Unit 3 TERMS

Achaea	a name used by Homer to refer to Greece
Achaeans	a name used by Homer to refer to the Greeks
admonish	to reprimand firmly; to scold
alliteration	the repetition of initial consonant sounds
antagonist	a character in a literary work who works in some way against the main character or protagonist
	in some way
bard	an oral poet of antiquity, also called a rhapsode
counter argument	an argument that opposes a stated viewpoint, which arguments are addressed in order to
	prove them wrong
divine intervention	an act whereby the gods and goddesses intervene in human affairs
dramatic irony	a contradiction between what a character thinks and what the audience knows to be true
epic	a long narrative poem that tells the life of a heroic or mythological person
epithet	a descriptive adjective or phrase that is used to characterize the nature of someone or
	something
evidence	information gathered from research and used to support an argument
fate	a power beyond one's control that is believed to decide what happens; destiny
fidelity	an unwavering devotion and faithfulness to one's partner or spouse
figurative language	a set of literary devices that use language in a way that goes beyond the ordinary meaning of
	the words creating images in a reader's mind through figures of speech, such as similes,
	metaphors, personification, etc
flashback	a scene in a literary work that interrupts the action to show an event that happened at an
earlier time	
foil	a literary device where a character's primary purpose is to provide a contrast to a main
	character by having traits, whether physical or emotional, that are the opposite of that
	character, thus serving to emphasize the main character's personality
foreshadowing	the use of hints or clues in a narrative to suggest what action is to come
formal language	writing in a way that creates a more formal or serious tone using academic and technical
	terms, as well as following traditional rules of grammar; not slang
genealogist	a person who studies the descent of a person, family, or group from an ancestor or ancestors
hero	a mythological or legendary figure who has great strength or ability; an outstanding warrior or
	soldier; one who shows great courage; a person admired for achievements and qualities
heroism	making choices that are courageous and brave in the face of great obstacles
hospitality	the friendly reception or treatment of guests or strangers, also called xenia
hubris	excessive pride or self-confidence; can also refer to defiance of the gods
imagery	a technique using descriptive language that appeals to the readers' senses
in media res	"in the middle of things," this term is used to describe a narrative that begins, not at the
	beginning, but in the middle of a story
informational text	non-fiction text that is written to share information about a topic, including newspaper and
	magazine articles, web sites, how-to manuals, directions, etc
irony	a contrast between what is stated and what is really meant, or between what is expected to
	happen and what actually does happen
journey	the act of traveling from one place to another; something suggesting passage from one place
	to another
main idea	the main point an author is trying to make; the central theme of the text
media	forms of artistic communication, such as print, radio, television, film and song

metaphor	a figure of speech in which something is described as though it were something else
muse	a goddess that inspires a creative artist, such as a poet. According to Greek mythology, there
	are nine sister muses. They are all daughters of Zeus
narrative pace	the speed at which an author tells a story; the movement from one point or section to another
narrative structure	the traditional parts of a story and the order in which the reader encounters them; provides a
	framework for the unfolding of the story
narrative techniques	the tools a writer uses to craft a story, such as plot, characterization, and figurative language
nostos	homeward voyage
omen	an occurrence of a phenomenon believed to be a sign or warning of some future event
objective language	writing in a way that presents the facts of an argument without getting personal or emotional
	about the topic; informative
personification	the technique of giving a non-human thing human qualities such as hearing, feeling, talking, or
	making decisions
persuasion	a type of speaking or writing that is intended to make the audience adopt a certain opinion or
	pursue an action or do both
point of view	the perspective, or character lens, through which a story is told
portent	a sign or warning that is used to foreshadow a coming event
protagonist	the main character or lead figure in a work of literature, sometimes referred to as the hero
reasoning	drawing conclusions based on factual evidence, observations, and assumptions
relevant evidence	evidence related to a research topic which can be used to prove or disprove an argument
research question	a question that guides a research investigation
rhetoric	persuasive argument through writing or speech; the art of eloquence and charismatic
	language: the art of using language effectively in order to persuade
rite of passage	an incident that marks a person's transition from adolescence to adulthood, also known as
	"coming of age"
sensory detail	descriptions in writing using the five senses of sight, sound, taste, touch, smell to create a vivid
	image in the reader's mind
shade	in literature, a disembodied spirit or ghost
simile	a figure of speech that uses "like" or "as" to point out similar qualities between two unlike things
supporting idea	information that is used to support the main idea: eyewitness accounts, statistical information,
	details, etc
surreptitious	sneaky, stealthy; trying to avoid being noticed
symbol	an object, person, place, or action that has a meaning in itself and that also stands for
	something larger than itself, such as a quality, an attitude, a belief, or a value
theme	an idea or message about human life and the real world in a literary work
transformation	the act or process of changing or being changed
verbal irony	a literary device in which words are used to suggest a meaning the opposite of or different from
	their usual meaning
xenia	the Greek custom of hospitality