

EOG Review

12 POWERFUL WORDS THAT CONFUSE STUDENTS ON STANDARDIZED TESTS

Word	Definition
Trace	Follow, track outline, list in steps
Analyze	Think through, break apart, break into pieces
Infer /Inference	Figure out, read between the lines, predict, what are they trying to say
Evaluate	Judge, value of, meaning, examine, solve, test for the truth of, tell one good and one bad
Formulate	Come up with, make a plan, develop, make, create
Describe	Tell about, show me, list details
Support	Provide reasons, tell reasons, give examples, back it up
Explain	Tell all about, tell what and why, tell how, teach to someone else
Summarize	Tell main parts, bottom line, main ideas
Compare	List similarities, all the ways they are alike
Contrast	List differences, all the ways they are different
Predict	Educated guess, tell what could or may happen, look into the future

When reading a passage, Annotate! ***CROP-QVM:***

Connections	This reminds me of
Reactions	This makes me feel
Opinions	In my opinion, I think
Predictions	I bet I know what is going to happen. ...
Questions	I wonder
Visualizing	I can imagine what that looked like (sounded like, felt like, tasted like).....
Main Idea	Overall, the text or paragraph was about....

Passage Type	Examples	Strategies	Author's Purpose	Fiction or Nonfiction
Informational	Essays, Articles, Biographies	Read the questions first Annotate in the margins: main idea, CROP-QVM	To inform and/or persuade	Nonfiction
Functional	How-To documents and Advertisements/Brochures	Read the questions first Annotate in the margins: CROP-QVM	To persuade and inform	Nonfiction
Short Stories	Narratives or Excerpts from longer fiction	Read the questions first Annotate in the margins about: Characters development, setting, plot, theme	To entertain	Fiction
Poetry	Free verse, Lyric, and Haiku	Read at least three times Write in the margins: <ul style="list-style-type: none"> • Figurative Language, theme, mood, tone • CROP-QVM 	To entertain	Fiction

Story Elements:

Main Idea – what the story is mostly about.

Point of View – how the story is being told or narrated. First person point of view – the narrator is a character in the story and uses “I”. Third person point of view – the narrator is not a character in the story

Prediction – an educated guess as to what you think will happen next.

Characterization – how the author describes the people/animals in the story. Direct characterization – the author comes right out and tells you. Indirect characterization – the author uses clues in the text to let you figure out what the characters are like. You may have to read into what the other characters say about an individual or how that character acts.

Theme – the author’s basic message that they are trying to express to the reader; life lesson

Mood – How a piece of writing makes you the reader feel.

Tone – the author’s attitude toward the subject matter of a story

Setting – when and where a story takes place.

Plot – sequence of events in a story. 1: Exposition 2: Conflict 3: Rising action 4: Climax 5: Falling action 6: Resolution

Genre – category of literature

Fantasy Fiction genre- a fictional story that has magic and other elements that could never happen in real life

Science Fiction genre – a fictional story that has an element of science to it. These stories usually involve an experiment going wrong, time travel or outer space.

Realistic Fiction genre – a fictional story that is so believable that you might believe that it actually took place.

Historical Fiction genre – a fictional story that either had a real person or event from a real time period.

Myth – a genre of story involving gods/ goddesses; explains how something came to be.

Legend – a genre of a story that might have a small amount of truth to it but it has been wildly exaggerated.

Fable/Folktale – a genre that has fictitious talking animals. This type of story will always have a moral or life lesson that the reader should have learned as a result of having read the story.

Non-Fiction – Writing about real events. This is not made up. (articles, essays, speeches, biographies)

Poetry/Literary terms:

Sound Devices:

- A writer's strategic use of language, especially in verse, to evoke images and create sounds within his or her work

Alliteration - repetition of beginning consonant sounds in a series of words

Onomatopoeia- word whose sound resembles what it describes (snap, crackle, pop)

Rhyme- the repetition of sounds at the end of words

Rhythm- is the beat created by the pattern of stressed and unstressed syllables

Repetition- the use, more than once of any element of language

Figurative Language:

- Writing or speech that is not meant to be taken literally

Imagery- words and phrases that describe the actual experience of the five senses

Simile- comparison of two unlike things using the words *like* or *as*

Metaphor- compares two things (says one thing is another)

Unlike simile, you don't use "like" or "as" in the comparison

Hyperbole- figurative speech making an overstatement on purpose, an exaggeration

Personification - Objects, animals, or ideas are given human characteristics

Speaker - the voice that talks to the reader in a poem