

## 2.2 Vocabulary

Word	Definition
<b>Exposition</b>	<ul style="list-style-type: none"><li>● the first of the plot</li><li>● characters, setting, and basic situation are revealed</li></ul>
<b>Inciting Incident</b>	<ul style="list-style-type: none"><li>● the event that sets the story in motion</li><li>● makes the rest of the story possible</li></ul>
<b>Rising Action</b>	<ul style="list-style-type: none"><li>● main part of the story</li><li>● moves the plot along</li><li>● where the complications arise</li></ul>
<b>Climax</b>	<ul style="list-style-type: none"><li>● the most exciting or intense part of the story for the protagonist</li><li>● the turning point</li></ul>
<b>Falling Action</b>	<ul style="list-style-type: none"><li>● Events that follow the climax and lead to the resolution</li><li>● Conflicts begin moving towards resolution</li></ul>
<b>Resolution</b>	<ul style="list-style-type: none"><li>● the end of the story</li><li>● loose ends of the plot are tied up</li><li>● remaining questions are answered</li><li>● conflicts are resolved</li></ul>
<b>Verbal Irony</b>	<ul style="list-style-type: none"><li>● what we say is the opposite of what we mean</li><li>● can be sarcasm when paired with attitude</li></ul>
<b>Situational Irony</b>	<ul style="list-style-type: none"><li>● when what happens is the opposite of what we expected to happen</li><li>● a contrast between expectation and reality</li><li>● the most often referenced type of irony</li></ul>
<b>Dramatic Irony</b>	<ul style="list-style-type: none"><li>● we (reader or audience) knows something a character doesn't know</li></ul>