

**Cause and Effect**

Cause and effect is a text structure in which the events are organized around causes and effects. A cause is an event or action that makes something happen. An effect is what happens as a result of the cause. Signal words such as *because, so,* and *as a result* indicate cause-effect relationships.

**Character**

Characters are the people (or animals) in a story. They are whom the story is about.

**Chart**

A chart is a text feature that often summarizes information and compares related details from the text in graphic form. It is designed to be quick and easy to read.

**Clarify**

To clarify is to clear up confusion while reading.

**Close reading**

A close reading is a careful rereading of text to deepen understanding.

## Compare and Contrast

Compare and contrast is a text structure in which events are compared (to determine how they are similar) and contrasted (to determine how they are different). Signal words such as *like, same, similar to,* or *different than* can be used.

## Conclusion

The conclusion is the ending to a piece of text.

## Connotation

Connotation is the feeling or idea associated with a word from its context, rather than the dictionary definition.

## Consonance

Consonance is the repetition of a final or middle consonant sound in a poem that contributes to the poem's feeling.

## Content Words

Content words are words specific to a field of study.

## Context Clues

Context clues are words in a sentence surrounding an unfamiliar word that help the reader figure out the word's meaning.

## Counterarguments

Counterarguments are arguments against, or in opposition to, the main arguments presented in a persuasive text. They are included to give the reader a wider perspective on a topic.

## Denotation

Denotation is a word's straightforward dictionary meaning.

## Diagram

A diagram is a text feature that is a visual representation of ideas and information such as a drawing. It often contains call-outs to identify the parts of the drawing.

## Dialect

Dialect is a style of speech or narration that shows the way characters speak in a specific place or during a specific time.

## Dialogue

Dialogue is what the characters say. Their exact words are placed inside quotation marks.

## Drama

A drama is a story in the form of a play, written to be performed.

## Essential Question

The essential question is the guiding question readers are expected to answer after reading a set of related texts.

## Expository Text

Expository text is informational text that explains a topic using facts and visual images. It may include photographs to illustrate the text, graphs to show relationships among data, or sidebars to provide

information from different points of view.

### Fairy Tale

A fairy tale is a story about good and bad magical characters, such as fairies, gnomes, elves, giants and trolls. Fairy tales are often told from generation to generation. They often have happy endings. "Cinderella" is an example of a fairy tale.

### Fantasy

A fantasy is a highly imaginative story about characters, events, and settings that cannot exist in real life.

### Figurative Language

Figurative language are the use of words,  phrase, symbols, or ideas to paint a picture in the reader's mind. It includes similes, metaphors, hyperbole, and personification.

### First-Person Point of View

First-person point of view in fiction is when one character is the narrator telling the story. The author uses the pronoun *I.*

### Flashback

Flashback is a literary technique in which the author describes events and actions that occurred before the main action of the story. The author uses key words and phrases such as *once* or *I remember.*

### Flowcharts

Flowcharts are diagrams that show the steps in a process, often containing captions.

### Folktale

Folktales are a type of story that is based on the traditions and beliefs of a people and repeated from generation to generation in a culture. They usually teach a lesson and often uses animal characters to represent human qualities; for example, "The Three Little Pigs."

### Foreshadowing

Foreshadowing is clues or hints an author gives to upcoming plot events.

### Free Verse

Free verse is poetry that does not make use of rhyme or regular meter and may have irregular lines.

### Free-Verse Fiction

Free-verse fiction is a story that is organized into lines and stanzas, but has no rhyme or meter. It may use interior monologues (the narrator's thoughts) and show dialogue without using quotation marks.

### Graphs

A graph is a diagram that shows numerical information. Types of graphs include bar, line, circle, and pictographs (using pictures to represent numerical information).

## Haiku

Haiku is a type of poem that uses three short lines to describe a scene or moment. The first and last lines have five syllables and the second line has seven syllables.

## Headings

Headings are a text feature that identifies the topic of each section of a text.

## Historical Fiction

Historical fiction is a type of literary text that has a real setting drawn from history and presents actual events from the point of view of fictional people living in a historical time period. It may also refer to real people from the past and include foreign words, dialogue, or dialect that reflect the setting.

## Homographs

Homographs are two words that are spelled the same but have different meanings and may have different pronunciations; for example, *bear, row.*

## Homophones

Homophones are words that sound the same when pronounced, but have different meanings and often different spellings; for example, *there, they're, their*.

## Hyperbole

An hyperbole is an exaggeration that is not meant to be taken literally; for example, *hotter than a million suns.*

## Idiom

An idiom is an expression whose meaning goes beyond the meanings of the individual words and cannot be defined using those words; for example, *it's raining cats and dogs.*

## Imagery

Imagery is the use of specific language to create a picture in the reader's mind.

## List

A list is a series of items organized and displayed in a logical way, often one on top of the other and numbered.

## Lyric Poetry

Lyric poetry is a type of poem that expresses the speaker's thoughts or personal feelings and has a musical quality that does not always rhyme.

## Main Idea

The main idea is the most important points an author makes about a topic. It may be stated or unstated. If unstated, readers use key details (facts used to support the main idea) to identify it.

### Make Predictions

Make predictions is a comprehension strategy in which readers pause while reading to think about what might happen next based on clues in the text and their personal experiences. Predictions are confirmed (proven true) or revised (changed or modified) after reading on and getting additional details.

### Map

A map is a flat picture of an area that shows the locations of places.

### Metaphor

A metaphor is a direct comparison that refers to one thing as another, but does not use the words *like* or *as*; for example, *the sun was a giant flashlight in the sky.*

### Meter

The meter is the combination of stressed and unstressed syllables in a poem used to create the regular pattern of sounds.

### Models

A model is a text feature that provides simple visual explanations of detailed factual information.

### Multiple-Meaning Words

Multiple-meaning words are words with more than one meaning; for example, *bat.*

### Mystery

A mystery is a type of literary text that centers on solving something (e.g., crime) using clues in the text. It often contains suspense, lots of dialogue, and strong setting details.

### Myth

A myth is a story told to explain the unknown or teach what is important in a culture and passed down from generation to generation. It often includes non-human characters and may offer explanations for natural occurrences (e.g., storms, earthquakes, sun rising).

### Narrative Nonfiction

Narrative nonfiction is a type of text that gives factual information about a topic in "story" form. It may tell one person's experiences related to that topic or present the author's point of view through a particular voice or tone.

### Narrative Poem

A narrative poem tells a story in verse form and contains characters, setting, and plot events.

### Narrator

The narrator is the voice that tells the story.

## Ode

An ode is a type of lyric poem that often has a pattern of stanzas. It praises a person, natural phenomenon, object, or concept.

## Opposing Claims

Opposing claims are alternate or opposite claims from the main position taken by the author of a piece of argumentative or persuasive text.

## Personification

Personification is a kind of figurative language that gives human abilities or feelings to nonhuman objects, animals, or ideas.

## Persuasive Article

A persuasive article is text that tries to convince a reader to support an idea or viewpoint. It includes facts and evidence to supports opinions.

## Play

A play is a written work performed on a stage. It is written as lines of dialogue to be spoken by actors, has stage directions to indicate setting and action, and may have long sections (acts) and short sections (scenes).

## Plot

The plot is the main story events or actions the characters take to solve the story problem.

## Point of View

The point of view is how the narrator tells a story. It reflects how the narrator feels and thinks about the characters and events. First person narrators use pronouns *I, me,* and *my*. Third person narrators use pronouns *he, she,* and *they*.

## Precise Language

Precise language is the use of vivid or exact words to show nuances in meanings when writing; for example, writing *furious* instead of *upset* to show the precise degree of anger.

## Prefix

A prefix is a word part added to the beginning of a word that changes the word's meaning; for example, *un-*.

## Primary Sources

Primary sources include eyewitness accounts, government documents, newspapers, photographs, and artifacts about a person or event.

## Problem and Solution

Problem and solution is a text structure that reveals a problem (what the characters want to do, change, or find out) and the steps taken to solve it.

## Realistic Fiction

Realistic fiction is a made-up story that has characters who look and act like real people. It takes place in settings that could be real, has

a narrator who often is one of the characters, and usually has dialogue to show what the characters say.

**Repetition**

Repetition is the use of repeated words or phrases in a poem for rhythmic effect or emphasis.

**Reread**

Reread is a self-monitoring strategy in which a reader stops, goes back, and reads again a part of the text that was confusing to aid in comprehension.

**Root Word**

A root word is a basic word part that gives a word its main meaning. Unlike a base word it cannot stand alone as a word. Many English words come from Greek and Latin roots such as *aud* or *tri.*

**Rhyme Scheme**

Rhyme scheme is a poetry pattern that places rhyming words at the ends of lines.

**Scene**

A scene is a part of a story or play that consists of dialogue and action in one particular time and setting

**Sensory Language**

Sensory language is words and phrases that appeal to the five senses (sight, hearing, touch, taste, smell).

**Sentence Clues**

Sentence clues are context clues in a sentence to help a reader figure out the meaning of an unfamiliar word.

**Sequence**

Sequence is the order in which the events in a plot occur.

**Setting**

Setting is the time and place in which story events happen.

**Sidebars**

Sidebars are text features that provide more information related to the topic of a text, often from a different perspective, and set off from the text in some way (smaller, in box, to the side).

**Simile**

A simile is a type of figurative language that compares two things or ideas using the words *like* or *as*; for example, *the sun shone like a giant flashlight in the sky.*

**Sonnet**

A sonnet is a type of poem with fourteen lines, a pattern that has end rhymes (often every other line), and uses pairs of stressed and unstressed syllables.

**Stage Directions**

Stage directions describe the setting and characters' actions in a play and are not spoken by the actors.

### Stanza

A stanza is a group of lines in a poem that together form a unit of the poem. A stanza can be the same length throughout the poem and have a rhyme scheme or vary in length and have no rhyme.

### Strong, Vivid Verbs

Strong, vivid verbs are action words that give the reader a more visually descriptive picture of story events.

### Suffix

A suffix is a word part added to the ending of a word and changes the word's meaning, part of speech, or usage; for example, *-ly, -ness, -ing.*

### Summarize

Summarize is a comprehension strategy in which the reader stops and retells the most important details in a paragraph or section of text to check understanding.

### Suspense

Suspense is a plot device that increases the tension in a story.

### Synonyms

Synonyms are words that have the same or similar meanings; for example, *large/big.*

### Table

A table is a text feature that shows information in an organized way. It usually contains numbers arranged in rows and columns.

### Technical Terms

Technical terms are words and concepts specific to a subject matter.

### Text Evidence

Text evidence are the words, phrases, and quotes from a text used to answer a question about the text or support claims made about the text.

### Text Structure

Text structure are the various patterns used to organize a text, such as chronology/sequence, cause and effect, compare and contrast, problem and solution, and description.

### Theme

Theme is the overall idea or message about life in a text. It is usually not stated in the text.

### Third-Person Limited Point of View

In third-person limited point of view, a third-person narrator presents the events mainly through one character's point of view.

### Third-Person Point of View

A third-person point of view story has a narrator who is not one of the characters tell the story. This narrator lets the reader know what each of the characters thinks.

### Timelines

Timelines are text features that shows important dates and events in sequence, often on a line with key dates and captions included.

### Time-Order Words

Time-order words are words that show when events happen and in what sequence, such as *first, next, then,* and *finally*.

### Tone

Tone is how an author feels about a topic expressed through his/her word choice.

### Topic

The topic is the subject of a text.

### Transitions

Transitions are words and phrases that guide the reader from one part of the text to the next and connect ideas. They can signal a change in time or location in a text; for example, *first, next, then, as a result, however*.

### Visualize

Visualize is a comprehension strategy in which the reader forms a mental picture of the text to check comprehension. The reader uses the descriptions of characters, setting, and events in a story to imagine what they look like and then reads on to look for new details to add to or change his/her mental images.

### Voice

Voice is the distinct personality of a piece of writing, often revealed through the writer's word choices.