

Ancient origins

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| Epithet | An adjective or phrase describing a characteristic of the person or thing described e.g., the wine-dark sea. | Metaphor | Language that transports meaning from one 'place' to another. E.g., "Time is money" |
| Tenor | The subject of a metaphor. E.g., 'Life is a walking shadow,' life is the tenor. | Vehicle | The imagery used to describe the tenor. E.g., 'Life is a walking shadow,', walking shadow is the vehicle |
| Ground | The relationship between the tenor and the vehicle. E.g. 'Life is a walking shadow' the link is that life and shadows do not last. | Direct address | Grammar: using a person's name to address a remark to them directly. Narrative: when the writer speaks directly to the reader. |
| Dialect | a particular form of a language which is peculiar to a specific region or social group. | Dramatic irony | Where the full significance of a character's words or actions is clear to the audience or reader although unknown to the character |
| Denouement | The solution of a mystery, the winding up of a plot, the outcome of a set of events. From French: to untie or unravel | Appositive | Noun or noun phrase that provides extra information or further identifies another noun or noun phrase |
| Allusions | An expression which calls something to mind without mentioning it explicitly; an indirect or passing reference | Personification | A metaphor which represents an abstract quality in human form |
| In medias res "in the middle of things" | A narrative that starts in the middle of the action. E.g., the Odyssey starts almost at the end. | Juxtaposition | the fact of two things being seen or placed close together with contrasting effect. "the juxtaposition of these two images" |
| Epic | A long poem, narrating the deeds and adventures of heroes and legendary figures | Climax | The most intense, exciting, or important point of a narrative |
| Context | Information which forms the background of a text. | Protagonist | One of the major characters in a narrative |
| Exposition | The opening of a story, introducing characters, setting and plot. | Characterisation | The process of constructing a fictional character. |

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| Deus ex machina “god from the machine” | A plot device in which an unexpected power or event resolves a seemingly hopeless situation | Dialogue | A conversation in a narrative between two or more people. |
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