**Motif**

-A motif in literature is an element that recurs (comes back) in stories from many cultures and from many periods in history.

-A motif should be symbolic and have a purpose.

**Example Story Motiff Start...**

I heard the knock come around midnight.  I pulled the covers up tightly to my chin remembering I was home alone on a dark, stormy night.  I heard the knock once again, so I climbed out of my bed and moved to the closet hoping it would keep me out of plain sight.  I sat quietly in my closet holding my breath and waited for what I knew was to come.  A few minutes later, I heard the knock come again.  After the third knock, I knew my visitor was not leaving so I crept out of my closet and made my way down to the front door...

“POOF!” My first wish had been granted!  The space on my iPod was finally filled with free music!  I was filled with musical joy until I saw that it was filled with the old polka songs my Grandpa used to play at family gatherings.  I had forgotten to name the specific genres of music I wanted in my first wish. I knew I had to rid my iPod of this noise, so I quickly wished for my iPod to be cleared.  That was mistake number two as my ENTIRE iPod was left blank. Deleted. Gone.  I thought for a moment.  I needed my last wish to set this problem straight, so I wished for my iPod to be restored to the original settings before my first wish. At that moment, I realized I had just wasted my three wishes.

**Foreshadowing**

The use of clues or hints to suggest events that will occur later in the plot

**Mood**

The way you feel when reading a piece of text

**Allusion**

A reference to a historical or literary figure, happening, or event that is meant to enhance the story.

**In your writing, allusions can help:**

* engage the reader by creating an effect such as irony,
humor, or emotional response
* enhance a point by drawing on reader's background
knowledge
* add layers of meaning to a story.

**Irony**

An action or event where we **expect** one thing to happen, but the **opposite** actually happens

Irony elicits emotions from the audience: shock, humor, sadness, etc.

* Dramatic Irony: the reader knows something the characters do not (Home Alone: We know that Kevin has planted traps everywhere, but the thieves don’t)
* Situational Irony: something happens that we wouldn’t expect to happen (i.e. a fire station burns down)
* Verbal Irony: what is said is different than what is meant (Sarcasm)