

FSA Reading Pretest Study Guide

<p>act - one of successive parts or performances in a play</p>	<p>reasoning to achieve its purpose. argument may be found in a single text or paired texts in which opposing views are expressed.</p>
<p>alliteration - the repetition of usually initial consonant sounds in two or more neighboring words or syllables</p>	<p>aside - away from others or into privacy - on the stage, away from others or to the audience in conversation</p>
<p>allusion - a reference to a statement, well-known person, place, or event from literature, history, mythology, politics, sports, science, or the arts. allusions usually come from a body of information that the author presumes the reader will know.</p>	<p>assertion - an assertion is an enthusiastic or energetic statement presented as a fact, although it is not necessarily true. they often imply that the statement requires no explanation or back up, but that it should merely be accepted without question.</p>
<p>allusions to classic literature - a reference to a well-known piece of classic literature such as a reference to a Shakespearean play like Hamlet.</p>	<p>assonance - repetition of vowels without repetition of consonants</p>
<p>almanac - a usually annual publication containing statistical, tabular, and general information</p>	<p>atlas - a bound collection of maps often including illustrations, informative tables, or textual matter</p>
<p>analogies - a comparison between two things, typically on the basis of their structure and for the purpose of explanation or clarification. "an analogy between the workings of nature and those of human societies."</p>	<p>attacking the person - this fallacy occurs when, instead of addressing someone's argument or position, you irrelevantly attack the person or some aspect of the person who is making the argument. The fallacious attack can also be direct to membership in a group or institution.</p>
<p>analyze - to analyze a literary work, parts are examined to understand how they work together to create meaning as a whole. examples of analysis are to compare, to contrast, to deduce, or to categorize.</p>	<p>author's bias - a personal judgment either for or against a particular person, position, or thing. bias can be favorable or unfavorable and can be used to sway an audience. an important skill of critical reading is the ability to detect an author's bias and prejudice.</p>
<p>antagonist - a principal character or force in opposition to a protagonist, or main character. the antagonist is usually another character but sometimes can be a force of nature, a set of circumstances, some aspect of society, or a force within the protagonist. the antagonist is often, but not always, the villain in a literary work.</p>	<p>author's perspective - the viewpoint that an author brings to a piece of writing. sometimes the author's perspective is recognizable through the tone of a piece.</p>
<p>antagonist - one that contends with or opposes the protagonist (hero) in literature: adversary, opponent</p>	<p>author's purpose - an author's purpose is his or her reason for creating a particular work. the purpose may be to entertain, to explain or to inform, to express an opinion, or to persuade readers to do or believe something. an author may have more than one purpose for writing, but usually one is the most important.</p>
<p>antonym - a word of opposite meaning</p>	<p>author's point of view - author's viewpoint is the way an author looks at a topic or the ideas being described. viewpoint includes the content and the language used to present the data. thoughtful readers decipher an author's</p>
<p>appeal to authority - insisting that a claim is true simply because a valid authority or expert on the issue said it was true, without any other supporting evidence.</p>	<p>autobiography - a bound collection of maps often including illustrations, informative tables, or textual matter</p>
<p>appeal to numbers - this fallacy occurs any time the sheer numbers of people who agree to something is used as a reason to get you to agree to it and takes the general form: When most people agree on a claim about subject S, the claim is true (normally an unstated premise).</p>	<p>background knowledge - a person's background knowledge, often called prior knowledge, is a collection of knowledge that has been formed from all of life's experiences. Background knowledge also helps students draw inferences, which develops critical thinking skills and makes reading more enjoyable.</p>
<p>appeal to pity - an argument that uses pity to make you feel sorry for someone.</p>	<p>bandwagon - bandwagon is an appeal to the subject to follow the crowd, to join in because others are doing so as well. bandwagon propaganda is, essentially, trying to convince the subject that one side is the winning side, because more people have joined it.</p>
<p>appeals in persuasive arguments – types of appeals: logos (evidential), pathos (emotional), and ethos (based on moral standing). logos and pathos are the two most common contemporary categories</p>	<p>baseless - without foundation in fact</p>
<p>archetypes - a typical example of a certain person or thing. "the character is a perfect archetype of the hero archetype."</p>	
<p>argumentation - a text structure / organizational pattern that uses reason to try to lead a reader to think or act in a certain way. argument begins with a statement of an idea or opinion, which is then supported with facts and logical</p>	

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<p>bibliography - a list of the books of a specific author or publisher, or on a specific subject.</p>	<p>and may be employed in dramatic works of art or everyday conversation. characters may be presented by means of description, through their actions, speech, thoughts and interactions with other characters.</p>
<p>biography - an account of someone's life written by someone else</p>	<p>characterize - describe the distinctive nature or features of</p>
<p>bold face - type, often in titles, set in darker, larger print</p>	<p>chart - a sheet of information in the form of a table, graph, or diagram</p>
<p>caption - a title or brief explanation appended to an article, illustration, cartoon, or poster</p>	<p>chronological order - the order in which events happen in time (sequence of events). a writer may use clue words or signal words to alert the reader to these events, such as first, next, then, finally, etc. chronological order (sequence) is also a text structure / organizational pattern in which ideas are grouped on the basis of order or time.</p>
<p>card stacking – this method involves only presenting information that is positive to an idea or proposal and omitting information contrary to it.</p>	<p>circular reasoning - supporting a statement by simply repeating it in different words.</p>
<p>categorize - place in a particular class or group</p>	<p>citing evidence – to refer to evidence or information in support, proof, or confirmation of an idea or main point. writers do this by naming the author, publication, and/or source so that the reader can determine the validity and reliability of the evidence or information.</p>
<p>cause and effect - two events are related as cause and effect when one event brings about the other. the following statement shows a cause-and-effect relationship: because of my broken arm, the doctor said i couldn't play baseball. cause and effect is also a text structure/ organizational pattern that presents relationships between ideas in a text. in this method of development, the writer analyzes the reason(s) for an action, event, or decision, or analyzes resulting consequences to support a point.</p>	<p>classic literature - even within genres or literary movements, books that are considered classic are those that are well-written and/or have cultural importance. A book that may not have the best writing but was the first book in a genre to do something ground-breaking is a classic.</p>
<p>character - a person in a novel, play, or movie</p>	<p>classification - break a subject down into categories or subcategories.</p>
<p>character development - the method(s) a writer uses to create and develop characters. to develop a character, (a) a writer may describe a character's physical appearance; (b) the speech, thoughts, feelings, or actions of a character may be used to reveal the character's nature; (c) the speech, thoughts, feelings, or actions of other characters may be used to develop a character; or (d) the narrator may make direct comments about a character.</p>	<p>compare - estimate, measure, or note the similarity or dissimilarity between</p>
<p>character foil - in any narrative, a foil is a character who contrasts with another character; typically, a character who contrasts with the protagonist, in order to better highlight or differentiate certain qualities of the protagonist. In some cases, a subplot can be used as a foil to the main plot.</p>	<p>compare and contrast - writing that examines the similarities and differences between two or more subjects. the writer uses transitions to signal similarities and differences, such as like, likewise, in contrast, similarly, and in the same way. as a text structure/organizational pattern, compare/contrast writing may end with a conclusion that explains a decision or provides new understanding of the subjects.</p>
<p>character point of view - an important aspect within character development is character point of view. the viewpoint or voice of a character is developed by a writer and enables readers to better understand the events of a text through a character's thoughts, feelings, beliefs, motives, or actions.</p>	<p>comparison (compare writing styles) - the process of pointing out what two or more pieces of writing have in common. tone, diction, style, point of view, and more.</p>
<p>character traits - character traits are all the aspects of a person's behavior and attitudes that make up that person's personality. everyone has character traits, both good and bad. even characters in books have character traits. character traits are often shown with descriptive adjectives, like patient, unfaithful, or jealous.</p>	<p>complex characters – characters with multiple or conflicting motivations and how the character develops over the course of a text, interact with other characters, and advance a plot or develop the theme.</p>
<p>character types - there are many types of characters in fiction – each having their own role and function within a story: protagonist, antagonist, round character, flat character, stock character, and so on.</p>	<p>comprise - consist of; be made up of</p>
<p>characterization - characterization is the concept of creating characters for a narrative. it is a literary element</p>	<p>concise - giving a lot of information clearly and in a few words; brief but comprehensive</p>
<p>characterization - characterization is the concept of creating characters for a narrative. it is a literary element</p>	<p>conclusion - a judgment or decision reached by reasoning</p>
<p>characterization - characterization is the concept of creating characters for a narrative. it is a literary element</p>	<p>conflict - a struggle or clash between opposing characters, forces, or emotions that moves the plot forward in literary text. almost every story has a main conflict (or problem) a</p>

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conflict that is the story's focus.	between theme and topic is that theme is the central idea, or the perception conveyed through the writing while the topic is the subject treated or presented in writing. topics explain what the story is about whereas themes explain why the story is written.
connotation, connotative - the suggesting of a meaning by a word apart from the thing it explicitly names or describes	drama - a play for theater, radio, or television
consonance - correspondence or recurrence of sounds especially in words	drawing conclusions - a special kind of inference that involves not reading between the lines but reading beyond the lines. the reader combines what he or she already knows with information from the text. readers can draw a conclusion from stated facts or facts they infer and then combine all the facts to support their conclusion.
consumer documents - printed materials that accompany products and services. they are intended for the buyers or users of the products or services and usually provide information about use, care, operation, or assembly. some common consumer documents are applications, contracts, warranties, manuals, instructions, package inserts, labels, brochures, and schedules.	editorial - a newspaper article written by or on behalf of an editor that gives an opinion on a topical issue
context - the set of circumstances or facts (environment) that surround a particular event or situation. the parts of a written or spoken statement that precede or follow a specific word or passage, usually influencing its meaning or effect.	either/or fallacy - a statement that suggests that there are only two choices available in a situation that really offers more than two options.
context clues - unfamiliar words are often surrounded by words or phrases called context clues that help readers understand their meanings. a context clue may be a definition, a synonym, an example, a comparison or a contrast, or any other expression that enables readers to infer the word's meaning. when readers meet unfamiliar words, context clues narrow the possible word choices, thereby making word identification more accurate.	emotional appeal - an emotional appeal is used to sway the emotions of an audience to make them support the speaker's argument.
contrast - compare or appraise in respect to differences	encyclopedia - a work that contains information on all branches of knowledge or treats comprehensively a particular branch of knowledge usually in articles arranged alphabetically often by subject
contrast - to emphasize the dissimilarities and differences of things, qualities, events, or problems.	epic hero - is the main character of an epic poem that tells the story of a grand quest in which they use their extraordinary or superhuman abilities to achieve great things. In literature, a hero is simply the protagonist, or main character.
counter or opposing claims in an argument - possible argument against your precise claim or thesis or some aspect of your reasoning. a claim made to offset another claim, especially one made by the defendant in a legal action.	euphemisms - a mild or indirect word or expression substituted for one considered to be too harsh or blunt when referring to something unpleasant or embarrassing.
credibility versus bias – within a text, the ability of the reader to recognize bias on the part of the writer who may use phrasing and word choice that shows this bias versus language that shows a fair and objective treatment of a subject or topic.	evaluate - to form opinions about what is read. through this process readers may develop their own ideas about characters and events.
cultural experience – experiences or study of another country's knowledge, experience, beliefs, values, attitudes, meanings, hierarchies, religion, notions of time, roles, spatial relations, concepts of the universe, and material objects and possessions acquired by a group of people in the course of generations.	evidence to support a claim – facts, information, or quotes from a source to support the claim.
denotation - the literal or dictionary meaning of a word or phrase	excerpt - a passage or segment taken from a text. the length of the excerpt may be a phrase, a sentence, a paragraph, or an entire chapter.
diagram - a graphic design that explains rather than represents	explanatory writing - informs and explains.
dialogue - a written composition in which two or more characters are represented as conversing	fact versus opinion - a fact is a statement that can be proven true (or false) with some objective standard. an opinion is a statement that a person believes to be true but it cannot be measured against an objective standard
distinguishing theme from topic - the main difference	fallacy, fallacious - a mistaken belief, especially one based on unsound argument
	falling action - in the plot of a story, falling action is the action that occurs after the climax. during the falling action, conflicts are resolved and mysteries are solved.
	false analogy - a comparison that doesn't hold up because

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of a critical difference between the two subjects.	the end of a book.
faulty reasoning - a reasonable conclusion is based on data or evidence. faulty reasoning occurs when the conclusion is not supported by the data. three common types of faulty reasoning are: overgeneralization, or drawing a conclusion based on too little data; illogical conclusion, or making an inference that is not supported by data; and personal bias, or basing conclusions on opinion rather than information.	inference - the act or process of deriving logical conclusions from premises known or assumed to be true; the conclusions drawn from this process.
fiction - imaginative works of prose, primarily the novel and the short story. although fiction may draw on actual events and real people, it springs mainly from the imagination of the writer. the purpose is to entertain as well as enlighten the reader.	informal tone – casual tone with references to first person and may use cliché’s or idioms.
flashback - an interruption in the action of a plot to tell what happened at an earlier time. a flashback breaks the usual movement of the narrative by going back in time. flashback usually gives background information that helps the reader understand the present situation.	irony - a contrast between what is expected and what actually exists or happens. irony involves the tension that arises from the discrepancy, either between what one says and what one means (verbal irony), between what a character believes and what a reader knows (dramatic irony), or between what occurs and what one expects to occur (situational irony). exaggeration, sarcasm, and understatement are techniques writers use to express irony.
foreshadowing - a writer’s use of hints or clues to suggest events that will occur later in the plot. foreshadowing creates suspense and prepares the reader for what is to come.	jargon - special words or expressions that are used by a particular profession or group and are difficult for others to understand.
formal tone – writing for an academic audience with formal language, avoiding contractions, first person, “you,” and keeping the focus of the writing on the subject.	journalistic inverted pyramid - refers to a story structure where the most important information (or what might even be considered the conclusion) is presented first. The who, what, when, where and why appear at the start of a story, followed by supporting details and background information.
generalization - a general statement or concept obtained by inference from specific cases	lesser of two evils - the "lesser of two evils" technique tries to convince us of an idea or proposal by presenting it as the least offensive option.
glittering generalities - glittering generalities are words that have different positive meaning for individual subjects but are linked to highly valued concepts. when these words are used, they demand approval without thinking, simply because such an important concept is involved.	literary genres - a literary genre is a category of literary composition. Genres may be determined by literary technique, tone, content, or even (as in the case of fiction) length. They generally move from more abstract, encompassing classes, which are then further sub-divided into more concrete distinctions.
graph - a diagram showing the relation between variable quantities, typically of two variables, each measured along one of a pair of axes at right angles	logical appeal - logical appeal is the strategic use of logic, claims, and evidence to convince an audience of a certain point.
hasty generalization - a conclusion drawn from too little evidence or from evidence that is biased.	logical fallacy - fallacies are common errors in reasoning that will undermine the logic of your argument. Examples: sweeping generalization, hasty generalization, faulty analogy, appeal to ignorance, false dilemma, damning the source, begging the question, appeal to authority, appeal to tradition, appeal to the crowd, straw man, slippery slope, appealing to extremes, red herring.
hyperbole - exaggerated statements or claims not meant to be taken literally.	main idea (stated or implied) - the main idea is the most important idea expressed in a piece of writing. it may be the central idea of an entire work or a thought expressed in the topic sentence of a paragraph. the implied main idea is the main idea of a passage or an article that is not directly stated but formed from what is suggested by an author from the supporting details.
idioms - an expression whose meaning is not predictable from the usual meanings of its word or phrase parts.	metaphor - a thing regarded as representative or symbolic of something else, especially something abstract. a figure of speech in which a word or phrase is applied to an object or
imagery - includes language that appeals to all of the human senses, including sight, hearing, taste, touch, and smell. While imagery can and often does benefit from the use of figurative language such as metaphors and similes, imagery can also be written without using any figurative language at all.	
implied main idea – main idea not directly stated in a piece of writing of any type.	
index - an alphabetical list of names, subjects, etc., with references to the places where they occur, typically found at	

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action to which it is not literally applicable.	associated with what is named (e.g. cuckoo, sizzle).
meter - meter is a regular pattern of stressed and unstressed syllables that defines the rhythm of some poetry.	opinion - a view or judgment formed about something, not necessarily based on fact or knowledge.
methods of argument – use of analogy, use of example/detail, proof by absurdity or contradiction, and use of sources of authority.	order of importance - from least important, to more important, to most important.
MLA style - style recommended by the modern language association for preparing scholarly manuscripts and student research papers. it concerns itself with the mechanics of writing, such as punctuation, quotation, and documentation of sources.	order of impression - focus on how you notice details. what catches your attention first, what second, and so on.
monologue - a long speech by one actor in a play or movie, or as part of a theatrical or broadcast program.	order of location - arranging details in a logical way - left to right, right to left, top to bottom, and so on.
mood - the mood of a piece of writing is its general atmosphere or emotional complexion—in short, the array of feelings the work evokes in the reader.	organizational patterns - text structures found in all types of nonfiction (and even some fiction); the building blocks that serve every writing purpose informative, expository, argumentative, or persuasive. common types of organizational patterns include chronological order (sequence of events), compare/contrast, and cause and effect.
moral - a lesson taught in a literary work, such as a fable. for example, the moral: do not count your chickens before they hatch teaches that one should not count on one’s fortunes or blessings until they appear. a moral of a literary work should not be confused with a theme.	organizational strategies - a. descriptive writing: spatial order: 2. order of impression 3. order of importance b. explanatory writing: 1. classification: 2. order of location: 3. chronological order: 4. cause and effect: 5. comparison and contrast: 6. problem-solution: 7. analysis: a. process analysis: b. definition analysis: c. parts analysis c. persuasive writing: 1. reason for your opinion organization: 2. point-by-point basis organization.
multiple meanings - the particular meaning of a word that is dependent upon how it is used in a sentence.	organizational structure of a paragraph - the most basic paragraph structure consists of three parts: a topic sentence, supporting details, and a conclusion. paragraphs need unity, coherence, a topic sentence, and adequate development.
myth - a traditional story, usually of unknown authorship, that deals with basic questions about the universe. heroes and gods often figure prominently in myths, which may attempt to explain such things as the origin of the world, mysteries of nature, or social customs.	overgeneralization - a generalization that is too broad. you can often recognize overgeneralizations by the use of words such as all, everyone, every time, anything, no one, and none.
name calling - it is the use of derogatory language or words that carry a negative connotation when describing an enemy. the propaganda attempts to arouse prejudice among the public by labeling the target something that the public dislikes.	oversimplification - an explanation of a complex situation or problem as if it were much simpler than it is.
nonfiction - writing that tells about real people, places, and events. unlike fiction, nonfiction is mainly written to convey factual information, although writers of nonfiction shape information in accordance with their own purposes and attitudes. nonfiction can be a good source of information, but readers frequently have to examine it carefully in order to detect biases, notice gaps in the information provided, and identify errors in logic. nonfiction includes a diverse range of writing and can be informational or literary in nature. some examples of nonfiction are newspaper articles, movie reviews, speeches, true-life adventure stories, advertising, and more.	parallelism - the use of successive verbal constructions in poetry or prose which correspond in grammatical structure, sound, meter, meaning, etc.
note cards - a method of organizing information for larger written projects like research papers	paraphrase - a rewording of something written or spoken by someone else.
nuances in meaning – a subtle difference in or shade of meaning or expression within the given extent of a word’s overall meaning.	paraphrasing - helps readers to clarify meaning by restating information in their own words.
onomatopoeia - the formation of a word from a sound	perceive - become aware or conscious of (something); come to realize or understand.
	personal attack or name-calling - an attempt to discredit an idea by attacking the person or group associated with it. candidates often engage in name-calling during political campaigns.
	personification - the attribution of a personal nature or human characteristics to something nonhuman, or the representation of an abstract quality in human form.
	persuasive techniques - appeal to authority, bandwagon,

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card stacking technique, endorsement, glittering generality, intertextual references, name calling, plain folks technique, rebuttal, repetition, shock tactics, slanted words, stereotype, tabloid thinking.	in some important way by the end of the story, novel, or play. the protagonist is often, but not always, the hero in a literary work.
pinpointing the enemy - pinpointing is an attempt to simplify a complex situation by presenting one specific group or person as the enemy. although there may be other factors involved the subject is urged to simply view the situation in terms of clear-cut right and wrong.	quoting relevant information – the use of source material evidence to support an idea or theme. the selection of the best evidence available in the shortest form.
plain folks - the plain folks device is an attempt by the propagandist to convince the public that his views reflect those of the common person and that they are also working for the benefit of the common person. the propagandist will often attempt to use the accent of a specific audience as well as using specific idioms or jokes.	recognizing appeals to logic (logos) - logos or the appeal to reason relies on logic or reason. logos often depends on the use of inductive or deductive reasoning. inductive reasoning takes a specific representative case or facts and then draws generalizations or conclusions from them. inductive reasoning must be based on a sufficient amount of reliable evidence.
plot / plot development - the action or sequence of events in a story. plot is usually a series of related incidents that builds and grows as the story develops. there are five basic elements in a plot line: (a) exposition; (b) rising action; (c) climax; (d) falling action; and (e) resolution or denouement.	reference materials - includes encyclopedias, dictionaries, almanacs, directories, bibliographies, handbooks, etc.
point of view - the vantage point from which a writer tells a story. the three main points of view in literary texts are omniscient, third-person limited, and first person.	reference sources - reference sources are used to obtain a specific answer to a question or to indicate other sources to use during the research process. although there are several types of reference sources, they all are categorized as either general or specific in scope.
predicting - a reading strategy that involves gathering and using text clues to make a reasonable guess about what will happen next in a story.	refrain - refrain, phrase, line, or group of lines repeated at intervals throughout a poem, generally at the end of the stanza.
prefix - prefixes are letters that we add at the beginning of words to make new words with new or different meanings, or definitions. Prefixes cannot stand by themselves because they are just letters, not entire words.	relevant details - a fact revealed by an author or speaker that supports an attitude or tone in a piece of poetry or prose. in informational nonfiction, relevant details provide information that supports the author's main point.
primary - of chief importance; principal.	reliable source - is one that provides a thorough, well-reasoned theory, argument, discussion, etc. based on strong evidence. Scholarly, peer-reviewed articles or books - written by researchers for students and researchers.
primary source - materials written by people who were present at events, either as participants or as observers. letters, diaries, autobiographies, speeches, and photographs are examples of primary sources.	repetition - repetition is a literary device that involves using the same word or phrase over and over again in a piece of writing or speech.
problem/solution structure - a text structure in which the main ideas are organized into two parts: a problem and a subsequent solution that responds to the problem, or a question and an answer that responds to the question.	research - the systematic investigation into and study of materials and sources in order to establish facts and reach new conclusions. a substantial piece of academic writing, usually done as a requirement for a class, in which the author does independent research into a topic and writes a description of the findings of that research.
process of reasoning - reasoning is the process of using existing knowledge to draw conclusions, make predictions, or construct explanations. three methods of reasoning are the deductive, inductive, and abductive approaches.	research questions - a research question is an answerable inquiry into a specific concern or issue. it is the initial step in a research project. the 'initial step' means after you have an idea of what you want to study, the research question is the first active step in the research project.
propaganda in non-print media - music, visual images, and text -- whether conveyed in live performances or theatres or distributed electronically on television, radio, the internet, social media, or prerecorded disks and tapes -- shape student attitudes, values, and opinions.	resolution (or denouement) - the portion of a play or story where the central problem is solved. the resolution comes after the climax and falling action and is intended to bring the story to a satisfactory end. an insight or a change as a result of the conflict is shown in the resolution.
protagonist - the main character in fiction or drama. the protagonist is the character upon whom the reader focuses attention, the person who sets the plot in motion. most protagonists are rounded, dynamic characters who change	rhetorical fallacies – similar to logical fallacies, but also includes paradox, point of view, tone, understatement,

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metaphor, qualifiers, allusion. other examples: sweeping generalization, hasty generalization, faulty analogy, appeal to ignorance, false dilemma, damning the source, begging the question, appeal to authority, appeal to tradition, appeal to the crowd, straw man, slippery slope, appealing to extremes, red herring.	similar to pinpointing the enemy, in that it often reduces a complex situation to a clear-cut choice involving good and evil. this technique is often useful in swaying uneducated audiences.
rhyme - rhyme, also spelled rime, the correspondence of two or more words with similar-sounding final syllables placed so as to echo one another.	soliloquy - an act of speaking one's thoughts aloud when by oneself or regardless of any hearers, especially by a character in a play.
rhythm - can be described as the beat and pace of a poem. Rhythm is created by the pattern of stressed and unstressed syllables in a line or verse.	spatial order - with spatial order transition words such as behind, next to, along, nearest, above, below, and other words can help readers visualize a scene.
rising action - the events in a story that move the plot forward. rising action involves conflicts and complications and builds toward the climax of the story.	stanza - a group of lines forming the basic recurring metrical unit in a poem; a verse.
satire - type of writing that ridicules human weakness, vice, or folly in order to bring about social reform. satires often try to persuade the reader to do or believe something by showing the opposite view as absurd or even as vicious and inhumane. one of the favorite techniques of the satirists is exaggeration, overstating something to make it look worse than it is. for example, george orwell's novel animal farm uses barnyard animals to mock the way people abuse political power.	stereotyping - a dangerous type of overgeneralization. stereotypes are broad statements about people on the basis of their gender, ethnicity, race, or political, social, professional, or religious group.
scene - a subdivision of an act of a play in which the time is continuous and the setting fixed and which does not usually involve a change of characters.	story map - a strategy that uses a graphic organizer to help students learn the elements of a book or story. By identifying story characters, plot, setting, problem and solution, students read carefully to learn the details.
secondary source - records of events that were created some time after the events occurred; the writers were not directly involved or were not present when the events took place. encyclopedias, textbooks, biographies, most newspaper and magazine articles, and books and articles that interpret or review research are examples.	subheading - a heading given to a subsection of a piece of writing. Often, this gives more detailed information for the larger heading or title.
sequence of directions – the order in which directions are given using sequential words.	suffix - a morpheme added at the end of a word to form a derivative, e.g., -ation, -fy, -ing, -itis.
sequence of events - sequencing refers to the identification of the components of a story — the beginning, middle, and end — and also to the ability to retell the events within a given text in the order in which they occurred. the ability to sequence events in a text is a key comprehension strategy, especially for narrative texts.	summaries of informational texts – identify the central idea- the main idea or topic of a text, identify supporting ideas- the details and facts that support the main/central idea, identify the objective- stating the facts versus giving an opinion, and write the summary- a brief statement in your own words about the information you read. also, 5w's and 1h.
setting - the time and place of the action in a story, play, or poem. elements of setting may include geographic location, historical period (past, present, or future), season of the year, time of day, and the beliefs, customs, and standards of a society. setting can function in several ways in a text: it can provide atmosphere, create conflict, or reveal character.	summary statement - a general statement that presents the main points or facts in condensed form, omitting unimportant details and information.
simile - a figure of speech involving the comparison of one thing with another thing of a different kind, used to make a description more emphatic or vivid (e.g., as brave as a lion, crazy like a fox).	supporting detail - supporting details provide information to clarify, prove, or explain the main idea. These details demonstrate the validity of the main idea.
simplification (stereotyping) - simplification is extremely	symbolism - the use of something concrete (e.g., an object, a setting, an event, an animal, or a person) that functions in a text to represent something more than itself. a symbol must be something tangible or visible, while the idea it symbolizes must be something abstract or universal. for example, a dark forest has often been used as a symbol of being lost and confused in life. in James Hurst's "The Scarlet Ibis," the fragile ibis functions as a symbol of the frail little boy and his unusual nature.
	synonym - a word that has the same or almost the same meaning as another word (e.g., rob/steal, parcel/package, occasionally/sometimes).
	synthesize - a systematic process that involves identifying the relationships among two or more ideas. when

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<p>synthesizing, the reader combines or puts together information from two or more places or sources. the reader might also read information under pictures and on maps and charts, combining information from all areas to draw conclusions. at times, the reader may be asked to look at how ideas or information in one text is presented similarly to or differently from that found in another text.</p>	<p>universal themes - an underlying message about life or human nature that the author wants the reader to understand and that may give readers insight into the author's view of the world. a theme is a complex and original revelation about life that is usually unstated, yet it is vital.</p>
<p>table - a type of graphic aid that presents a group of facts in rows, columns and demonstrates how the facts interrelate.</p>	<p>validity and reliability - a systematic process that involves evaluating whether or not information in a text is valid (correct or sound) and reliable (dependable). the reader engages in this process by checking specific information found in a text for its accuracy and dependability, evaluating and applying that information, and verifying the best supporting evidence based on correct and logical conclusions.</p>
<p>testimonials - testimonials are quotations or endorsements, in or out of context, which attempt to connect a famous or respectable person with a product or item.</p>	<p>venn diagram - a diagram representing mathematical or logical sets pictorially as circles or closed curves within an enclosing rectangle (the universal set), common elements of the sets being represented by the areas of overlap among the circles.</p>
<p>text box - a distinct section of a page that amplifies or highlights information found in the main text and often provides additional information.</p>	<p>word choice, diction, and language types – diction is the author's word choice in his or her work (this is not to be confused with the author's tone. diction often helps to enhance the author's tone in a work.) individuals vary their diction depending on different contexts and settings. therefore, we come across various types of diction. it may be “formal” where formal words are used in formal situations e.g. press conferences, presentations etc. similarly, we use “informal” diction in informal situations like writing or talking to our friends. moreover, a “colloquial” diction uses words common in everyday speech. “slang” is the use of words that are impolite or newly coined. some types of diction include informal, colloquial, archaic, denotative, concrete, abstract, euphonious (pleasant) or cacophonous (harsh).</p>
<p>text features - design elements that include the organizational structure of a text and help make the key ideas and supporting information understandable. text features include headings, text boxes, subheadings, sections, titles, subtitles, italic type, bulleted or numbered lists, and graphic aids, such as charts, tables, timelines, illustrations, and photographs.</p>	<p>word root (root word) - a root word has no prefix or suffix — it's the most basic part of a word.</p>
<p>text structure - the temporal and spatial arrangement of elements in a written, oral, or visual text. for example, the text structure of a narrative film might involve moving back and forth among different time periods in recounting events, or the text structure of an argumentative essay might involve a linear arrangement of definitions, arguments, evidence, counterarguments, and rebuttal. common forms of text structure or organizational patterns found in written texts include compare/contrast, cause/effect, chronological order, and argument/support.</p>	<p>words that show sequential order - after, at the beginning, before, earlier, finally, first, following, initial, last, later, next, now, prior to, second, sequentially, soon, the final, thereafter, third, to begin with, to conclude, today, tomorrow.</p>
<p>theme - (see universal theme)</p>	<p>words with multiple meanings - homonyms are words which have the same spelling and pronunciation, but have different meanings. homophones are words which have the same pronunciation, but different spellings and meanings. homographs are words that are spelt the same, but have different pronunciations and meanings.</p>
<p>thesis statements - a thesis statement is usually one sentence that appears at the beginning though it may occur as more than one. the thesis statement is developed, supported, and explained in the course of the paper by means of examples and evidence.</p>	<p>world literature - a body of work drawn from many nations and recognized as literature throughout the world.</p>
<p>tone - an expression of a writer's attitude toward a subject. unlike mood, which is intended to shape the reader's emotional response, tone reflects the feelings of the writer. tone can be serious, humorous, sarcastic, playful, ironic, bitter, or objective.</p>	<p>yearbooks - an annual publication giving current information and listing events or aspects of the previous year, especially in a particular field; also school</p>
<p>topic - the general category or class of ideas, often stated in a word or phrase, to which the ideas of a text as a whole belong (e.g., subject matter or central idea of a conversation, discussion, or a piece of writing).</p>	
<p>topic sentence - a sentence that expresses the main idea of the paragraph in which it occurs.</p>	
<p>transition words/phrases - words and phrases that indicate relationships between ideas in a paragraph or composition. sometimes called linking words.</p>	