

LANGUAGE CONVENTIONS

Includes figurative language

Imagery

- creates a picture

Emotive language

- language used to generate emotion from the reader

Juxtaposition

- placement or layering of images or scenes to create a dramatic impact

Hyperbole

- exaggeration

Cliche

- over used common expression

Satire

- criticise something in a humorous way

Symbolism

- when an object represents one or more ideas

Theme

- main idea

Tone

- the way composer or character feels are conveyed by word choice

Diction

- choice of words

Syntax

- word order

FIGURATIVE LANGUAGE

Imagery

- creates a picture

Personification

- object given human qualities

Similes

- comparison through the use of 'like' and 'as'

Metaphors

- when something is not compared but said to be something else

Anecdote

- personal story used as an example

Alliteration

- repetition of sounds

Assonance

- repetition of the first letter

Metonymy

- a word or name that is used in the place of something it is closely related to.

Repetition

- reappearing words or syntax (order of words)

Onomatopoeia

- words that represent sounds

Irony

- gap between what is said and what is meant

Hyperbole

- Exaggeration

NARATIVE CONVENTIONS

Characterisation

Descriptive language

Point of View

Setting/ Imagery

Conflict

Plot

VISUAL CONVENTIONS

Juxtaposition

- placement to create meaning

Composition

- foreground,
- background
- Depth of field

Rule of thirds

Leading lines

- any lines that drag your attention

Colour/ shadowing

Lighting

Symbolism

Costume and makeup

Props

Body language, gestures, facial expressions

STURCTURE

Narrative

- Exposition
- Dramatised action (advance of plot)

- Description
- Narratorial commentary

In media res

- beginning in the middle of action

Shifts in time/ place

- flashback

Shifts in point of view

Foreshadowing

Withholding

Surprise revelation

Parallelism

- similarities between objects, events of characters

Contrasts

- differences between objects, events of characters

Juxtaposition

- placement of objects in close proximity to create meaning

Recurring images or motifs

- objects or ideas that appear a number of times and usually have symbolic value

Circularity

- returning to an earlier point in the story

VOICE

Diction

Syntax

Figurative language

Tone

Point of view

Effects of Voice

- Personality
- Value, attitudes and outlook
- Time period
- Social class
- Ethnicity
- Educational background