English 1 Study Guide

From Simple Studies: https://simplestudies.edublogs & @simplestudiesinc on Instagram

Table of Contents:

Page 2-3: Literary Terms

Page 4-5: Language Devices

Page 6-9: Night by Elie Weisel

Page 10-13: The Iliad by Homer

Page 14-15: Odyssey by Homer

Page 16-18: To Kill A Mockingbird by Harper Lee

Page 19-21: Romeo and Juliet by William Shakespeare

Page 22: The Marrow Thieves by Cherie Dimaline

Page 23-24: The Hobbit by J.R.R. Tolkien

Literary Terms to Know:

Parts of the Story

Exposition: the

beginning/introductions to the world and characters

Inciting Incident: the protagonist is thrust into the main action of the story

Rising Action: the events leading up to the main

conflict

Climax: the peak of the

story

Turning-point: The moment when the story

turns

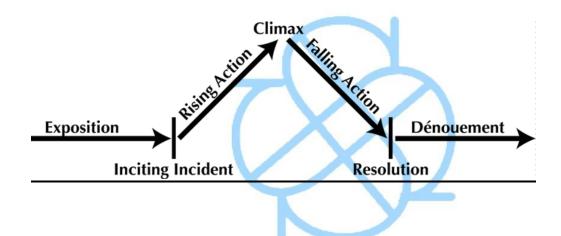
Falling Action: The characters work to resolve

the conflict

Denouement: the final part where the strands of the plot are drawn together and matters are explained or resolved.

Resolution: How things

end in the story



Elements of the Story

Suspense: Moment where things are tense

Protagonist: the main character of the story (is typically a hero, but is not always the good guy)

Antagonist: the Protagonist's opponent (usually a villain, but is not always the villain)

Setting: time, place, situation

Characterization: A description or creation of the nature/features of someone or something

Indirect Characterization: the author SHOWS the reader traits

Direct Characterization: A character explicitly TELLS the reader traits

Static Character: A character who does not change throughout the story

Dynamic Character: A character who undergoes major changes from the start of the story to the end

Round Character: a complex, multi-dimensional character; usually are also dynamic

Flat Character: a character that exhibits a couple of unchanging traits

Stock Character: stereotypical characters who don't need an explanation of their traits because they fit well-known cliches/archetypes (e.g. "the dumb blonde", "the jock", "the nerd")

Narrator: The person who tells the story or whose POV the story is through

Dialect: A particular form of language that is specific to a region or social group

Point-of-View: The perspective or "lens" the story is told from; there are 3 types.

- **1st person**: This story is told from my perspective, using I language and exhibiting my thoughts.
- **2nd person**: This story is told with an omniscient (all-knowing) narrator who utilizes You language to tell you what you think and feel. You are doing this. You need to do this.
- **3rd person**: Told from an omniscient (all-knowing) narrator, who says what they are doing. How she is feeling. Who he is.

Internal Conflict: figurative internal struggles such as a conflict of self-beliefs and morals.

External Conflict: problems coming from an outside force like another character or the environment.

Diction: The choice and use of words and phrases used.

Tone: The "vibe" or attitude of the text.

Mood: The feeling or state of mind

Language Devices

Simile: A comparison between two subjects using "like" or "as".

E.g. "Her smile was as bright as the sun, her laugh like a fresh summer breeze"

Metaphor: A figure of speech that compares without using "like" or "as". Can also be used to apply a word or an action to something that is not literally applicable.

E.g. "I had fallen through the trapdoor of depression", "the wheels of justice turn slowly"

Personification: Giving human characteristics to something non-human

E.g. "The trees whispered quietly"

Hyperbole: An extreme exaggeration

E.g. "I'm so hungry, I could eat enough for ten men"

Satire: The use of exaggeration or humor to criticize a person or aspect of society.

E.g. In the anti-war satire Catch-22, Joseph Heller critiques the senselessness of war, the failures of American healthcare, and how higher bureaucracies are often run by men who do not know what they are doing/have no real oversight and can act arbitrarily. One example of this is the Catch-22 rule that the book is named for. Catch-22 is a paradoxical situation where the men can only stop flying bombing missions if they are insane; however, by declaring insanity they demonstrate a desire to live and are therefore sane. Essentially, both sane and insane men must fly missions- unable to go home until they reach an ever-increasing quota for bombing missions.

Verbal Irony: Sarcasm

E.g. "Please don't overwork yourself," Jack said, addressing his coworker who was casually scrolling through Twitter.

Dramatic Irony: The audience knows something the characters do not know

E.g. The audience knows Iago was lying to Othello about Desmondia's infidelity and that the handkerchief was a setup; but alas the other characters do not realize this because only the audience was privy to Iago's plan and to witness the other character's getting played.

Situational Irony: Something happens that contradicts strong expectations

E.g. The English teacher has bad grammar and frequently makes spelling errors.

Symbolism: A person or object that is meant to represent something else.

E.g. The shell in Lord of the Flies represented order and civility.

Motif: A decorative design or pattern; a repetitive topic that is mentioned

Juxtaposition: Placing two elements close together for a dramatic effect and to emphasize the differences

E.g. Light vs. Dark

Imagery: Figurative language that "paints a picture" of the scene in the reader's head using the readers' senses.

E.g. The old man quietly let the handful of dust sift gently through ink-stained fingers, only lifting his gaze when the stranger started to idly hum an old jingle.

Allusion: A reference to an outside character or outside piece of work; typically a very famous reference

E.g. "Her Achilles heel", references the story of Achilles.

Foreshadowing: Warning or indication of a future event.

E.g. In Macbeth, the witches prophesied several events

Flashback: A scene that shows something that happened in the past, like a memory

Idiom: An expression or phrase

E.g. "It's raining cats and dogs"

Common Books Read/Summaries

Night by Elie Wiesel

"Night" is a memoir about the author's experience with his father in the Nazi German concentration camps at Auschwitz and Buchenwald in 1944–1945, at the height of the Holocaust toward the end of the Second World War. The novel was originally published in 1956 and in Yiddish. Within the memoir, Elie Wiesel recounts several traumatic events; the initial occupation of his hometown, the starvation and forced labor he undergoes, his loss of faith, and the many many deaths that occurred.

Eliezer "Elie" Wiesel An introspective teenage boy, Elie first begins to hate when Hungarian police strike out with billy clubs and force Jews from their homes. He redeems himself by multiple acts of kindness, such as giving up his gold dental crown to spare his father torment for marching out of step. At the end of his incarceration, an emaciated, demoralized Elie bears little resemblance to the teenage boy who left Sighet.

Shlomo Wiesel An esteemed grocer, adviser, and religious leader in the village of Sighet. Shlomo is cultured but realistic. His dedication to others is evident in his accompaniment of the first convoy of deportees to the gates of the ghetto. At the Birkenau ditch, where infants are burned, he wishes that Elie had gone with his mother.

Mrs. Wiesel Elie's mother remains silent and casts questioning looks at her family as she cooks food for the departure from their Sighet home. As the family marches from the large ghetto, her face is expressionless. In Elie's last view of her, she is stroking Tzipora's hair in a reassuring gesture.

Hilda Wiesel Elie's oldest sister who works in the family grocery store.

Beatrice "Béa" Wiesel The second child of the Wiesels/Eli's second oldest sister, Béa also assists in the family grocery store.

Tzipora Wiesel - A miniature vision of stoicism during the march to the cattle car, Elie's seven-year-old sister wears a red coat and struggles without complaint under the heavy load she must carry.

Batya Reich A relative who lives with the Wiesels in the larger ghetto. Batya hears ominous knocking on a window overlooking the street.

Stein of Antwerp A shrunken, bespectacled fellow, Stein introduces himself to Elie's father on the sixth day at Auschwitz. He asks for news of Reizel and their boys, who emigrated to

Belgium. In exchange for Elie's fabricated news, the exuberant Stein returns with half rations of bread. The receipt of the real news of his family ends his brief fantasy that they thrive in Antwerp.

Moshe the Beadle Elie's mentor is an awkward, silent, hesitant man whose pious chanting and dreamy eyes suit the needs of a boy seeking to know more about Jewish mysticism. The synagogue's handyman, Moshe deliberately seeks anonymity among villagers yet opens himself to an intimate friendship with Elie, whose tearful prayers alert Moshe to the boy's spiritual hunger. After escaping the Gestapo in Poland near the end of 1942, he considers himself a messenger, but the villagers believe he has lost his mind and ignore his frenzied warning.

Berkovitz A villager who returns from Budapest. Berkovitz reports that Fascists are terrorizing Hungarian Jews.

Madame Kahn The Wiesels' neighbor, she provides temporary housing to a polite German officer who buys her a box of chocolates.

Stern A thin Sighet police officer, Stern summons Chlomo to a council meeting. At Birkenau, Stern receives an oversized tunic in the chaotic allotment of prison clothing.

The Hungarian Police Inspector An unnamed friend, the officer promises to warn Elie's father if danger approaches and knocks on the window early on the morning of the deportation.

Maria The Wiesels' servant, Maria pleads with them to leave the unguarded ghetto and seek safety with her.

Madame Schächter A quiet fifty-year-old deportee whose husband and two sons were carried on an earlier convoy, Madame Schächter is left with a ten-year-old son. Her manic state progresses from moans to hysterical cries.

Bela Katz The son of a Sighet tradesman, Bela is selected to load the crematory and ordered to put his father's corpse into a crematory oven.

Yechiel The brother of Sighet's rabbi who, on the night that Elie arrives at Birkenau, weeps for their doom.

Akiba Drumer A deep-voiced singer who stirs the hearts of inmates with Hasidic melodies sung at bedtime, Drumer applies cabbalistic numerology to scripture and predicts deliverance from Buna within weeks. He later departs in despair, his faith destroyed. His fellow inmates forget his parting request for a Kaddish.

Juliek A bespectacled Polish musician in Buna's orchestra block, Juliek smiles cynically at Elie. Later, he shares crucial information about Idek, the manic Kapo. The next morning, he was dead and his violin trampled.

Louis A distinguished Dutch violinist in the orchestra block, Louis complains because Jews are not allowed to play Beethoven's music.

Hans A Berlin musician in the orchestra block, he eases Elie's concern about his assignment to the electrical warehouse.

Franek A former student from Warsaw who plays in the orchestra block and serves as foreman of the electrical warehouse, Franek keeps Elie near his father while they work, then drops his friendly treatment by demanding Elie's gold dental crown. Franek's willingness to torment Elie's father suggests that the foreman has lost his humanity in the daily supervision of inmates.

Yossi and Tibi Czech brothers who work at the electrical warehouse after their parents are killed at Birkenau, Yossi and Tibi are Zionists who befriend Elie and hum Jewish melodies as they dream of immigrating to Palestine. When Block 36 undergoes selection, the brothers join Elie in a successful dash past Dr. Mengele's life-or-death assessing eyes.

Alphonse A German Jew who heads the musicians' block, Alphonse devotes himself to providing extra cauldrons of soup for the young and the weak.

The French Jewess A fearful worker in the electrical warehouse, the French Jewess pretends to be Aryan by forging papers and speaking only French. She soothes Elie after a severe beating by slipping him a piece of bread, wiping his bloody forehead, and whispering comforting words in German.

The Young Thief from Warsaw A sturdy young man; when he is on the gallows, he praises liberty and curses Germany.

Dutch Oberkapo of the 52nd Cable Unit A kindly overseer, the Dutch Oberkapo is accused of sabotage. After weeks of torture for stockpiling arms and blowing up Buna's power station, the man refuses to name co-conspirators and is transferred to Auschwitz and never seen again.

The Pipel A thirteen-year-old assistant to the Dutch Oberkapo, the small, angelic-looking *pipel* is tortured and hanged by slow strangulation because his body is too light to end the execution with one quick snap of the neck.

Elie's Blockalteste A veteran of concentration camps and slaughterhouses since 1933, the *Blockaelteste* advises internees on how to deal with fear and pass the selection process.

The Hospitalized Hungarian Jew A ghastly patient wracked by dysentery and certain that he will not pass the next selection, he lies in the bed next to Elie's and believes that Hitler will keep his promise to annihilate all Jews before the war ends.

The Jewish Doctor Elie's Jewish physician treats him gently, relieves the swelling in his foot, and promises complete recovery in two weeks.

Zalman A worker in the electrical warehouse whose immersion in the Talmud helps him escape reality; he cringes with intestinal cramps on the flight from Buna and sinks down to relieve his bowels. Elie assumes that Zalman is trampled by the inmates rather than shot by the SS.

Rabbi Eliahou An aged Polish holy man, like one of the biblical prophets, Rabbi Eliahou maintains a sweet expression and a comforting ministry among others in the camps.

Eliahou's Son A disloyal young man, Eliahou's son terrifies Elie by his behavior. Rushing farther ahead than Rabbi Eliahou can manage, the son soon distances himself from the weakening old man, whose stumbling steps threaten to get them both shot as stragglers.

Meir A ravenous son who kills his father for a crust of bread. Meir dies when others attack him and grab the stolen bread.

Meir Katz A tall, robust gardener at Buna, Meir Katz is a friend of Elie's father. When an unidentified attacker tries to strangle Elie, his father calls on Meir Katz for help. Meir loses hope on the train ride to Gleiwitz when he recalls his son's selection for the crematories.

Dr. Josef Mengele A cruel-faced SS officer, Dr. Mengele is armed with a military baton and wears a monocle as he conducts the methodical selection and selects all those too weak to work.

Idek The crazed Kapo of the Buna warehouse, Idek appears to have no control over fits of violence.

The Dentist from Czechoslovakia A predator who is hanged for enriching himself by collecting gold teeth, the Czech dentist tries to talk Elie out of his gold crown.

The Dentist from Warsaw A pawn of Franck, the Polish dentist pulls Elie's crown in the lavatory using a rusty spoon as an extractor.

The Iliad by Homer

The Iliad is the story of the Trojan War, a 10-year war between the Greeks and the Trojans. It started after Paris of Troy chose the Goddess Aphrodite as the most beautiful goddess (see: Paris and the Golden Apple) and was, therefore, promised the most beautiful woman in the world as his bride in return. This woman was Helen of Sparta, and her kidnapping led to the war. The

Trojan War involved several famous Greek legends such as Achilles and Odysseus and ended after Odysseus's brilliant plan; the Trojan Horse. The story of the Iliad is often accompanied by its sequel, the Odyssey by Homer, which follows Odysseus's 10-year return home after the war.

*BOOK RECOMMENDATION (IF YOU ARE INTERESTED):

"The Song of Achilles" by Madeline Miller is a retelling of the story of Achilles and the Trojan War through the eyes of Patroclus, Achilles's closest companion and lover. It's essentially gay greek fanfiction, and it is extremely well written, features the story of the Illiad from a unique perspective, and will probably make you cry. 10/10 recommend if you want a non-school read.

Achilles The central character and the greatest warrior in the Achaean army. The most significant flaw in the temperament of Achilles is his excessive pride. He is willing to subvert the good of the whole army and to endanger the lives of those who are closest to him to achieve emotional blackmail. His humanity stems from his great passion.

Agamemnon The well-meaning but irresolute king of Mycenae; commander-in-chief of the expedition against Troy. He is a brother of Menelaos. His humanity stems from his broadmindedness that makes him a weak king.

Diomedes He ranks among the finest and bravest of the Achaean warriors; he is always wise and reasonable and is renowned for his courtesy and gallantry. He is Homer's vision of the perfect young nobleman. He is sometimes called "lord of the battle cry."

Aias (Ajax) Son of Telamon, he is often called "Telamonian Aias;" his reputation is due primarily to brute strength and courage, which are his virtues in the poem. Epithet.

Odysseus The shrewdest and most subtle of all the Achaians and a brave warrior besides, as he demonstrates on many occasions. Epithet: "Seed of Zeus." Chief virtue: intelligence motivated by persistence, which is his humanity.

Nestor The oldest of the Achaean warriors at Troy. Nestor has all the wisdom and experience of age and is a valuable asset in the council. Although he can no longer fight, he remains at the front line at every battle, commanding his troops.

The Achaians: Warriors - Warriors tend to be somewhat lesser individuals than the heroes are, although still much greater than ordinary men and their parents are usually mortals

Aias the Lesser - A distinguished warrior, but insolent and conceited. He is the son of Oileus and is often called Oilean Aias.

Antiochus - The son of Nestor; a brave young warrior who takes an active part in the fighting and the funeral games.

Automedon -The squire and charioteer of Achilles.

Helen - Originally married to Menelaos, she ran away to Troy with Paris and became his wife. Supposedly, she is the most beautiful woman in the world and self-centered.

Idomeneus - The King of Crete and one of the most efficient of the Achaian leaders, he has the respect and liking of the whole Achaian army.

Kalchas - Soothsayer, and prophet of the Achaians.

Menelaos King of Sparta and brother of Agamemnon - He was the husband of Helen, who was abducted by Paris.

Patroclus - Achilles' close friend and warrior-companion.

Aeneas - Son of Aphrodite; a Trojan nobleman. He is second in command of the Trojan army and a brave, skillful warrior.

Hektor (Hector) - Prince of Troy and son of Priam and Hecuba. Hektor is the commander of all the Trojan and allied forces. He is the greatest of the Trojan warriors and one of the noblest characters in the *Iliad*. He is always conscious of his duty and his responsibilities to his people and does not let his personal interests interfere. He is a devoted and loving husband and father.

Andromache - The wife of Hector. She seems to illustrate Homer's idea of the good wife and mother; she is loyal, loving, and concerned for her family, and is willing to accept the decisions of her husband

Antenor - A Trojan nobleman who unsuccessfully advocates the return of Helen to the Achaians.

Astyanax - The infant son of Hector and Andromache.

Chryseis - Daughter of Chryses, the priest of Apollo. She is the "war prize" hostage of Agamemnon until Apollo demands that she be returned to her father.

Dolon - A Trojan nobleman, captured by Odysseus and Diomedes during their night expedition to the Trojan camp in Book X.

Glaukos A prince; a renowned warrior.

Hacuba Wife of Priam. Hektor is the most prominent of her sons.

Helenos Son of Priam and Hekuba; a prince of Troy and a seer.

Cassandra The daughter of Priam and Hecuba; Hector and Paris' sister.

Pandarus A good archer, but a treacherous man; it is he who breaks the truce in Book IV.

Paris (Alexandros) A prince of Troy; son of Priam and Hecuba; also husband of Helen. He seems content to allow the Trojans to fight for him. He is reprimanded for this by Hektor more than once. His reputation is that of a "pretty boy." His smoothness and glibness are not admired by the warriors of either side, and they often accuse him of cowardice.

Poulydamas One of the Trojan leaders; a very able and clear-headed military strategist whose advice to Hector is usually not heeded.

Priam King of Troy. He is very old and no longer able to command his army in the field, but his great courage is seen when he travels to the Achaian camp one night to ransom Hector's body. He is a noble and generous man, one of the few Trojans besides Hektor who treats Helen with respect and courtesy, despite her infidelity to her husband and the war caused by her actions.

Zeus The supreme god and king of Olympos. His duty is to carry out the will of Destiny, so he is officially neutral in the war, but he is sympathetic toward the Trojans, particularly Hector and Priam, and he supports Achilles against Agamemnon. Of all the gods, he alone seems able to change fate, though he chooses not to because of the disruption to the world that would be caused. He is married to Hera with whom he is often in disputes.

Hera Sister and wife of Zeus. She is the most fanatical of all the Olympian supporters of the Achaians and is willing to go to any lengths, including the deception of her husband, to achieve the defeat of Troy. She was the goddess of women and childbirth.

Athena Daughter of Zeus; she sprang directly from his head and became the goddess of wisdom. She plays a prominent role in the war, fighting on the Achaian side. She is also known as the battle goddess and is often referred to as Pallas or Pallas Athena.

Aphrodite Daughter of Zeus; goddess of love and sexual desire. She is the mother of Aeneas and is the patron of Paris, so she fights on the Trojan side. Her love is Ares, the god of war. She is especially connected with Paris and Helen in the *Iliad*.

Apollo Son of Zeus; god of prophecy, light, poetry, and music. He fights on the Trojan side. Apollo is also the plague god and is responsible for the plague in Book I that leads to the argument between Achilles and Agamemnon. He is also called Loxias, meaning "tricky."

Ares Son of Zeus and Hera, and the god of war. He is the lover of Aphrodite and fights on the Trojan side, despite an earlier promise to Hera and Athena that he would support the Achaians. Only Aphrodite likes him.

Artemis Daughter of Zeus; sister of Apollo; goddess of chastity, hunting, and wild animals. She fights on the Trojan side, but with little effect.

Dione Mother of Aphrodite.

Hades God of the dead and ruler of the underworld.

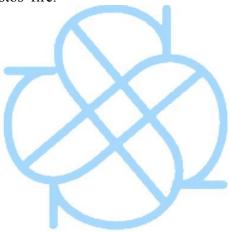
Hermes Ambassador of the gods; conductor of dead souls to Hades and a patron of travelers. He is on the Achaians' side, but he does little to aid them. He escorts Priam on his visit to Achilles in Book XXIV.

Iris A messenger of the gods.

Poseidon Younger brother of Zeus; god of the sea. He is a strong supporter of the Achaian cause, having an old grudge against Troy. He is also somewhat resentful of Zeus' claim to authority over him.

Thetis Mother of Achilles, a sea nymph. She is a staunch advocate of her son in his quarrel with Agamemnon and does all she can to help him, but she is not otherwise involved in the war.

Xanthos Son of Zeus; god of one of the major rivers of Troy. He fights against Achilles in Book XXI but is defeated by Hephaistos' fire.



The Odyssey by Homer

The Odyssey is a sequel to the Iliad (also by Homer) and follows the *odyssey* of Odysseus who is trying to return home to his kingdom of Ithaca and to his wife Penelope after the 10 year Trojan War. He spends 10 years trying to get home, both hindered and aided by various Greek gods and along the way, he encounters several mythical beings such as a cyclops. Odysseus is a clever character, said to be favored by Athena (goddess of wisdom and battle strategy) for his intelligence, and it is his smarts that gets him out of trouble and eventually home.

Odysseus The central figure in the epic, he employs guile as well as courage to return to Ithaca, defeat the suitors, and resume his proper place as king.

Penelope - The wife of Odysseus and mother of their son, Telemachus, is shrewd and faithful in fending off the suitors.

Telemachus - Son of Odysseus and Penelope, the prince struggles to gain maturity while attempting to deal with the problems of the palace.

Laertes - Odysseus' father, the old king lives humbly and in solitude on a small farm where he mourns the absence of his son; once reunited with Odysseus, he is restored to dignity.

Anticleia - Odysseus' mother, she dies grieving her son's long absence and sees him only during his visit to the Land of the Dead.

Eurycleia - Faithful old nurse to Odysseus (as well as Telemachus), she identifies her master when she recognizes an old scar on his leg.

Eumaeus and Philoetius - Odysseus' loyal swineherd and cowherd, they assist him in his return to Ithaca and stand with the king and prince against the suitors.

Argos - Trained by Odysseus some twenty years before, the discarded old dog, dying on a dung heap, recognizes his master as Odysseus and Eumaeus approach the palace.

Antinous and Eurymachus - The two leading suitors, they differ in that Antinous is more physically aggressive while Eurymachus is a smooth talker.

Eupithes - Father of Antinous, he leads the suitors' families and friends who seek revenge for the slaughter and is killed by Laertes.

Melanthius and Melantho - Odysseus' *disloyal* godfather and an insolent palace maidservant, these two are representative of those who serve their master poorly, and each is rewarded with a grisly death.

Agamemnon - King of Mycenae and commander of the Greek expedition to Troy, he was assassinated by his wife and her lover upon his return home. Homer frequently refers to him, comparing Penelope favorably to Agamemnon's wife, Clytemnestra. Odysseus sees him in the Land of the Dead.

Tiresias - The blind seer of Thebes, he meets Odysseus in the Land of the Dead, warns him of impending dangers, offers advice, and foretells a later quest and a long life.

Alcinous - King of the Phaeacians, he encourages Odysseus to tell the story of his wanderings and helps the hero return to Ithaca.

Nausicaa - Daughter of Alcinous and Queen Arete, she finds Odysseus when he washes ashore on Phaeacia and expresses an attraction toward him.

Zeus - King of the gods, he is somewhat unpredictable but usually supports wayfaring suppliants, hospitality, and his daughter Athena in her concern for Odysseus.

Athena - Sometimes called "Pallas Athena" or "Pallas," she frequently intervenes on Odysseus' or Telemachus' behalf, often in disguise and sometimes as Mentor, the prince's adviser.

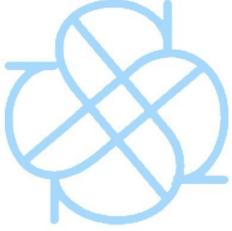
Polyphemus - Also known as "the Cyclops," the one-eyed cannibal giant who traps Odysseus and a scouting party in his cave and is blinded when they escape.

Poseidon - God of the sea and father of Polyphemus, he seeks revenge on Odysseus for blinding his son.

Calypso - A goddess-nymph, she holds Odysseus captive for seven years, sleeping with him, hoping to marry him, and releasing him only at Zeus' order.

Circe - A goddess-enchantress who turns some of Odysseus' crew into swine, she reverses the spell and becomes Odysseus' lover for a year, advising him well when he departs.

Aeolus - Master of the winds, he helps Odysseus get within viewing distance of Ithaca but later abandons the voyager, concluding that anyone so unlucky must be cursed.



To Kill a Mockingbird by Harper Lee

"To Kill a Mockingbird" is a coming of age story about a girl named Scout, her brother Jem, and their friend Dill. It recounts important historical events such as the Dust Bowl and discusses important topics such as prejudice, the importance of moral education, and discrimination.

Scout (Jean Louise Finch) Narrator of the story. The story takes place from the time Scout is aged 6 to 9, but she tells the story as an adult. Scout is a tomboy who would rather solve problems with her fists than with her head. Throughout the book, Scout comes to a new understanding of human nature, societal expectations, and her place in the world.

Atticus Finch Maycomb attorney and state legislative representative who is assigned to represent Tom Robinson. A widower, Atticus is a single parent to two children: Jem and Scout.

Jem (Jeremy Atticus Finch) Scout's older brother who ages 10 to 13 during the story. He is Scout's protector and one of her best friends. As part of reaching young adulthood, Jem deals with many difficult issues throughout the story.

Aunt Alexandra Atticus' sister. Aunt Alexandra lives at Finch's Landing, the Finch family homestead, but she moves in with Atticus and the children during Tom Robinson's trial. She is very concerned that Scouts have a feminine influence to emulate.

Francis Hancock Aunt Alexandra's grandson. He taunts Scout about Atticus, getting her in trouble.

Uncle Jack Finch Atticus and Aunt Alexandra's bachelor brother who comes to visit every Christmas. He is a doctor who, like Atticus, was schooled at home.

Calpurnia The Finch's African American housekeeper. She grew up at Finch's Landing and moved with Atticus to Maycomb. She is the closest thing to a mother that Scout and Jem have. One of the few Negroes in town who can read and write, she teaches Scout to write.

Zeebo The town garbage collector who is also Calpurnia's son. He's one of four people who can read at the First Purchase African M.E. Church.

Boo Radley (Mr. Arthur Radley) The mysterious neighbor who piques the children's interest. They've never seen him and make a game of trying to get him to come outside.

Nathan Radley Boo Radley's brother who comes back to live with the family when Mr. Radley dies.

Mr. and Mrs. Radley Boo and Nathan Radley's parents.

Dill (Charles Baker Harris) Jem and Scout's neighborhood friend. Living in Meridian, Mississippi, Dill spends every summer with his aunt, Miss Rachel Haverford.

Miss Rachel Haverford Dill's aunt who lives next door to the Finches.

Miss Maudie Atkinson One of Maycomb's most open-minded citizens, Miss Maudie lives across the street from Jem and Scout. An avid gardener, she often spends time talking with the children — especially Scout — helping them to better understand Atticus and their community.

Miss Stephanie Crawford The neighborhood gossip.

Mrs. Henry Lafayette Dubose A cantankerous, vile, elderly woman who teaches Jem and Scout a great lesson in bravery.

Mrs. Grace Merriweather A devout Methodist, Mrs. Merriweather writes the Halloween pageant.

Mrs. Gertrude Farrow The "second most devout lady in Maycomb" belongs to the local Missionary Society.

Tom Robinson The black man who is accused of raping and beating Mayella Ewell.

Helen Robinson Tom Robinson's wife.

Link Deas Tom and Helen Robinson's employer. He makes sure that Helen can pass safely by the Ewells' after Tom is arrested.

Bob Ewell The Ewell patriarch, Bob Ewell spends his welfare checks on alcohol. He claims to have witnessed Tom attacking Mayella.

Mayella Violet Ewell Tom's 19-year-old accuser.

Burris Ewell One of Bob Ewell's children. He attends school only one day a year.

Reverend Sykes The pastor at First Purchase African M.E. Church. He helps Jem and Scout understand Tom's trial and finds seats for them in the "colored balcony."

Judge John Taylor The judge at Tom's trial. He appoints Atticus to represent Tom.

Mr. Horace Gilmer The state attorney representing the Ewells.

Sheriff Heck Tate Maycomb's sheriff who accompanies Atticus to kill the mad dog and who delivers the news about Bob Ewell.

Mr. Braxton Bragg Underwood The owner, editor, and printer of The Maycomb Tribune. Although he openly dislikes blacks, he defends Tom's right to a fair trial.

Dolphus Raymond Father to several biracial children, Mr. Raymond lives on the outskirts of town. When he comes into Maycomb, he pretends to be drunk.

Walter Cunningham, Sr. One of the men who comes to lynch Tom Robinson, he's also one of Atticus' clients. After speaking with Scout, he calls off the mob.

Walter Cunningham, Jr. One of Scout's classmates. Jem invites him to have lunch with them after Scout accosts Walter on the playground.

Miss Caroline Fisher New to teaching and Maycomb and its ways, Miss Caroline is Scout's first-grade teacher.

Cecil Jacobs A schoolmate of the Finch children; scares Jem and Scout on the way to the Halloween pageant.

Little Chuck Little One of Scout's classmates who stands up to Burris Ewell in defense of Miss Caroline.

Miss Gates Scout's second-grade teacher.

Lula A parishioner at First Purchase African M.E. Church who is upset when Scout and Jem attend services there.

Eula May The local telephone operator.

Mr. Avery A boarder at the house across from Mrs. Dubose's.

Romeo and Juliet

"Romeo and Juliet" is a tragedy play about two star-crossed lovers in Verona, Italy named Romeo Montague and Juliet Capulet, who are the children of rival families. The death of these lovers ultimately reconciled the feud between the Montagues and Capulets. This, along with Hamlet, is Shakespeare's most frequently performed plays. There are three movies titled Romeo and Juliet that tell the story of this Shakespearean play in various ways; the 1968 version that uses the same Olde English in which the play was written, the 1996 version that has modified Olde English, and the 2013 version (but the 1968 and 1996 versions are usually the movies that are covered in this unit)

Juliet Capulet Capulet's daughter. She is presented as a young and innocent adolescent, not yet 14 years old. Her youthfulness is stressed throughout the play to illustrate her progression from adolescence to maturity and to emphasize her position as a tragic heroine. Juliet's love for Romeo gives her the strength and courage to defy her parents and face death twice.

Romeo Montague son, who is loved and respected in Verona. He is initially presented as a comic lover, with his inflated declarations of love for Rosaline. After meeting Juliet, he abandons his tendency to be a traditional, fashionable lover, and his language becomes intense, reflecting his genuine passion for Juliet. By avenging Mercutio's death, he sets in motion a chain of tragic events that culminate in suicide when he mistakenly believes Juliet to be dead.

Mercutio Kinsman to the prince and friend of Romeo. His name comes from the word *mercury*, the element which indicates his quick temper. Mercutio is bawdy, talkative, and tries to tease Romeo out of his melancholy frame of mind. He accepts Tybalt's challenge to defend Romeo's honor and is killed, thus precipitating Romeo's enraged reaction during which Romeo kills Tybalt.

Tybalt Lady Capulet's nephew and Juliet's cousin. Tybalt is violent and hot-tempered, with a strong sense of honor. He challenges Romeo to a duel in response to Romeo's attending a Capulet party. His challenge to Romeo is taken up by Mercutio, whom Tybalt kills. Romeo then kills Tybalt.

The Nurse Juliet's nursemaid, who acts as confidante and messenger for Romeo and Juliet. Like Mercutio, the Nurse loves to talk and reminisce, and her attitude toward love is bawdy. The Nurse is loving and affectionate toward Juliet but compromises her position of trust when she advises Juliet to forget Romeo and comply with her parents' wishes and marry Paris.

Friar Laurence A brother of the Franciscan order and Romeo's confessor, who advises both Romeo and Juliet. The Friar agrees to marry the couple in secret in the hope that marriage will restore peace between their families. His plans to reunite Juliet with Romeo are thwarted by the influence of fate. The Friar concocts the potion plot through which Juliet appears dead for 42 hours to avoid marrying Paris. At the end of the play, the Prince recognizes the Friar's good intentions.

Lord Capulet Juliet's father is quick-tempered and impetuous but is initially reluctant to consent to Juliet's marriage with Paris because Juliet is so young. Later, he changes his mind, and angrily demands that Juliet obey his wishes. The deaths of Romeo and Juliet reconcile Capulet and Montague.

Paris A noble young kinsman to the Prince. Paris is well-mannered and attractive and hopes to marry Juliet. Romeo fights and kills Paris at the Capulet tomb when Paris thinks that Romeo has come to desecrate the bodies of Tybalt and Juliet.

Benvolio Montague's nephew and friend of Romeo and Mercutio. Benvolio is the peacemaker who attempts to keep the peace between Tybalt and Mercutio. After the deaths of Mercutio and Tybalt, Benvolio acts as a Chorus, explaining how events took place.

Lady Capulet Lady Capulet is vengeful and she demands Romeo's death for killing Tybalt. In her relationship with Juliet, she is cold and distant, expecting Juliet to obey her father and marry Paris.

Lord Montague Romeo's father, who is concerned by his son's melancholy behavior.

Balthasar Romeo's servant. He brings Romeo the news in Mantua that Juliet is dead.

An Apothecary A poverty-stricken chemist, who illegally sells poison to Romeo.

Escalus, Prince of Verona The symbol of law and order in Verona, but he fails to prevent further outbreaks of violence between the Montagues and Capulets. Only the deaths of Romeo and Juliet, rather than the authority of the prince, restore peace.

Friar John A brother of the Franciscan order, sent by Friar Laurence to tell Romeo of his sleeping potion plan for Juliet. The Friar is prevented from getting to Mantua and the message does not reach Romeo.

Lady Montague In contrast with Lady Capulet, Lady Montague is peace-loving and dislikes the violence of the feud. Like her husband, she is concerned by her son's withdrawn and secretive behavior. The news of Romeo's banishment breaks her heart, and she dies of grief.

nurse: you can't marry romeo, he's your family's mortal enemy

juliet:





romeo after seeing juliet for the first time, 2:45 PM





The Marrow Thieves by Cherie Dimaline

"The Marrow Thieves" is a survival story set in a Canada where "recruiters" harvest the bone marrow of Indigenous people to serve a non-Indigenous clientele that has lost the ability to dream and hopes to restore their dreams by consuming Indigenous marrow.

Frenchie -The novel's Métis protagonist and first-person narrator. At 16, he has lost his brother, Mitch, and his mother to Recruiters. He presumes he has also lost his father until they meet again towards the conclusion of the novel.

Rose - Frenchie's love interest. She joins the group shortly after him when group members catch her trailing them. Rose comes from the White River reserve and grew up with her grandmother after her parents were captured. Her grandmother's brother taught her to hunt.

Miigwaans (also known as Miig) - One of the two grown-ups in the group. He believes he lost his husband, Isaac, to the authorities at a residential school, but they meet once again at the very end of the novel. Miig introduces the younger members of the group to the story.

Minerva -The group's elder. Throughout most of the plot, she remains silent except when she teaches Rose words in her native language. In another instance, she uses her voice and song to cause a marrow-extracting machine to break.

Chi-Boy - A 17-year-old member of the group.

Tree and Zheegwon - The 12-year-old twins of the group.

Slopper. A nine-year-old group member from the East Coast.

Wab - An eighteen-year-old member of the group.

RiRi. A seven-year-old Metis girl and the group's youngest member. She stands in for the readers, offering Frenchie pragmatic advice. Her strangulation by a pair of imposters in the group,

Lincoln and Travis - lead Frenchie to kill one of her attackers.

Isaac - Miig's Cree husband. He is found by Frenchie and later reunited with Miig.

The Hobbit by J.R.R. Tolkien

The Hobbit follows the quest of home-loving Bilbo Baggins, the titular hobbit, to win a share of the treasure guarded by Smaug the dragon. Bilbo's journey takes him from light-hearted, rural surroundings into the more sinister territory, joined by several notable characters such as Thorin and his party of dwarves and occasionally aided by the wizard Gandalf.

Bilbo Baggins Hobbit; the protagonist of the story. Bilbo is invited by Gandalf to join him and the dwarves on their journey to the Lonely Mountain, to reclaim the treasure that belongs to the dwarves. Often torn between his love of the comforts of home and his desire for adventure

Gandalf Wizard; teacher, mentor, and protector of Bilbo; directs the dwarves' expedition to reclaim their treasure from Smaug.

Thorin The leader of the dwarves. A descendent of Thrain the Old who was King under the Mountain when Smaug seized the treasure. The treasure and the throne are his birthright, and Gandalf gives him a map and a key to the Lonely Mountain left to him. He dies fighting in the Battle of Five Armies

Balin, Dwalin, Bifur, Bofur, Bombur, Dori, Nori, Ori, Fili, Kili, Oin, Gloin The other twelve dwarves who go with Thorin, Gandalf, and Bilbo on the long journey.

Bert, Tom, and William Trolls from whom Bilbo takes the key to a cave from which he and the dwarves take gold and swords that they use in battle with the Goblins and in the Battle of Five Armies. The trolls are crude and violent and capture the dwarves to roast and eat them; the dwarves are rescued by Gandalf, who confuses the trolls into staying out past dawn and turning into stone.

Elrond An elf; the proprietor of the Last Homely House at the Edge of Wild and is a leader of the elves. He translates the runes on the swords taken from the trolls to reveal that they were originally used in the Goblin-wars and translates the moon-letters on Thorin's map to reveal the importance of Durin's Day.

Goblins Ugly, wicked creatures who live in a cave in the Misty Mountains. They capture Bilbo and the dwarves and eat their ponies. A number of them, including their leader the Great Goblin, are slain by Gandalf and Thorin using the swords taken from the trolls.

Gollum The slimy creature who guards the mouth of the cave. He is completely self-centered and talks to himself. He owns the ring of invisibility that Bilbo steals.

Wargs Wild wolves from whom Bilbo and the dwarves hide in trees after they escape from the Goblins. Gandalf sets the Wargs on fire and chases them away, but they return, joined by the Goblins, and try to set fire to the forest. Bilbo and the dwarves are rescued from the trees by eagles.

Lord of the Eagles The chief eagle who rescues Bilbo, Gandalf, and the dwarves from the Wargs and flies them to his nest perched on the mountain. The eagles also fly over during the Battle of the Five Armies.

Beorn Also called a skin-changer because of his power to change into a bear, which allows him to attack Goblins and Wargs. He is hospitable to Gandalf, Bilbo, and the dwarves on their way to the Lonely Mountain and gives them ponies and provisions for their journey. He appears at the Battle of Five Armies and fights the Goblins. Gandalf and Bilbo spend Yule-tide with him on their way back to the hobbit-lands.

Elvenking King of the elves who imprisons Thorin and the other dwarves in his dungeon, from which they are rescued by Bilbo who hides the dwarves in barrels and floats them down a river to Lake-town (also called Esgaroth). Elvenking appears at the Battle of Five Armies.

Master of Lake-town The ruler of Esgaroth, the town of men also called Lake-town, to which Bilbo and the dwarves escape from the palace of the Elvenking. The Master's power is challenged by Thorin, and the Master is ultimately replaced by Bard when the Master is corrupted by a share in the dwarves' treasure.

Smaug The dragon who lives underground in the Lonely Mountain, where he keeps watch over the treasure hoard that rightfully belongs to Thorin.

Bard The archer from Lake-town who kills Smaug the dragon and eventually becomes Master of Lake-town.

Dain Cousin of Thorin; with an army of dwarves, he comes to aid Thorin's band in the Battle of Five Armies.

All character lists and memes are from Sparknotes