



# Maryland College and Career Ready Standards for English Language Arts/Literacy Glossary

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**Academic vocabulary** - Terms necessary for understanding ideas across curricular areas

**Active voice** - A grammatical term where the subject of the sentence performs the action of the verb of the sentence (*i.e., We made the decision*); see passive voice

**Adages** - A metaphorical saying that addresses a familiar experience or expresses a general truth (*i.e., "The early bird catches the worm." means "Act early to be successful."*)

**Affixes** - Meaningful word parts added to the root of a word to change the word's meaning; see also prefix, suffix

**Allegory** – A popular narrative structure that is a form of rhetorical comparison, where the characters and events represent other things and express a deeper meaning that is often moral, spiritual, or political. An allegory is more detailed than a metaphor and appeals to reason, rather than imagination. An allegory can be a literary form, such as a poem or novel, but it can also be a visual form, such as a painting, drawing, or sculpture. In literature, an example of a short allegory is a parable or fable; an example of a longer allegory is a novel such as George Orwell's *Animal Farm* or Arthur Miller's *The Crucible*.

**Alliteration** - The repetition of an initial consonant sound, occurring in the first syllable of a word or phrase (*i.e., You are free to feel the fruit.*)

**Allusions** - A literary device that refers to other print or non-print pieces, people (real or fictional), or events from history

**Alphabetic principle** - The concept of letter-sound relationships

**Ambiguity** - A literary device that may lead to more than one interpretation

**Analogy** - A comparison between two things for the purpose of explanation or clarification; see simile, metaphor

**Anecdotes** - Brief interesting or amusing life stories used to make a point

**Antonyms** - Words that mean the opposite

**Argument** - A purpose for writing using reasons or evidence to support a claim or opinion

**Auditory discrimination** - The ability to hear and distinguish sounds

**Cause and effect** -

1. A relationship between the events, actions, or decisions (causes) and the outcomes or consequences (effects)
2. Organizational structure in which the events, actions, or decisions (causes) bring about outcomes or consequences (effects)

**Character** - A person, animal, or imaginary being in literary text that may be major or minor, flat or round, and static (unchanging) or dynamic (capable of change)

**Characterization** - The technique writers use to reveal a character's traits through direct statements or through the character's speech, actions, thoughts, appearance and interactions or the reactions of other characters.

**Chronology/chronological order** - The sequence or the organizational structure which presents ideas according to the time in which they occurred

**Citations (in text, standard format)** - Credit given to the author for material that has been quoted or referred to in a new piece of writing; some standard formats for writing citations can be found through the Modern Language Association (MLA) or the American Psychological Association (APA)

**Claims/alternate or opposing claims** –

1. Statement or thesis which is presented in a way so that another person could reasonably disagree; therefore, claims can be “proven” only by providing opinion and/or research for support
2. Alternate or opposing claims are ideas that directly contradict the original claim and are also presented in a way so that another person could reasonably disagree.

**Close reading** - A process of reading and re-reading *complex text* deliberately to query, contemplate and carefully analyze and evaluate the meaning of the text in order to gain multi-layered comprehension

**Cloze procedure** - A technique that may be used as a diagnostic or formative tool where specific words are removed in order to assess literacy skills (*i.e., vocabulary, comprehension, parts of speech, etc.*)

**Collegial discussions/Collaborative conversations** - Discussions in which all participants are of equal contributors to all aspects of the conversation

**Colloquialisms** - Informal language that is generally more appropriate for spoken conversations rather than for academic settings and purposes (*i.e., “Cop” is an informal term for the more formal term “police officer.”*)

**Compare and contrast** - Organizational structure in which the differences and similarities across or within two texts are highlighted or could demonstrate a preference for one thing over another

**Complex text** - A text whose complexity is determined by quantitative, qualitative, and reader-task components. See Appendix A

**Compound words** - Combinations of two or more words that function as single unit of meaning (*i.e., barefoot, beachball*)

**Computer literacy** - The terminology and the range of skills required to successfully use computers and other devices associated with technology

**Concepts of print** - The understanding and demonstration of what print represents, how it works, and that speech is written down in a conventional manner

**Conflict/problem** - The internal or external struggle between opposing forces in print and non-print (*i.e., man vs. man, man vs. nature, man vs. self, and man vs. society*)

**Connotation** - The ideas, qualities, or experiences associated with a word and that extends beyond denotation (dictionary definition) (*i.e., scrawny – negative, slender – positive*)

**Context clues** - Information within a text such as words, phrases, sentences, or syntax that indicates or clarifies meaning

**Conventions of standard English** - Appropriate grammar and usage when writing and speaking as provided in the Language Standards

**Culture** - The common beliefs, attitudes, customs, and behaviors of a particular group, country, or region

**Denotation** - The direct and literal definition of word, as defined in a dictionary

**Developmentally appropriate** - Instruction planned and implemented based upon an understanding of age appropriateness, individual appropriateness, and cultural appropriateness

**Dialect** - A variation of a language spoken by a particular group of people, or in a particular region

**Dialogue** - A conversation between two or more persons or characters

**Diction** - The purposeful choice and expression of words to communicate effectively to a specific audience. Types of diction include informal, formal, colloquial, slang, dialect, and technical.

**Digital** - Characterized by the use of technology

**Discourse** - written or spoken communication

1. **Formal Discourse** - a written or spoken lengthy, more respectful discussion on a topic
2. **Informal Discourse** - simple written or spoken discussion characterized by more casual word choice (*i.e., slang, contractions*)
3. **Verbal v. Non-Verbal** - Any oral or written communication comprised of more than one sentence or speaker appropriate to task and situation. (Formal or Informal, Verbal or Non- Verbal)

**Diverse peers/partners** - A partnership or group comprised of varying individuals (*i.e., age, gender, background, perspectives, etc.*)

**Domain specific vocabulary** - The terminology of a particular field of knowledge or content

**Drama** - A form of literature written to be performed

**Drawing conclusions** - Using details, inferences, and insight from print or non-print text to form a judgment or decision

**Environmental print** - Print or non-print text or graphics found in familiar settings (*i.e., street signs, logos, etc.*)

**Ethnicity** - Having similar racial, religious, linguistic and/or other traits in common

**Etymology** - The study of the origin and development of the structure and meaning of words

**Expository text** - A text structure designed to convey information and/or explain

**Extended definition** - A definition that fully explains the meaning of a term

**Fable** - A brief narrative tale, written in prose or verse that communicates a moral lesson including animals or inanimate objects as characters

**Fallacious reasoning** - Unsound reasoning or errors in argument or use of deception

**Fantasy** - Highly imaginative stories about characters, places, and events with some elements that may or may not be believable

**Farce** - A type of whimsical, satirical humor found in plays that emphasizes improbable situations

**Fiction** - Text or multi-media that is created from the imagination, not necessarily based on what is true or real

**Figurative language/meanings** - Non-literal language containing words and phrases that require a reader to make inferences to create a more vivid image or real experience

**Figures of speech** - Specific non-literal expressions where the meaning is ironic, metaphorical, or rhetorical

**Finger plays** - A song or rhyme accompanied by hand movement

**Flashback** - A technique used by writers to interrupt a narrative to introduce prior information

**Fluency** - The ability to speak, read, or write a language easily, smoothly, and readily with comprehension and expression

**Folk Tale** - A narrative that has been orally passed down from generation to generation

**Foreshadowing** - A narrative technique that provides clues or insight into upcoming events

**Functional text** - Informational text which helps the reader accomplish a task (*i.e., recipes, brochures, directions*)

**Functional reading** - The ability to read text to accomplish basic tasks

**Genres/types of texts** - Organizational structure used to classify text, works of art, multimedia, etc. by content, style, tone and/or form (*i.e., science-fiction, fantasy, historical fiction, etc.*)

**Grapheme** - The smallest, meaningful written mark or symbol

**Graphic aids** - An organizational tool in reading, writing, speaking, and listening

**Graphic novels** - A literary work in which the story is written and illustrated with an emphasis on the visual representation

**Guided reading** - Explicit instruction for the purpose of providing the skills, structure and purpose of reading and responding to instructional level text (usually occurs in a homogeneous small group setting)

**High-frequency words** - Words used most often in written or spoken language

**Historical fiction** - A narrative text that depicts or is based on actual events or people from the past

**Homograph** - One of two or more words alike in spelling but different in meaning, derivation, or pronunciation (*i.e., the wind blows vs. wind up the toy*)

**Homophone** - One of two or more words alike in pronunciation but different in meaning, derivation, or spelling (*i.e., to, two, too*)

**Idiom** - An expression that does not mean what it literally says (*i.e.*, “kick the bucket”)

**Imagery** - The use of sensory language that forms a mental image for the reader or listener

**Inference** - A logical guess based on text evidence and the reader’s prior knowledge

**Inflectional Endings** - The change of form made to words to mark distinctions such as number and tense (*i.e.*, *ing, s, es*)

**Informative/Explanatory text** - Informational text that informs and/or explains

**Informational text** - Includes literary non-fiction, expository text, technical text, procedural text and functional text

**Interactive Read Aloud** - A planned period of instruction when a wide variety of literary and informational complex texts are read aloud and used as a vehicle to teach literacy and other content (*i.e. science and social studies*). The reader uses prosody, think alouds and text dependent questions in order to model *close reading* and *fluency* while maintaining the feel of a ‘storytime’ versus a scripted lesson.

**Irony** - A figure of speech where what is said is the opposite of what is meant, or the contrast between what appears to be and what actually is

**Verbal Irony** - Characters say the opposite of what they mean

**Situational Irony** - The opposite of what is expected occurs

**Dramatic Irony** - A character speaks in ignorance of a situation or event known to the audience or to the other characters

**Language experience** - An instructional approach used where a student’s words and thoughts are written by the teacher and used to teach reading and writing skills

**Literal meaning** - Information that is explicitly stated in the text

**Non-Literal meaning** - See figurative language

**Literary non-fiction** - A true narrative that makes a point, expresses a personal opinion, or describes an experience (*i.e., biography, autobiography, documentary, memoir etc.*) Characterized as Informational Text in the MCCRCS

**Media literacy** - A set of skills that enable a student to analyze, evaluate, and create messages in a variety of technological forms

**Memoir** - A retelling of an episode or event in a person’s life known to the writer, a type of Literary non-fiction

**Metaphor** - A figure of speech involving the implicit comparison without using “like” or “as”

**Mood** - The emotional quality or atmosphere of a story created within the reader partly by a description of the objects or by the style of the descriptions

**Multimedia** - Using a variety of media resources to present one product

**Formats** - Podcast, iMovie, PowerPoint, Photo Booth, etc.

**Components/Resources** - Graphics, images, music, sound

**Mythology** - Narratives created to explain the mysteries of life and nature often featuring larger-than-life characters

**Narrative** - A text structure which follows a fictional or non-fictional story line with characters, setting and plot

**Narrative/literary elements** - The elements that are derived by readers from a piece of work (*i.e., character, conflict, plot, tone, mood, setting, theme*)

**Narrator** - The person who gives an account or tells the story

**Non-fiction** - Text or multi-media based on what is true or real

**Nuances** - A subtle or slight difference in meaning or shade of meaning of a word

**Nursery rhyme** - A rhyming verse or tale designed for very young children

**Onset** - The consonant(s) before a vowel in a syllable (*i.e., /br/ in bread*)

**Opinion** –

1. A point of view
2. A purpose for writing using reasons or evidence to support a point of view

**Pacing (as it relates to narrative)** - A literary device where the writer purposefully speeds up or slows the tempo or rate of events in a narrative for emphasis

**Parallel structure** - A balance of words, phrases, sentences, or paragraphs to provide equal emphasis (*i.e., parallel - I enjoy hiking, swimming, and biking. Non-parallel – I enjoy hiking, swimming, and to ride a bicycle.*)

**Paraphrase** - The act or result of restating the meaning of something spoken or written in another form (indirect quotation)

**Parody** - A work, usually humorous, that imitates another work through satire

**Passive voice** - A grammatical term where the subject of verb receives the action of the verb of the sentence (*i.e., The decision was made by us.*); see active voice: usually created by the use of a “to be” verb and “by”

**Personification** - A figure of speech in which an inanimate object, animal, idea, or abstraction is given human qualities or abilities by an author

**Personal schema** - A framework that organizes how a person understands and processes something based on the person’s knowledge and experiences

**Phonemes** - The smallest, meaningful sound unit, in English there are approximately 44 sounds or phonemes (*i.e., /p/ spun vs. /p/ in pun*)

**Phonemic awareness** - The ability to hear, identify, and manipulate individual sounds (phonemes) in spoken words

**Phonics** - Literacy instruction that focuses on sound-symbol relationships

**Phonological awareness** - The understanding and usage of the sound-system of language applied to reading and spelling

**Plagiarism** - Using the words and ideas of another as ones' own without crediting the source

**Plot** - The structure of the action or storyline in a narrative text (*may include the events, rising action, climax, and falling action*)

**Poem** - A form of composition in verse that uses language to suggest images or impressions to the reader or listener

**Point of view** - The position from which an author, narrator, or character tells a story

1. **First Person** - a character using "I"
2. **Third Person** - an outsider to the story who uses "he," "she," "it," and "they."
  - a. **Limited** – narrator who only knows what she/he feels, hears, sees, or is told
  - b. **Omniscient** – narrator who knows, sees, and hears all

**Prefix** - A letter or group of letters attached to the beginning of a root or base word to create new meaning (*i.e., regain, incomplete*)

**Premise** - The basic argument or claim of a text or portion of text

**Primary source** - An original or direct source of information (*i.e., diary/journal, a survey/interview, letters, photos, documents, autobiographies, and observations*) characterized as Informational Text in the MCCRS

**Prosody** - The rhythms, tempo, inflection, and sounds used to emphasize distinctions in speech

**Proverbs** - Brief, popular sayings in frequent and widespread use that express advice or a generally accepted truth (*i.e., Practice makes perfect*)

**Puns** - A deliberate play on words to suggest multiple meaning

**Qualitative** - Describing, interpreting, or making sense of an observable fact or event based on individual interpretations (based on value or susceptibility of measurement)

**Quantitative** - Describing, interpreting, or making sense of an observable fact or event based on numerical interpretations

**Quotation** - To speak or write the exact words of another while acknowledging the source (direct quotation)

**Realistic fiction** - Narrative text that portrays literary elements that did not really happen but could have

**Redundancy** - Using excessive or repetitive information when speaking or writing to either enhance or distract

**Reference materials, general** - Reference materials that provide overall information about the topic (*i.e., encyclopedias, digests, biographies, atlases, and dictionaries, etc.*)

**Reference materials, specialized** - Reference materials that provide more detailed information about the topic (*i.e., specific encyclopedias, etc.*)

**Register** - Spoken or written language determined by social circumstances (*i.e., casual v. formal*)

**Response logs** - A journal in which students reply in writing to questions or prompts about the content (or Response journals)

**Rhetoric** - The skill or art of speaking or writing effectively for a specific purpose (*i.e., narration, definition, classification, and compare/contrast*)

**Rhyme** - Identical or very similar sounds between two or more words or word parts (*i.e., ring and sing*)

**Rime** - A vowel and any following consonants within the same syllable (*i.e., /at/ in bat*)

**Root Word** - The main part of a word that conveys the meaning (*i.e., credible, retell*)

**Sarcasm** - Saying or implying one thing but meaning something else (*i.e., irony, satire*)

**Satire** - A literary form that exposes the flaws or weaknesses of society (*i.e., humor, irony, exaggeration, ridicule*)

**Scaffold** - The strategic release of teacher support during the learning process as students are able to master what they have learned and execute it themselves

**Schema** - A cognitive framework or concept that builds on prior knowledge to form understanding

**Secondary sources** - Information on a topic written by someone who did not participate or experience the topic first-hand

**Sequence** - A particular order in which related events or things follow each other

**Setting** - Primarily when and where the story takes place. Associate mood in more complex text

**Shared reading** - Interactive period of instruction where the teacher explicitly teaches and models the skills and behaviors of good readers using instructional level text of the class as a whole

**Shared writing** - Interactive period of instruction where the teacher explicitly teaches and models the skills and behaviors of good writers

**Sight words** - Common words that are spelled irregularly or should be automatically recognized as a whole

**Simile** - A figure of speech involving an explicit comparison between unlike things using “like,” or “as”

**Soliloquy** - In drama, a speech delivered by a character that tells the audience how he feels by talking or thinking to himself

**Sonnet** - A lyric poem consisting of fourteen lines with a specific rhyme scheme and pattern

**Stance** - Position or attitude taken by someone about an issue or topic

**Strategic/Active Listener** - Someone who effectively receives verbal and non-verbal cues and constructs meaning from them (*i.e., looking at the speaker, monitoring for understanding, making connections, taking turns*)

**Strategic/Active Reader** - Someone who effectively constructs meaning from text (*i.e., previews, questions, uses prior knowledge, monitors understanding, makes connections, synthesizes*)

**Style** - The distinctive way an author uses language to express ideas (*i.e., word choice, sentence structure, figurative language, repetition, symbols, dialogue, imagery*)

**Suffix** - A letter or group of letters that is added to the end of a root word to create new meaning (*i.e., darkness*)

**Summarize** - Briefly recounting the important ideas of a text in the reader's own words

**Synonym** - A word that has the same or nearly the same meaning as another word (*i.e., mad, angry*)

**Syntax** - The arrangement of words and phrases to create well-formed sentences (*one common syntax in English puts the subject before the verb*)

**Synthesize** - To combine elements within a whole text or across multiple texts into a coherent whole

**Technical Vocabulary** - Terminology used primarily in a specific discipline

**Temporal Words and Phrases** - Words or phrases that refer to time

**Text (print, non-print, and digital)** - Any source from which meaning can be derived (*i.e., written information, graphs, cartoons, movies, audio recordings, etc.*)

**Text Complexity** - See Complex Text

**Text Feature** - A characteristic of literary and informational text that facilitates understanding for the reader (*i.e., title, illustrations, diagrams, labels, bulleted lists, captions, etc.*)

**Text Structure** - The organizational pattern used to develop a text (*i.e., description, cause/effect, problem/solution, compare/contrast, etc.*)

**Theme** - A general message or concept that an author conveys through a work

**Tone (objective, formal, informal, shift)** An author's implied or stated attitude toward a subject

**Objective** - impartial, not favoring one side or character over another

**Formal** - professional, using high-level vocabulary and standardized grammar

**Informal** - using colloquialisms and regional dialect

**Shift** - the author changes various elements such as word choice, connotation, punctuation, etc., to change the mood or purpose of the text

**Topic sentence** - A sentence that expresses the main idea of a paragraph

**Trade books** - Commercial books used for reading instruction (not graded instructional text)

**Traditional tale** - Narratives of a people passed down orally through many generations

**Transitions (transitional words, phrases, clauses)** - Connecting words, phrases, sentences, or groups of sentences that signal the relationship between sentence parts, whole sentences, paragraphs, or layer sections of a text

**Understatement** - A representation of something as less than it is

**Universality** - Characteristic themes common among various cultures

**Usage** - Customary way in which a native language is actually spoken and written

**Voice** - The writer's distinctive tone, form, purpose, style used to express ideas

**Word Usage** - Deliberate choice of a word(s) for a specific purpose

**Writing process** - The process of proficient writers: they are reflective and skilled at adapting and internalizing the stages of writing: prewriting, drafting, revising, editing, publishing for extended as well as shorter time frames