



**LOGOS:**

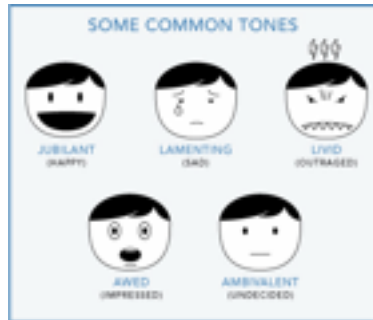
from Greek meaning "logic," it is a way to persuade people based on making them see the "logical" or "obvious" best choice

EX: Advertisements based on common sense

**MOOD:**

the climate of a story and the feeling you get by reading it based on the choice of setting, objects and events

EX: It was a dark and stormy night ...



**TONE:**

attitude of the author toward the subject he/she is writing about based on word choice, details and reactions to events

EX: serious, funny, sarcastic, melancholy

**THEME:**

the main idea, the lesson to be learned, the point or purpose of the writing

EX: good vs. evil, survival of the fittest, illusion of power, hope, pride as a downfall



**FLASHBACK:**

the plot is interrupted (out of sequence of the story) to give more information on what happened in the past

EX: Harry Potter revisiting memories from the past to understand what happened

**FORESHADOWING:**

a hint or a clue toward what will happen in a story

EX: collection of rocks in the story "The Lottery"



