**Literary Device Practice Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Match each definition to the correct literary device, and provide an example for each**

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| Allusion \_\_\_\_\_ | 1. An idea or abstract that appears in the authors literary work, topic occurring often |
| Metaphor \_\_\_\_\_ | 1. The leading character or a major character |
| Soliloquy \_\_\_\_\_ | 1. The series of events that lead to the climax of the story, usually the conflicts or struggles of the protagonist |
| Exposition \_\_\_\_\_ | 1. Figure of speech in which one thing, idea, or action is referred to by a word normally denoting another thing, idea, or action, so as to suggest some common quality shared by the two. |
| Symbol \_\_\_\_\_ | 1. A statement or theory that is put forward as a premise to be maintained or proved |
| Thesis\_\_\_\_\_ | 1. A figure of speech involving the comparison of one thing with another thing of a different kind (brave as a lion) |
| Simile \_\_\_\_\_ | 1. Something that is itself and also stands for something else |
| Rising Action\_\_\_\_\_ | 1. An indirect or passing reference to some event, person, place, the nature and relevance of which is not explained but relies on the reader’s familiarity with it. Brief reference to a person, thing, place, idea in a piece of literature |
| Theme\_\_\_\_\_ | 1. An act of speaking one's thoughts aloud when by oneself or regardless of any hearers, esp. by a character in a play |
| Protagonist\_\_\_\_\_ | 1. The part of a play, novel, etc, in which the theme and main characters are introduced |
| Oxymoron\_\_\_\_\_ | 1. Two opposite ideas are joined to create an effect |
| Hyperbole \_\_\_\_\_ | 1. Statement that contradicts itself and still seems true somehow. |
| Prologue\_\_\_\_\_ | 1. Extreme exaggeration |
| Paradox\_\_\_\_\_ | 1. Concrete meaning given to spiritual/abstract/historical ideas |
| Allegory\_\_\_\_\_ | 1. Preliminary lines introducing the play |