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After reviewing the state standards
and 6th-8th grade STAAR reading
released tests, we came up with a
list of common vocabulary.

Categories:

Pink - Persuade

Brown -Figurative Language/poetry

Yellow – Story Plot

Green - Comprehension

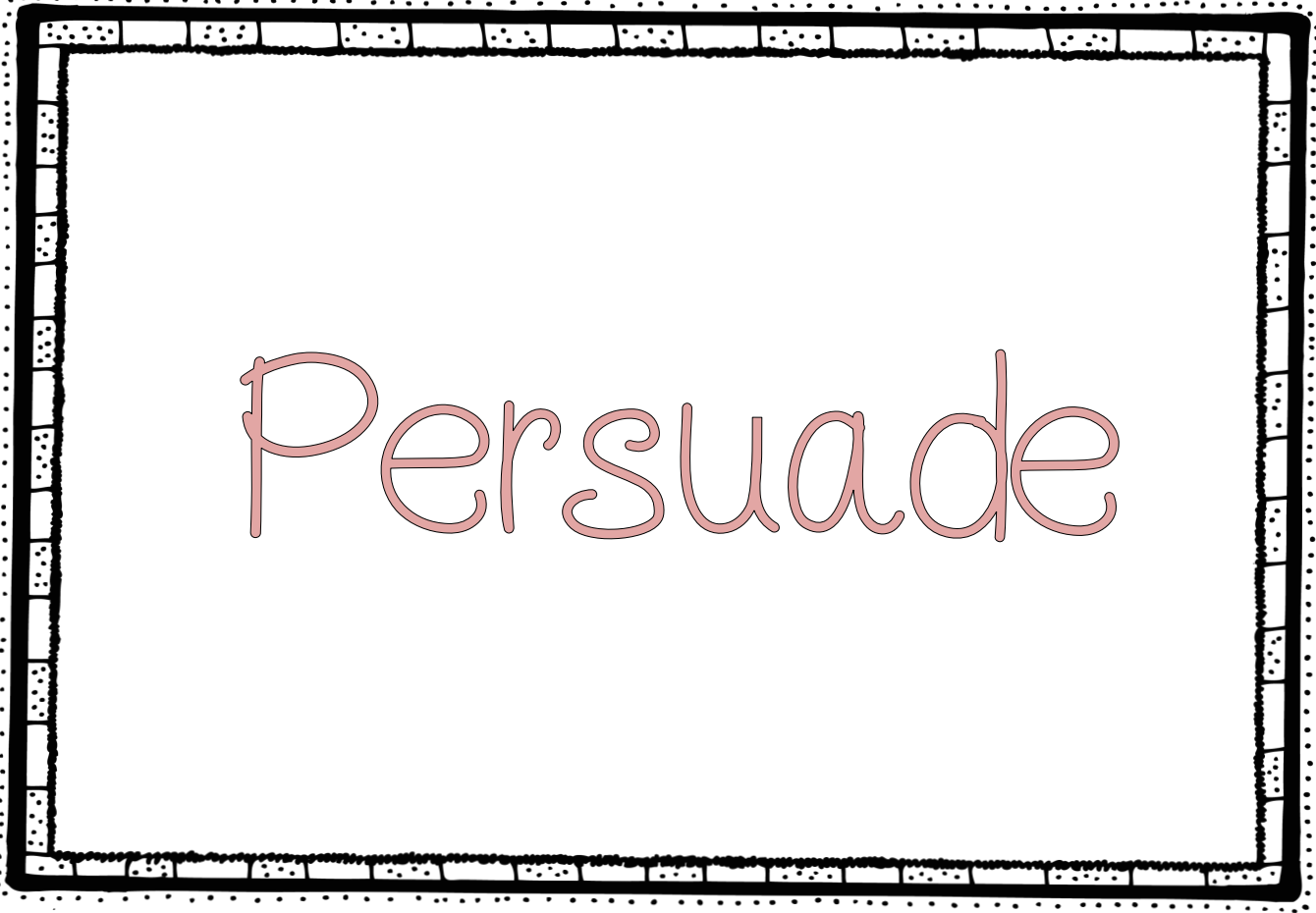
Orange - Compare

Blue - Show

Purple - Play

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Category headings



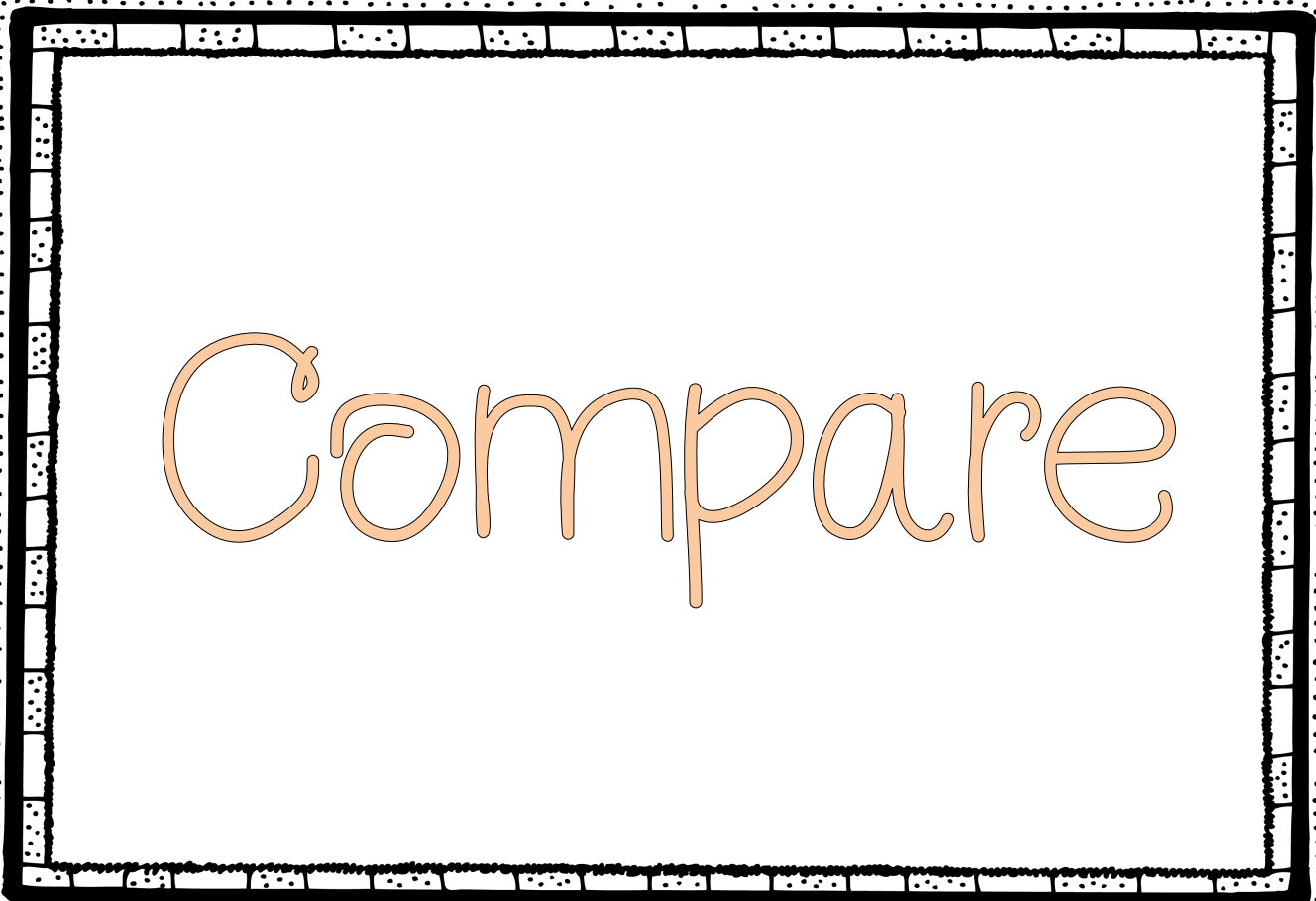
Persuade

Figurative Language And Poetry

Story Plot



Comprehension



Compare

Show

Play

Alliteration

Repetition of a consonant sound
at the beginning of a word.

"Silly Sarah Sue Slept"

Antagonist

A force working against the
main character, usually another
character.

Author's Message

The author's main idea.

Arguments

Express a position on a problem
and support it with reasons or
evidence.

Author's Purpose

The reason why he or she wrote the text.

- To inform
- To persuade
- To entertain

claim

A position on an issue or problem.

Climax

The point of greatest interest in the story.

Conflict

A struggle between two forces.

External: with another character or force on the outside.

Internal: within the character, on the inside.

Convey

To make known or express.

Describe

Helps the reader to picture
what is happening.

Evidence

Piece of information that
supports
your point.

Falling Action

The point in the plot when the
story begins to draw to a close.

Fact

Can be proven or verified as true.

Identify

To point out or bring to attention.

illustrate

To make clear by describing so
the reader can picture it.

Imagery

Words or phrases that help
appeal to the readers five
senses.

Include

To make a part of the
whole.

Indicate

To point out or show.

Infer

To make a logical guess based on your knowledge and clues from the text.

Prior Knowledge + Clues = Inference

Influence

The power to affect or persuade.

Insight

A Clear understanding of the true nature of something.

Main Idea

Is the most important idea about a topic that the writer is trying to show.

Message

The main idea or lesson the author is trying to get across to the reader.

Metaphor

Comparing two things that are not alike.

“You’re a Firework”
(Without using like or as)

Mood

The feeling created in the story.

Opinion

A Statement that cannot be proven
because it is a person's beliefs,
feelings, or thoughts.

Playwright

A person who
writes plays.

Plot

The sequence of events in a
(play, story, novel, or text).

Predict

Using clues from the story to make a reasonable guess about what will happen next.

Point of View

Who is telling the story:

1st person (I, me, we)

3rd (he, she, they)

Limited – only what they see

Omniscient – knows all

Resolution

The final outcome of the story.

Reveal

To show or point out what is not
seen.

Rising Action

Part of the plot that builds toward the conflict or the climax.

Setting

Where and when the story is happening.

Simile

Compares two unlike things
using like or as.

“Her hand is as
cold as ice.”

Stage Direction

Instructions given in a play to
the actors.

Stanza

A group of lines that form a unit in a poem.

Summary

To retell the main parts or ideas of the text in your own words.
(Include the beginning, middle, and end)

Support

Helps prove your point or claim.

Theme

The message about life and human nature the author is sharing with the reader.

