

Ancient origins

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.

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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