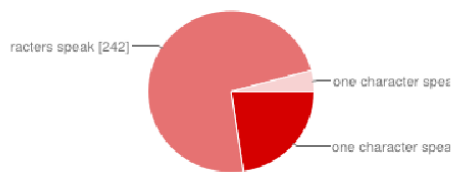


Questions

In a story or a play, dialogue takes place when



one character speaks and there may be other characters on stage who hear him/her

75 23%

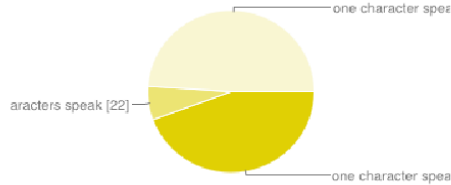
two or more characters speak

242 73%

one character speaks, though there are no other characters around, they are discussing their inner thoughts

14 4%

In a story or play, a monologue takes place when



one character speaks and there may be other characters on stage who hear him/her

147 44%

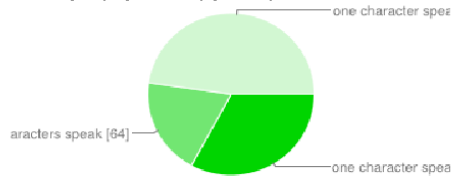
two or more characters speak

22 7%

one character speaks, though there are no other characters around, they are discussing their inner thoughts

162 49%

In a story or play, a soliloquy takes place when



one character speaks and there may be other characters on stage who hear him/her

109 33%

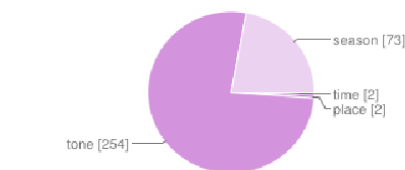
two or more characters speak

64 19%

one character speaks, though there are no other characters around, they are discussing their inner thoughts

158 48%

Which is NOT a characteristic of setting?



time

2

1%

place

2

1%

tone

254

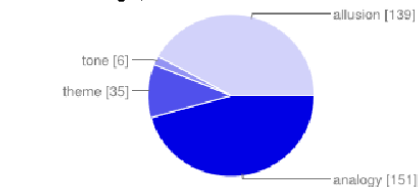
77%

season

73

22%

In the novel Night, Eliezer refers to bible stories and Beethoven, which is called a(n)



analogy

151

45%

theme

35

11%

tone

6

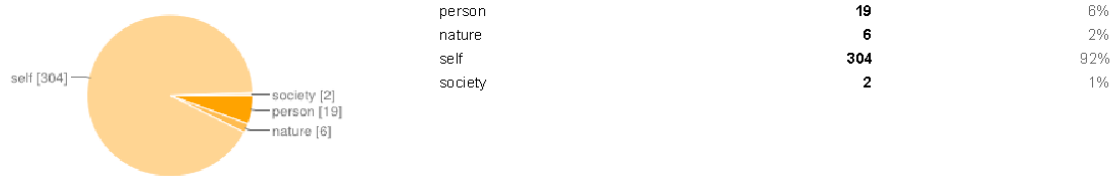
2%

allusion

139

42%

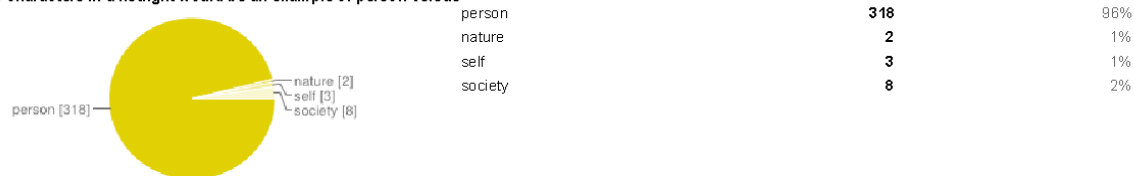
Which is an example of an internal conflict?



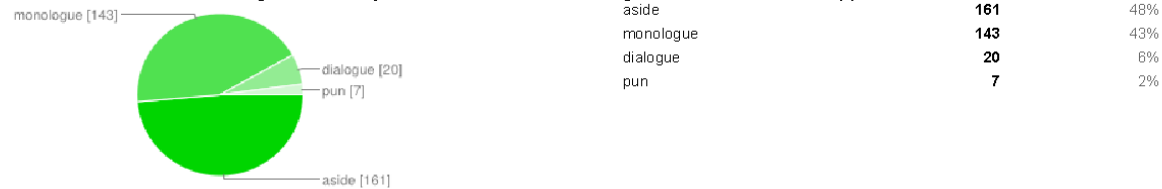
If a character is unhappy with how she lives, and how much money she has, and feels like happiness comes from being rich and in the high class, it is an example of person versus



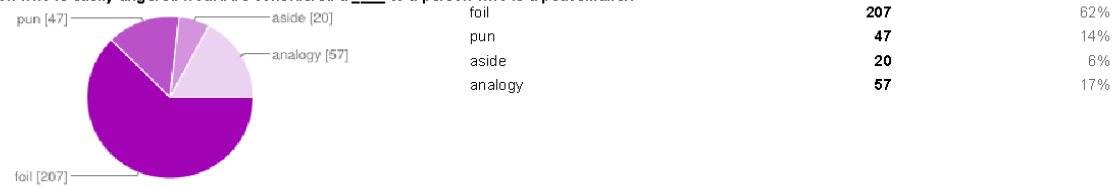
Two characters in a fistfight would be an example of person versus



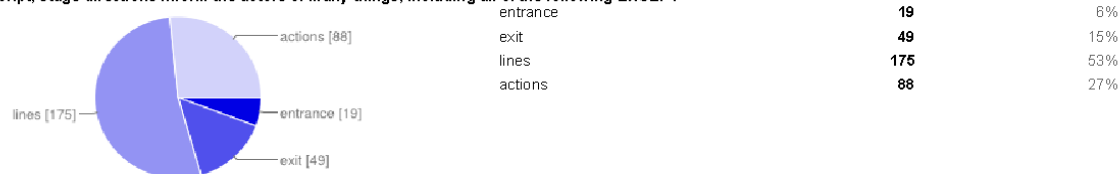
When the audience hears something a character says, but the other characters on stage do not hear it, it is called a(n)



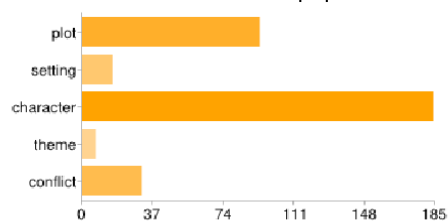
A person who is easily angered would be considered a ____ to a person who is a peacemaker.



In a script, stage directions inform the actors of many things, including all of the following EXCEPT

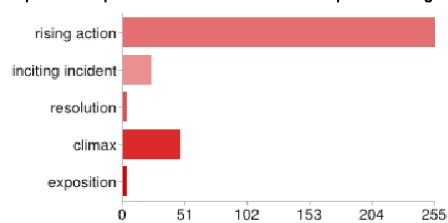


The element which includes animals or people to whom the events happen is



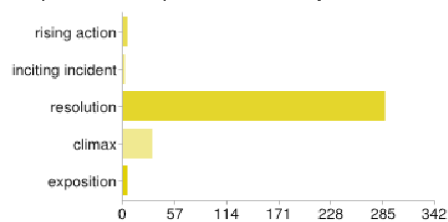
plot	93	28%
setting	16	5%
character	184	55%
theme	7	2%
conflict	31	9%

A part of the plot in which the conflict developed. One might say that the plot thickens or the conflict grows worse



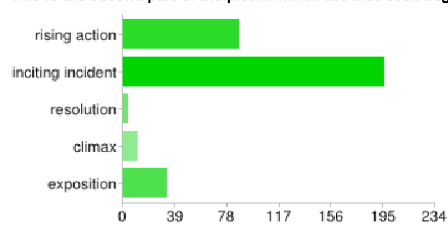
rising action	255	77%
inciting incident	23	7%
resolution	3	1%
climax	47	14%
exposition	3	1%

The plot ends at this point in which the major conflict is resolved



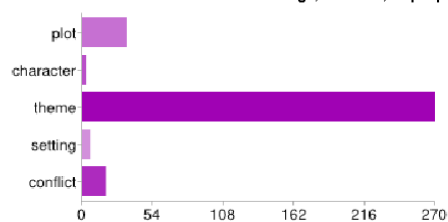
rising action	5	2%
inciting incident	2	1%
resolution	287	86%
climax	32	10%
exposition	5	2%

This is the second part of the plot in which the first even begins



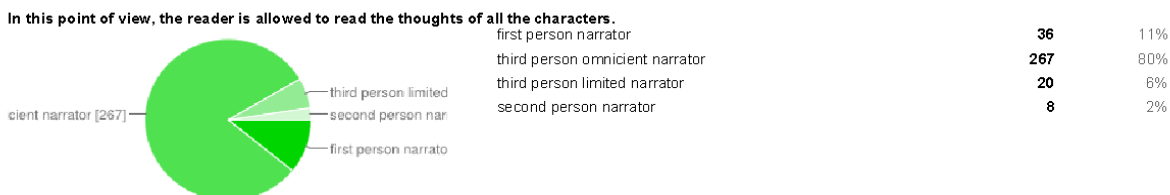
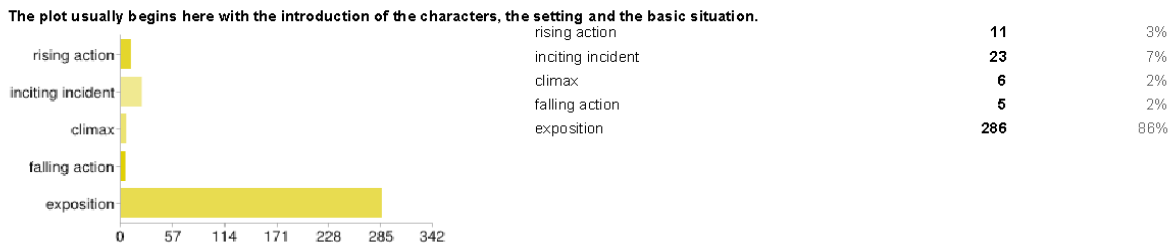
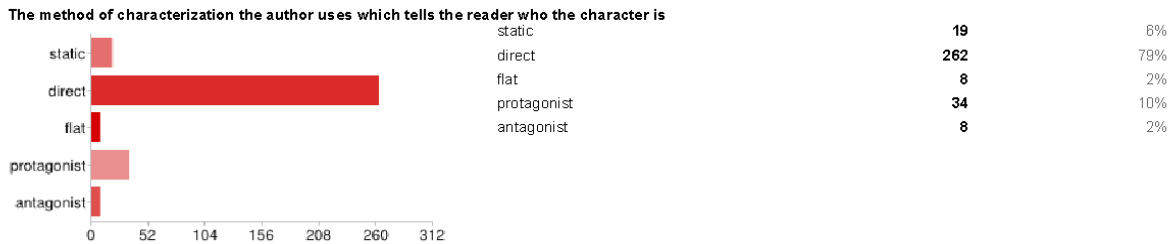
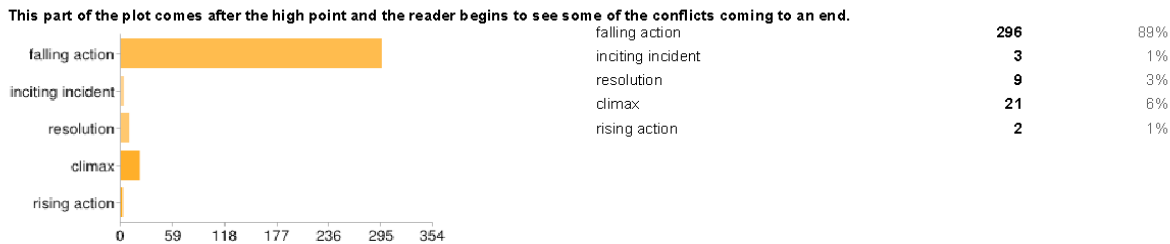
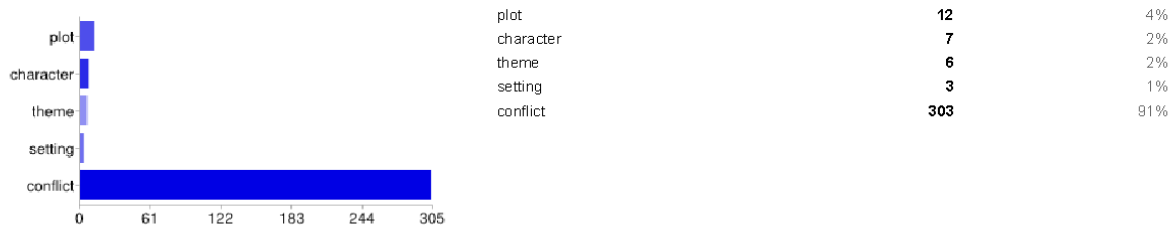
rising action	87	26%
inciting incident	196	59%
resolution	4	1%
climax	11	3%
exposition	33	10%

The element which is the central message, concern, or purpose

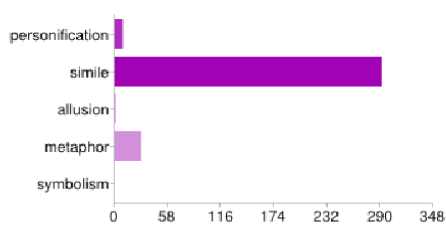


plot	34	10%
character	3	1%
theme	270	81%
setting	6	2%
conflict	18	5%

The element which is the struggle between opposing forces

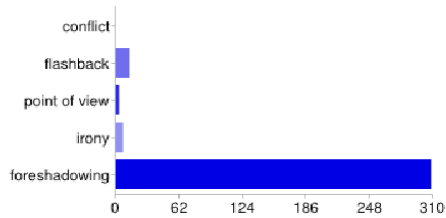


Figurative language that makes a comparison between two unlike things using the words "like", "as", or "than".



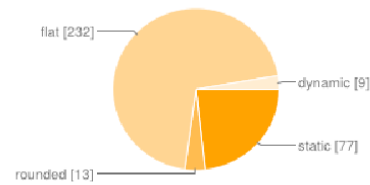
personification	9	3%
simile	292	88%
allusion	1	0%
metaphor	29	9%
symbolism	0	0%

A technique used by an author to suggest or hint at a future event:



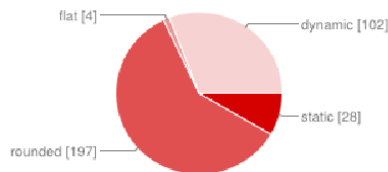
conflict	0	0%
flashback	13	4%
point of view	3	1%
irony	7	2%
foreshadowing	308	93%

This type of character shows very little variety of emotion or feelings:



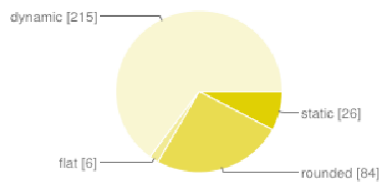
static	77	23%
rounded	13	4%
flat	232	70%
dynamic	9	3%

This type of character shows a great range of emotions or feelings:



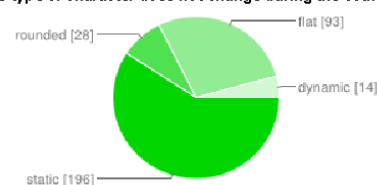
static	28	8%
rounded	197	59%
flat	4	1%
dynamic	102	31%

Because of the events in the plot, this type of character goes through a major change or transition



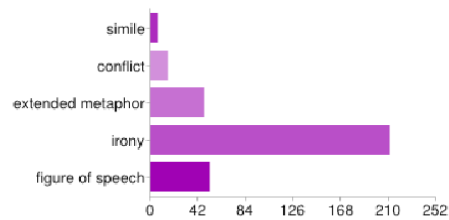
static	26	8%
rounded	84	25%
flat	6	2%
dynamic	215	65%

This type of character does not change during the course of the plot



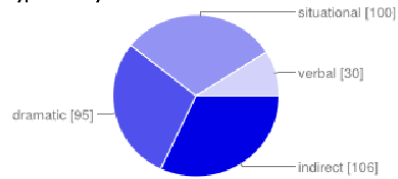
static	196	59%
rounded	28	8%
flat	93	28%
dynamic	14	4%

When an author cleverly gives either words or situations to the reader that aren't expected:



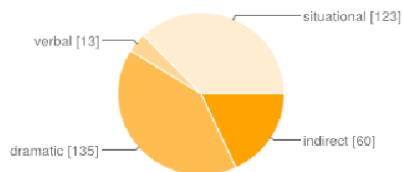
simile	6	2%
conflict	15	5%
extended metaphor	47	14%
irony	211	64%
figure of speech	52	16%

This type of irony occurs when the reader knows more information than the characters:



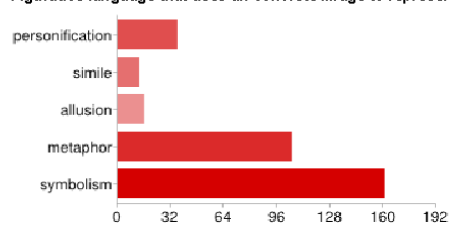
indirect	106	32%
dramatic	95	29%
situational	100	30%
verbal	30	9%

This type of irony occurs when an incident occurs or an action occurs that was not expected.



indirect	60	18%
dramatic	135	41%
verbal	13	4%
situational	123	37%

Figurative language that uses a concrete image to represent an abstract word. For example a long road would represent life.



personification	36	11%
simile	13	4%
allusion	16	5%
metaphor	105	32%
symbolism	161	48%