

Glossary	Narrative Writing: Fiction
	<b>Allegory:</b> any writing that has a double meaning. Characters, settings, events or objects can be symbolic of something else or an idea such as in Myths, Fables, Parables etc.
	<b>Alliteration:</b> The repetition of the same consonants at the start of several words or syllables in sequence or close to each other. ( <i>'Pensioner Packs a Punch', 'Billy Brag was a big bully'</i> )
	<b>Character:</b> A person in a narrative work or story. Main characters include a hero (protagonist) who the reader cares for and a villain (antagonist) who opposes him and gives rise to the <b>conflict</b> of the story. Main characters are described and developed by the things they say, feel and do so they seem real to the reader (characterisation). The main characters change throughout the story because of the action in the plot.
	<b>Conflict:</b> The struggle or problem within the plot which makes the story interesting. The reader wants to know if and how the problem will be solved.
	<b>Dialogue:</b> The conversation between characters in a story. It lets the reader know the characters' thoughts, feelings and emotions which make them seem real. The actual words spoken need to be in speech marks.
	<b>Figurative language:</b> When the words do not mean exactly (literally) what they say. <i>'The football team was on fire tonight'</i> does not mean the players were ablaze or burning, but that they played really well. It often involves comparing two things in a <b>simile</b> .
	<b>Flashback:</b> A break in the chronological order of a story by jumping back to an earlier event. It allows the reader to witness past events which can help explain a character's actions, feelings or motives. This can be done by narration, dream sequences, and memories.
	<b>Genre:</b> A type of writing with common text features. The three main types of <i>genre</i> are poetry, drama, and fiction. These are often subdivided into more specific genres (e.g. <i>fiction</i> includes <i>fairy tales, myths etc</i> ).
	<b>Hook:</b> In fiction writing, a hook is a snappy, quick-moving opening that gets the reader's attention early in a short story and makes them want to read on.
	<b>Imagery:</b> The 'mental pictures' that readers get through the writer's use of language. Imagery is not limited to what the reader 'sees' but also 'hears', 'feels', 'smells' and 'tastes'.
	<b>Metaphor:</b> Help describe a person, place or object by comparing them to something else but without using the word 'like' or 'as' (such as with a simile). <i>'He fought like a lion'</i> (simile), <i>'He was a lion in battle'</i> (metaphor).
	<b>Narrator:</b> The 'voice' that speaks or tells a story. Some stories are written in a first-person (I, me) in which the narrator's voice is that of the main character. In other stories, such as those told in the third-person (he, she) we use the term <i>narrator</i> to describe the voice 'telling the story to us.'
	<b>Personification:</b> Describing a thing or animal as if it were a person. <i>'The trees waved us goodbye and the stream giggled.'</i> Giving familiar human characteristics to things often makes them easier to imagine.
	<b>Plot:</b> What happens in a story, the order they happen and why things happen the way they do. The first part is the <b>introduction</b> with a complication which creates some sort of <b>conflict</b> . The second part is the <b>climax</b> , the moment of greatest tension. The third part (or <b>resolution</b> ) is the solving of the plot's conflicts and problems.
	<b>Setting:</b> The place and time in which the action of a story occurs. Setting can be used to create a mood or atmosphere that will prepare the reader for what is to come: <i>A haunted castle, A pirate ship etc</i> .
	<b>Simile:</b> A comparison between two objects or ideas which is introduced by 'like' or 'as'. <i>'He was like a kid in a sweet shop'</i> means he was pleased or excited, <i>'She was as quite as a mouse'</i> means she was very quiet.
	<b>Style:</b> The structure, word choices, sentence length and devices (alliteration, personification, imagery etc) chosen to achieve different effects or for different audiences. A job application will be written in a very different style (formal) to an entry on Facebook (informal) or an email to a friend.