

Matching Part 1: Match the following terms with the definitions. *

6 points

	verbal irony	diction	atmosphere	style	tone	cosmic irony
A writer's particular ways of managing words that we come to recognize as customary	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Whenever words say one thing but mean something else, usually the opposite	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Choice of words	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Whatever makes the writer's attitude clear to us	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Dominant mood or feeling that pervades all parts of a literary work	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Developments that reveal a terrible distance between what people deserve and what they get, between what is and what ought to be	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Matching Part 2: Match the following terms with the definitions. *

6 points

	dynamic character	round character	flat character	objective narrator	unreliable narrator	total omniscience
A character that is defined by only one outstanding trait or feature	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Narrator has knowledge of the minds of all the characters	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Narrator does not enter the mind of any character but describes events from the outside	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
A character portrayed in great depth and generous detail	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A character that changes during the course of a story	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Point of view is that of a person who is deceptive, deluded, or deranged	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Matching Part 3: Match the following terms with the definitions. *

6 points

	motivation	antagonist	protagonist	in medias res	exposition	climax
Force acting in opposition to the main character	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Opening portion of a narrative where the scene is set and the main characters are	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
When a story begins in the midst of things	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
The main character	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Moment of greatest tension at which the outcome is to be decided	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Sufficient reason for characters to behave as they do	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Matching Part 4: Match the following terms with the definitions. *

7 points

	flashback	foreshadowing	theme	epiphany	parable	moral	fable
Lesson that can be extracted from a story	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Indication of events to come	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
General idea or insight the entire story reveals	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Brief narrative, with a plausible plot and human characters, that teaches a moral	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Brief, often humorous narrative, with animal characters, that illustrates a moral	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Moment of profound insight or revelation by which a character's life is greatly altered	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

A scene
relived in a
character's
memory



Passage 1: “Now and then we would see her in one of the downstairs windows—she had evidently shut up the top floor of the house—like the carved torso of an idol in a niche, looking or not looking at us, we could never tell which. Thus she passed from generation to generation—dear, inescapable, impervious, tranquil, perverse.”

Focusing on the passage above, choose the best answer for the following questions.

The narrator's description of Miss Emily in this passage (“dear, inescapable, impervious, tranquil, perverse”) suggests that the author's tone toward Miss Emily is: *

3 points

- ☐ condescending
- ☐ disapproving
- ☐ indifferent
- ☐ ambivalent or mixed
- ☒ Other: Humorous

The fact that Miss Emily “shut up the top floor of the house” in this passage, and at the end, a skeleton is discovered, makes this an example of: *

3 points

- ☐ foreshadowing
- ☐ theme
- ☐ irony
- ☒ unreliable narrator