

NOUNS

(NAMING WORDS)

PROPER NOUNS: Require a capital letter. Names of people, countries, companies etc.

COMMON NOUNS: Nouns that do not require a capital letter.

CONCRETE NOUNS: nouns that can be experienced through the senses. Table, horse, town.

ABSTRACT NOUNS: Nouns that refer to concepts/ideas. Happiness, love, jealousy.

COLLECTIVE NOUNS: Nouns that refer to collective groups. Herd, staff, team.

COUNT NOUNS: Nouns that can be counted. 2 players, 13 sheep, 52 days.

MASS NOUNS: Nouns that cannot be counted. Information, water.

AGENT NOUNS: Nouns for the person doing an action. Player, dancer, teacher, driver.

COMPOUND NOUNS: Nouns formed from two (or more) nouns. Toothpaste, handbag, bedroom

BINOMIALS: Nouns that are commonly paired. Fish and chips, hope and glory.

DETERMINERS

(INTRODUCE NOUNS/ NOUN PHRASES)

ARTICLES: The **definite article** is the word 'the'. **Indefinite articles** are the words 'a' and 'an'. The pen, a child, an orange.

POSSESSIVE DETERMINERS: Indicates who owns the noun. My pen, her coat, our car.

DEMONSTRATIVE DETERMINERS: Indicates the specific noun being referred to. That pen, these pens, those clever children.

NUMERIC DETERMINERS. Indicates specific numbers of the noun. One red pen, three cars, first place.

QUANTIFYING DETERMINER: Show quantity (not numbers) Some blue pens, few children, many expensive cars

ADJECTIVES

(DESCRIBING WORDS: NOUNS)

SIMPLE ADJECTIVES: Simple, base form of the adjective. Happy, quiet, solid

COMPARATIVES: Adjectives of comparison. smaller, quicker, more informative

SUPERLATIVES: Adjectives that show the highest degree or quality. quickest, tallest, brightest, most informative

ATTRIBUTIVE ADJECTIVE (PRE-MODIFIER): Adjectives that precede the noun. happy girl, tall building

PREDICATIVE ADJECTIVE (POST-MODIFIER): Adjectives that follow the noun (linked to the noun via a copula verb). he was happy, she appeared sad, the table is round

ADVERBS

(DESCRIBING WORDS: ADJECTIVES, VERBS, SENTENCES)

ADVERBS OF MANNER: Describe **how** something is done. He ran quickly.

ADVERBS OF PLACE: Describe **where** something is done. He stepped outside

ADVERBS OF TIME: describe **when** something is done. I'll revise later.

ADVERBS OF DEGREE: describe to what **extent** something is done. I've completely misunderstood.

ADJUNCTS: The collective term for adverbs, of manner, place, time and degree (above).

DISJUNCTS: Adverbs that indicate attitudes. Unfortunately, I can't make it. Thankfully, I have it.

VERBS

(DOING WORDS: WORDS OF ACTION)

MAIN VERB: Identifies the action of a sentence. They can stand alone or will be the final verb in a verb phrase. I sing in a band. I run marathons, I have run marathons.

PRIMARY AUXILIARIES: There are three primary auxiliaries: **be, do, have.** They can be used to attach to main verbs (I am running, I do like you) or can be main verbs (I am a student, I did my homework).

MODAL AUXILIARIES: These can only be used alongside a main verb. If used they will start a verb phrase. I could run. I shall revise. There are nine modals. Can, could, will, would, might, must, may, shall, should.

INFINITIVE: The phrase that combines the word 'to' with the verb. To run, to play, to swim. E.g. I wanted to play piano.

SIMPLE PRESENT. Present tense form of the verb. I run, he runs, we play. (It will not need an auxiliary verb)

SIMPLE PAST. Past tense version of the verb. I ran, he played, I revised. (It will not need an auxiliary verb)

PRESENT PARTICIPLE: The main verb used in conjunction with the auxiliary 'be'. I am playing, He was jumping. (It will always end in 'ing')

PAST PARTICIPLE: The main verb used in conjunction with the auxiliary 'have' I have eaten, I have run, He had swum.

DYNAMIC VERB: Verbs that indicate changing action. Can be used in the present participle form. I eat my dinner, I was running home

STATIC VERB: Verbs that describe a state. They don't tend to be used in the present participle form. I love chocolate I own a car.

TRANSITIVE VERB: Verbs that can take a direct object. I play the piano. I enjoy school.

INTRANSITIVE VERB: Verbs that do not take a direct object. I sneezed. I slept. I arrived at the station.

8 WORD CLASSES / PARTS OF SPEECH

PREPOSITIONS

(INDICATE RELATIONSHIPS BETWEEN ELEMENTS)

TEMPORAL PREPOSITIONS: Show a relationship of time. I'll revise after EastEnders. They left before the end of the match.

SPATIAL PREPOSITIONS: Show a relationship of place. The building is opposite the school. The book is on the table.

DIRECTIONAL PREPOSITION Show a relationship of direction. He walked towards the building. The boy ran across the street.

CONJUNCTIONS

(CONNECTING WORDS: LINK CLAUSES)

COORDINATING CONJUNCTION. Link two independent clauses of equal status. They are the **FANBOYS** conjunctions. For, and, nor, but, or, yet, so.

SUBORDINATING CONJUNCTIONS. Link a main clause to a subordinate clause of lesser importance. Because, whereas, although, whether, since.

PRONOUNS

(REPLACEMENTS FOR NOUNS)

PERSONAL PRONOUNS: Pronouns that refer to people or things. I, me, him, her, we, it, us.

POSSESSIVE PRONOUNS: Pronouns that indicate the owner. His, hers, mine, ours, theirs. E.g. that is mine.

DEMONSTRATIVE PRONOUNS. Pronouns used to indicate specific things. That, this, those, these.

REFLEXIVE PRONOUNS. Used when the subject is doing the action to themselves. Myself, ourselves, itself, herself. E.g. I dressed myself.

NOMINATIVE CASE: The pronoun used in the subject position. I like Paul. She likes Chocolate.

ACCUSATIVE CASE: The pronoun used in the object position. Paul likes me. Dave likes her.

ALLEGORY – a story or tale with two or more levels of meaning – a literal level and one or more symbolic levels. The events, setting, and characters in an allegory are symbols for ideas and qualities. Ex: The tortoise and the hare story

ALLITERATION – the repetition of initial consonant sounds, used to give emphasis to words, imitate sounds, and create musical effect. Ex: "Once upon a midnight dreary while I pondered weak and weary..." (Poe)

ANALOGY – makes a comparison between two or more things that are similar in some ways but otherwise unlike. Used to clarify something.

ANECDOTE – a brief story about an interesting, amusing, or strange event told to entertain or to make a point.

ANTAGONIST – a character or force in conflict with a main character, or protagonist.

ANTICLIMAX – like a climax in a story, anticlimax is a turning point, but it is always a letdown. It is the point in the story when you find out that the story will not turn out the way you anticipated.

ARCHETYPE – a type of character, detail, image, or situation that appears in literature from around the world and throughout history. Ex: The damsel in distress, the hero etc.

ASIDE – words spoken by a character in a play to the audience or another character, but are not meant to be heard by other actors on the stage

ASSONANCE – the repetition of vowel sounds followed by consonants in two or more stressed syllables. Ex: "weak and weary"

BLANK VERSE – poetry written in unrhymed iambic pentameter lines. This verse form was widely used by Shakespeare.

CAESURA – a pause in a line of poetry. Ex: around the full stop in 'Maps too. The sun shines through'.

CLIMAX – the high point of interest in a story, play, novel, etc.

CONNOTATION – all the meanings, associations, or emotions that a word suggests

DRAMATIC IRONY – when the reader knows something that a character in the story does not know.

ENJAMBMENT – when a sentence or a phrase runs from one line or stanza to the next

EXTENDED METAPHOR – like a metaphor where the writer speaks or writes about something as though it were something else, but continues on for several lines or for an entire poem.

FLASHBACK – a means by which authors present material that occurred earlier than the present tense of the narrative. Authors may include this material in a character's memories, dreams, or accounts of past events.

FORESHADOWING – the use in a literary work of clues that suggest events that have yet to occur. This technique helps create suspense, keeping readers wondering about what will happen next.

HYPERBOLE – a deliberate exaggeration or overstatement, often used for comic effect. Ex: I would walk a million miles to hear him sing...

IMAGERY – is the descriptive or figurative language used in literature to create word pictures for the reader... these pictures, or images, are created by details of sight, sound, taste, touch, smell, or movement.

IRONY – is the general term for literary techniques that portray differences between appearance and reality, or expectation and result. In verbal irony, words are used to suggest the opposite of what is meant. In irony of situation, an event occurs that directly contradicts the expectations of the characters, the reader, or the audience.

JUXTAPOSITION – when a writer puts two ideas, events, characters or descriptions close to each other to encourage a reader to contrast them. Ex: Agard juxtaposes figures from British and Caribbean history.

METAPHOR – is a figure of speech in which one thing is spoken of as though it were something else. Unlike a simile, which compares two things using like or as, a metaphor implies a comparison between them. "Life is a broken-winged bird..."

METER – is the rhythmical pattern of a poem.

MONOLOGUE – is a speech in a play by one character that unlike a soliloquy, is addressed to another character or characters.

NARRATIVE – is a story told in fiction, nonfiction, poetry, and drama.

ONOMATOPOEIA – is the use of words that imitate sounds. Whirr, thud, sizzle, and hiss are typical examples. Writers can deliberately choose words that contribute to a desired sound effect.

OXYMORON – is a combination of words, or parts of words, that contradict each other. Examples are "deafening silence," "honest thief," "wise fool," and "bittersweet."

PATHETIC FALLACY – when nature, particularly the weather, reflects the mood of a story.

PERSONIFICATION – is a type of figurative language in which a nonhuman subject is given human characteristics.

PLOT – is the sequence of events in a literary work.

PROSE – is the ordinary form of written language. Most writing that is not poetry, drama, or song is considered prose.

PROTAGONIST – is the main character in a literary work

REPETITION – is the use of any element of language – a sound, word, a phrase, a clause, or a sentence – more than once. (Assonance, alliteration, rhythm, and rhyme are certain sounds and sound patterns.)

RHETORICAL DEVICES – are special patterns of words and ideas that create emphasis and stir emotion, especially in speeches or other oral presentations. Rhetorical question – a question posed for emphasis of a point with an obvious answer, but not looking for an answer.

RHYME – is the repetition of sounds at the ends of words. End rhyme occurs when the rhyming words come at the ends of lines. Internal rhyme occurs when the rhyming words appear in the same line.

RHYTHM – is the pattern of beats, or stresses, in spoken or written language. Some poems have a very specific pattern, or meter, whereas prose and free verse use the natural rhythms of everyday speech.

SENSORY LANGUAGE – is writing or speech that appeals to one or more of the senses.

SETTING – (of a literary work) is the time and place of the action.

SIBILANCE – repetition of 's' and 'sh' sounds e.g. 'sentries whisper, curious, nervous'.

SIMILE – is a figure of speech in which the words like or as are used to compare two apparently dissimilar items. The comparison, however, surprises the reader into a fresh perception by finding an unexpected likeness.

SOLILOQUY – is a long speech expressing the thoughts of a character alone on stage.

SPEAKER – is the imaginary voice assumed by the writer of the poem. In many poems, the speaker is not identified by name. When reading a poem, remember that the speaker within the poem may be a person, an animal, a thing, or an abstraction. The speaker of the poem should not be assumed to be the author of the poem.

STANZA – is a repeated grouping of two or more lines in a poem that often share a pattern of rhythm and rhyme. Stanzas are sometimes named according to the number of lines they have.

TONE – of a literary work is the writer's attitude toward his or her audience and subject. The tone can often be described by a single adjective, such as formal, or informal, serious or playful, bitter or ironic.

TRAGEDY – is a work of literature, especially a play, that results in a catastrophe, a disaster of great misfortune, for the main character, or tragic hero.



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