**A. Vocabulary Units 1-6 (Synonyms and Antonyms) (30 Questions)   
B. Grammar and Words Often Confused (10 Questions)**

1. Accept (college) and Except (not you)
2. Addition (math) and Edition (version)
3. Illusion and Allusion (reference to the bible or work of literature)
4. Aloud (noisy) and Allowed (permission)
5. Bye (see you later) and By (By: Mary Shelley) and Buy (to purchase)
6. Cereal (Frosted Flakes) and Serial (serial number)
7. Everyone and Every One (more precise)
8. Herd (herd of sheep) and Heard (I heard the news)
9. Knew (knowledge) and New (brand new)
10. Passed (I passed the final) and Past (in the past)
11. Principal (Rabbi Levy) and Principle (rule)
12. Their (belongings) and There (over there) and They’re (they are…)
13. Weak (not strong) and Week (7 days)
14. Weather (the weather outside) and Whether (whether or not you…)
15. You’re (you are) and Your (your suitcase)
16. It’s (it is) and Its (the dog licked its paw)
17. A lot (a lot of people) and A lot (in a lot of cars)
18. Affect (V) and Effect (N)
19. Already (we’ve been there already) and All Ready (all ready to go)
20. Hole (there’s a hole in my bagel) and Whole (the whole group)
21. Know (knowledge) and No (nope)
22. Pour (pour me a glass) and Poor (not wealthy) and Pore (skin)
23. Site (place) and Sight (eye) and Cite (quote)
24. To (I am going to Aruba) and Two (2) and Too (you too)

**C. Reading Compression**

**D. Literary Terms/ Literary Questions**

1. **Protagonist**- the hero or central character of a literary work
2. **Antagonist**- a person or force that opposes the protagonist in a literary work.
3. **Allusion**- a brief reference to something biblical or mythological in a work of literature.
4. **Setting**- Date and place
5. **Flashback**-action that interrupts to show an event that happened at an earlier time which is necessary to better understanding.
6. **Foil**- a character in a play that sets off the main character or other characters by comparison.
7. **Foreshadow**- the use of hints or clues to suggest what will happen later in literature.
8. **Irony**- the expression of one's meaning by using language that normally signifies the opposite, typically for humorous or emphatic effect
9. **Epiphany**- A comprehension of sudden realization (light bulb)
10. **Pun**- play on words
11. **Dynamic Character**- one who’s personality changes or evolves over the course of the novel.
12. **Round Character**- a character that stays the same throughout the novel
13. **Static Character and Flat Character**- a simplified character who does not change or alter his or her personality over the course of a narrative, or one without extensive personality and characterization
14. **Theme**- is the general idea or insight about life that a writer wishes to express
15. **Motif**-A dominant theme or central idea
16. **Metaphor**- A figure of speech in which two unlike words are compared “ the night was a battleship gray”
17. **Simile**- A figure of speech in which two essentially unlike things are compared, often in a phrase introduced by *like* or *as*
18. **Alliteration**-The repetition of consonant sounds
19. **Internal Conflict**- occurs within the mind of the character that is torn between opposing feelings or goals.
20. **External Conflict-** occurs within the outside world
21. **Dramatic Irony**- irony that occurs when the meaning of the situation is understood by the audience but not by the characters in the play
22. **Verbal Irony**- a figure of speech in which what is said is the opposite of what is meant
23. **Situational Irony**- a figure of speech in which the situation itself is ironic.
24. **Hubris**- excessive pride or self confidence
25. **Personification**- a figure of speech that gives human qualities to animals or objects.
26. **Epistolary Novel**- any novel that takes the form of a series of letters--either written by one character or several characters.
27. **Frame Story**- inserting one or more small stories within the body of a larger story that encompasses the smaller ones.
28. **Hyperbole**- A figure of speech in which exaggeration is used for emphasis or effect
29. **Figurative Language**- is a word or phrase for the sake of comparison, emphasis, clarity, or freshness. Metaphor and simile are the two most commonly used figures of speech, but things like hyperbole and personification are common too.
30. **Mood**- is the atmosphere the author illustrates by creating the setting and actions of the characters of the novel
31. **Gothic Convention**- a word that would associate with Gothic Literature (murder, death, suicide, vampire, curses)
32. **Gothic Archetype**- The Gothic hero becomes a sort of archetype as we find that there is a pattern to their characterization. There is always the protagonist, usually isolated either voluntarily or involuntarily. Then there is the villain, who is the epitome of evil
33. **Gothic Origin**- The word Goth comes from the tribe of the Visigoths who took over and savaged Rome in the 3rd 4th and 5th century.
34. **Diction**- the choice and use of words and phrases in speech or writing
35. **Single Effect**- Edgar Allan Poe's theory about what constituted a good short story. According to Poe, a good short story achieved its unity by achieving a single emotional effect on the reader
36. **Doppelganger**-A ghostly double of a living person
37. **Romanticism**- Romantic quality or spirit in thought, expression, or action
38. **Tabula Rasa**- an absence of preconceived ideas or predetermined goals
39. **Sublime Nature**
40. **Pathetic Fallacy**- The attribution of human emotions or characteristics to inanimate objects or to nature; for example, *angry clouds;*
41. **Noble Savage**- a representative of primitive humankind in Romantic literature, symbolizing the innate goodness of humanity when free from the corrupting influence of civilization.

**E. Stories**

1. Hunger Games
2. Lord Of The Flies
3. Frankenstein
4. Cask Of Amontillado
5. Masque of the Red Death
6. The Lottery
7. Tell Tale Heart

\*\*\* IF NEEDED ALL OF THESE STORIES ARE ON SPARKNOTES \*\*\*