

## **Type of Poem** *[Poetic Form]*

Narrative – tells a story in verse-elements similar to short story such as plot, characters

Haiku – 3 line Japanese form-describes nature-1<sup>st</sup> & 3<sup>rd</sup> = 5 syllables-2<sup>nd</sup> line 7 syllables

Free Verse – defined by lack of structure-no regular meter, rhyme, line length, stanzas

Lyric - expresses thoughts & feelings of a single speaker-often highly musical verse

Ballads – songlike poems that tell stories-often deal with adventure or romance

Concrete – poems are shaped to look like their subjects-lines arranged to create a picture

Limericks – humorous, rhyming 5 line poems with a specific rhythm pattern & rhyme scheme

## **Form** *[structure]*

Lines – groups of words (kind of like a sentence) may have breaks with the line

Stanzas – lines in a stanza work together to express one key idea

Stanza Break – blank line (signals the end of one stanza and the beginning of another)

Refrain – a line or group of lines that is repeated at regular intervals

Variation – changing one or more words with each repetition

## **Sound**

Rhyme - repetition of vowel and consonant sounds at the ends of words *[sound devices]*

Rhyme Scheme – (eg. *abab pattern*) the pattern to this rhyme is lines 1 & 3, lines 2 & 4

Rhythm – a beat created by the stressed & unstressed syllables in words *[rhythm]*

Meter – a sustained pattern of *[rhythm]* (poet arranges words and break lines at certain points)

Feet – units of stressed and unstressed syllables *[rhythm]*

Alliteration – repetition of consonant sounds in the beginnings of words *[sound devices]*

Repetition – use of any element of language–sound, word, phrase used more than once *[sound device]*

Onomatopoeia – the use of words that imitate sounds (drip, drip) *[sound devices]*

## **Language**

Denotation – the literal, dictionary definition *[word choice]*

Connotation – the ideas or feelings that the word brings to mind *[word choice]*

Imagery – descriptions that appeal to the 5 senses

Simile – uses like or as to compare 2 unlike things *[figurative language]*

Metaphor – describes one thing as if it were something else *[figurative language]*

Personification – gives human qualities to a nonhuman subject or object *[figurative language]*