

Lights, Camera, Literacy!
(Part Two)

Glossary

ACT I - The first section of a story that tells the world of the story, the inciting incident, and the main character's initial hesitation.

ACT II - The middle section of a story that includes obstacles the main character must overcome to reach the main goal.

ACT III - The end section of a story that includes the final climax, acknowledgement of the main character's arc, and final resolution.

ARGILLACEOUS - Containing, made of, or resembling clay

AUDITORY - Pertaining to hearing

BRAINSTORMING - A method of shared problem solving in which all group members spontaneously contribute ideas

CACOPHONY - Loud, confusing, disagreeable sounds

CAMERA PLACEMENT - The location of a camcorder for filming purposes

CHESS NOTATION - Symbols used to represent chess moves

CONVICTION - Strong persuasion or belief

CREDIBILITY - The quality or power of inspiring belief

DECONSTRUCTION - Interpret by breaking down into parts

DICTION - Degree of clarity and distinctness of pronunciation in speech

DRESS REHEARSAL - A full, final practice of a performance

EMPHASIS - Special stress of particular words or syllables when speaking

ETYMOLOGY - The history of a word (plural: **ETMOLOGIES**)

EXCITABLE - Easily wound up emotionally

FASTIDIOUS - Excessively particular, critical, or demanding; hard to please

IMPROVISE - To perform on the spur of the moment without previous preparation

INCITING INCIDENT - An action or situation that presents the main outer conflict for a story's hero, takes the hero out of his/her normal life, and puts the story into motion

IRONY - A situation that is opposite to that which is expected

KINESTHETIC - Having to do with movement of the body

LEARNING MODALITY - The channel through which a person learns new information

LOCATION - Place to where movie equipment must be transported in order to film a scene

MENTOR - A wise teacher

METAPHOR - A comparison that requires an inference as to how the two items might be similar
(adjective form: **METAPHORICAL**)

MOOD - An emotional state

MYTH - A traditional fictional story involving a hero (adjective form: **MYTHIC**)

OBSTACLES - Barriers that must be overcome in order to reach a goal

PACING - The tempo of a communication

PARALLEL SCENES - Two similar scenes differing in a distinct way in order to show a change of situation or character

PLUVIOSITY - Rainy or having to do with rain

POISE - Self-confident posture

PREFIX - Syllable(s) that precede a root word to form a new, longer word

PROJECTION - Using the force of air to send one's voice to a listening audience

Q & A - A question and answer period that follows the presentation of information and encourages involvement from an audience

ROOT WORD - The base word to which prefixes and suffixes are attached to form longer words

SELF-SERVING - Only interested in one's own goals

SHOT LIST - An organized list of filming locations and camera set-ups in order to maximize efficiency

SOMBER - Serious

SOMNAMBULISM -Doing activities while asleep, "sleepwalking"

SUFFIX - Syllable(s) that follow a root word to form a new, longer word

SYMBOL - A literal one-to-one comparison of an icon or object to another item or concept

"THE MAGIC THREE" - The use of three objects, conflicts, or characters in a fictional story

THEME -A lesson the author is teaching through the hero's story

THREE-ACT STRUCTURE - A fictional story's organization via an Act I, Act II, and Act III.

THRESHOLD - The starting point for a new experience

VISUAL - Having to do with the sense of sight

VITROPHYRE - Black, glassy rock

XANTHOSIS - Abnormal yellow coloring of the skin