

Name: _____

Score: _____

8 True/False questions

Term	Definition	1 of 25
-ity, -ty	quality of	
<input type="radio"/> True		
<input type="radio"/> False		
Term	Definition	2 of 25
Root	the series of events in the story	
<input type="radio"/> True		
<input type="radio"/> False		
Term	Definition	3 of 25
Theme	a reason for an action	
<input type="radio"/> True		
<input type="radio"/> False		
Term	Definition	4 of 25
Textual Evidence	a changing from one place, idea, or subject to another	
<input type="radio"/> True		
<input type="radio"/> False		
Term	Definition	5 of 25
Cite	To refer to in support of a conclusion or a claim	
<input type="radio"/> True		
<input type="radio"/> False		
Term	Definition	6 of 25
Conclusion	the last part of something	
<input type="radio"/> True		
<input type="radio"/> False		
Term	Definition	7 of 25
-ness	state or quality	
<input type="radio"/> True		
<input type="radio"/> False		

Term	Definition	8 of 25
Inference	a sequenced story that is told or written	
<input type="radio"/> True		
<input type="radio"/> False		

9 Multiple choice questions

Term	9 of 25
-al	
<input type="radio"/> Clear and obvious	
<input type="radio"/> a reason for an action	
<input type="radio"/> act or process of	
<input type="radio"/> stars, heaven, space	

Term	10 of 25
geo-	
<input type="radio"/> life	
<input type="radio"/> time	
<input type="radio"/> house	
<input type="radio"/> earth	

Term	11 of 25
Pacing	
<input type="radio"/> to introduce a new situation or environment	
<input type="radio"/> to tell how two or more things are the same	
<input type="radio"/> to control or set the speed of something happening	
<input type="radio"/> To refer to in support of a conclusion or a claim	

Term	12 of 25
Effect	
<input type="radio"/> the result of an action	
<input type="radio"/> his friends got mad at him	
<input type="radio"/> above, over, or beyond	
<input type="radio"/> the last part of something	

Term

13 of 25

Cause

- message or lesson of a piece**
- not, having a negative force**
- a reason for an action**
- the result of an action**

Term

14 of 25

-er, -or

- not, having a negative force**
- Clear and obvious**
- quality of**
- one who**

Term

15 of 25

Plot

- the series of events in the story**
- the turning point in a story**
- the conflict or problem in the story**
- the time and location in a story**

Term

16 of 25

Resolution

- to introduce a new situation or environment**
- the solution to a conflict**
- a reason for an action**
- having something to do with the topic**

Term

17 of 25

-sion, -tion

- quality of**
- state or quality of**
- state of being**
- state or quality**

8 Matching questions

Orient

Contrast

Context

Credible

Antagonist

Argument

Narrative

Transition

A. a sequenced story that is told or written 18 of 25

B. a changing from one place, idea, or subject to another

C. to introduce a new situation or environment

D. offering reasonable grounds for being believed

E. the villain or bad guy in a story

F. a statement for or against something

G. the situation in which the word is being used

H. to tell how two or more things are different