

Humble ISD – ELAR Department

5th Grade Glossary of Academic Language

Academic English Words

1) Words used in the learning of academic subject matter in a formal schooling context that are associated with literacy and academic achievement, including specific academic terms, technical language, and speech registers related to each field of study.

2) Words used during instruction, exams, and in textbooks. These could include words that are specific to content (e.g., *hyperbole*, *metaphor*, and *meter*) or that are related to learning tasks (e.g., *compare/contrast*, *differentiate*, and *infer*).

Fiction

Refers to a story that is made up. Realistic fiction is a made-up story that could take place in real life. Sometimes a story will include other types of text, such as advertisements, e-mail correspondence, or informational flyers that are written from a particular point of view. This additional text can make the story seem more realistic. It can also introduce new information into the narrative. In every fiction story, there is at least one character, at least one setting and a plot.

analyze – To study something closely. You analyze a story by breaking it into its parts and studying those parts carefully.

conclude – A conclusion is something that you have figured out about the story by using your own knowledge and clues that the author has given you.

conflict – The problem, usually introduced at the beginning of the story.

context clues – Words that help you determine the meanings of unknown words and phrases. Sometimes, context clues appear in the same sentence as the unknown word or phrase. They can also be in another sentence or paragraph.

evaluate – To determine the value, or importance, of something. When you evaluate the parts of a story, you decide what they contribute and why they are included.

figurative language – Figurative language describes something or someone using vivid and unusual comparisons. These comparisons try to create images in the mind of the reader for impact, interest, and clarity.

- **metaphor**: A figure of speech that compares two ideas or things by equating them without using “like” or “as.”
- **alliteration**: The repetition of the same consonant sound at the beginning of several words in a sentence.
- **personification**: A figure of speech in which an animal, object or idea takes on the qualities or actions of a person.
- **idiom**: A phrase or expression that does not have a word-for-word translation.

foreshadowing – The use of hints or clues to suggest what will happen later in literature

graphic organizer – A tool that uses a “picture” to organize information and connect ideas. Outlines, charts, word webs, and timelines are examples of organizers.

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main idea – Tells what the passage is mostly about. You can use supporting details to figure out what the main idea is.

- **supporting details:** Clues that tell about the main idea. Details can answer questions such as *who, what, where, when, why, and how*.

moral lesson – Usually gives advice on how you can be a better person

myths – Stories from long ago that were created to explain things that people observed in the world around them.

narrator – The person who tells, or narrates, a story.

- First-person narrator: When a character tells a story. A first-person narrator uses the words *I* and *we* to tell the story.
- Third-person narrator: tells the story using words such as *he, she, and they*.
- Third-person omniscient narrators know what all the characters in a story are thinking and feeling.
- Omniscient/third-person limited: The narrator restricts his knowledge to one character's view or behavior.

origin myth – a myth that purports to describe the origin of some feature of the natural or social world.

phenomena – A fact or situation that is observed to exist or happen, esp. one whose cause is in question.

plot – The basic sequence of events in a story. In conventional stories, plot has three main parts: rising action, climax, and falling action.

realistic fiction – Made-up story that could take place in real life.

resolution – The solution to the problem or how the problem is solved.

setting – The time and place in which a narrative occurs. Elements of setting may include the physical, psychological, cultural, or historical background against which the story takes place.

sensory detail – A detail in writing that describes what is seen, heard, smelled, tasted, or touched.

sensory language – Words an author uses to help the reader experience the sense elements of the story. Sensory words are descriptions of the five senses: sight, sound, touch, smell, and taste.

summary – Restates and connects the main idea and the important details.

theme – The message or lesson of a story-the deeper meaning. It usually centers on a big issue that explores the nature of people or the meaning of life. It often suggests the way in which people should live. Some examples of themes are the importance of family, the dangers of dishonesty, or the way to behave toward others.

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Poetry

A form of writing, often in rhyme, that tells a story or describes something.

alliteration – A type of sound effect in which two or more words in a line of poetry start with the same consonant letter-tapping, twirling, twisting. *Adage* as a metaphorical saying (e.g., *The early bird gets the worm*).

figurative language – Figurative language describes something or someone using vivid and unusual comparisons. These comparisons try to create images in the mind of the reader for impact, interest, and clarity.

- **metaphor**: A figure of speech that compares two ideas or things by equating them without using “like” or “as.”
- **simile**: uses the words *like* or *as* to compare two things
- **alliteration**: The repetition of the same consonant sound at the beginning of several words in a sentence.
- **personification**: A figure of speech in which an animal, object or idea takes on the qualities or actions of a person.

imagery – Refers to pictures we form in our minds as read. The use of language to create mental **images and sensory impressions** – (e.g., the imagery of the phrase *such sweet sorrow*). Imagery can be used for emotional effect and to intensify the impact on the reader.

internal rhyme – A rhyme within the same line of verse (e.g., *dreary* and *weary* in Edgar Allan Poe’s *The Raven: Once upon a midnight dreary, while I pondered, weak and weary*).

onomatopoeia – The use of words that sound like what they mean (e.g., *buzz* and *purr*): a poetic device to produce this effect

rhyme scheme – The pattern of rhyming lines (e.g., ABAB, ABBA).

rhythm – A pattern of line lengths –the pattern of stressed and unstressed syllables in a line: *BEAT the DRUM, and BLOW the HORN*.

sensory language – Words an author uses to help the reader experience the sense elements of the story. Sensory words are descriptions of the five senses: sight, sound, touch, smell, and taste.

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Drama

Tells a story through the words and actions of characters. A drama has a cast of characters. A character's name, followed by a colon, tells you who is speaking. There is very little description in a drama. Almost all of the information is given through speech. When reading a play, notice that the format or page layout is different from a story or poem. Characters' names appear at the left margin followed by what they say to other characters. Be sure to read carefully italicized words placed in parentheses because only in these *stage directions* will playwrights state the setting for the action and how characters really think and feel about events and other characters.

acts – A longer drama may be divided into sections called acts.

conflict – A struggle between two opposing forces or characters in a short story, novel, play, or narrative poem. Conflict can be internal or external, and it can take one of these forms:

- Person against another person
- Person against society
- A person against nature
- Two elements or ideas struggling for mastery within a person
- Person against supernatural

dialogue – The lines spoken between characters in fiction or a play. Dialogue in a play is the main vehicle in which plot, character, and other elements are established.

scenes – Acts may be divided into smaller sections called scenes. The setting may change in each scene.

stage directions – Provide information such as the time and place of the story or a description of the setting. They may describe a character's feelings and actions. Stage directions are given from the point of view of an actor on the stage. For example, *stage right* means to the actor's right, which is the audience's left.

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Nonfiction

Expository Text

Gives facts and information about a topic. This kind of text usually states a main idea, or central idea, about the topic and provides details and facts to support it. The author may express opinions, or personal beliefs, about the topic. Expository text is organized in a particular pattern, such as comparison-contrast, sequential order, logical order, or cause-effect. A text may have more than one organizational pattern.

These features can add information the selection or present facts in a form that is easy to see.

- **graphic features:** May also include graphic features such as maps, charts, illustrations, and diagrams.
- **text features:** The use of bold print, headings, captions, key words, and italics.

main idea – Tells what the passage is mostly about. You can use supporting details to figure out what the main idea is.

- **supporting details:** Clues that tell about the main idea. Details can answer questions such as *who, what, where, when, why, and how*.

organizational pattern – The pattern an author constructs as he or she organizes his or her ideas and provides support details.

- **cause-and-effect:** a cause is an event that makes something else happen and an effect is an event that happens because of an earlier action or event
- **comparison:** how things are alike or similar
- **sequence/logical order:** the chronological order of events
- **classification:** defining an object or concept (e.g., *Happiness is...*)

Informational/Procedural Text

A type of informational text that is written with the intent to explain the steps in a procedure, which includes directions or steps in a process such as a recipe. The author organizes the steps in a process in a specific sequence.

graphic features – Features used in informational/procedural text such as maps, charts, illustrations, graphs, timelines, tables, and diagrams.

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Literary Nonfiction

A form of writing that uses elements of fiction to tell a true story about a subject. May use literary language and devices such as figurative language/imagery to describe a person.

- **Autobiography:** A type of literary nonfiction that tells the story of a person's life, written by that person. An author tells the most meaningful events in his or her life.
- **Biography:** A literary nonfiction that tells the story of a person's life, written by someone else. A good biography creates a full, accurate picture of its subject. It also presents the writer's understanding and opinion about the subject.

academic language – Literary nonfiction commonly includes academic language, such as special words used in science and social studies writing. Some of these words might include Latin and Greek roots and affixes.

chronological order – The time order in which the events of a person's life happened

figurative language – Figurative language describes something or someone using vivid and unusual comparisons. These comparisons try to create images in the mind of the reader for impact, interest, and clarity.

- **metaphor:** A figure of speech that compares two ideas or things by equating them without using "like" or "as."
- **simile:** uses the words like or *as* to compare two things

sensory language – Words an author uses to help the reader experience the sense elements of the story. Sensory words are descriptions of the five senses: sight, sound, touch, smell, and taste.

Persuasive Text

A form of writing that tries to convince you to do something or to think a certain way. The authors of persuasive text have a strong purpose, or reason, for writing. This type of writing includes text such as articles, letters, editorials, advertisements, and posters. Persuasive text uses both facts and opinions. There is a relationship between ideas in an argument. For instance, a writer must state a problem, before presenting solutions.

cause-and-effect – An organizational structure in which the author must make it clear that one event causes another event, or a series of events. A cause is an event that makes something else happen and an effect is an event that happens because of an earlier action or event.

exaggeration – A rhetorical fallacy in which there is an overstatement or a representation of more than is true.

fact – A statement that can be checked against an objective source to determine if it is true or false.

opinion – An opinion cannot be proved true, because it represents someone's belief, or how that person feels about something.

problem-and-solution – An organizational structure in which the author introduces the situation or conflict and then proceeds to explain how to correct the situation or resolve the conflict.

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affix – A word element, such as a prefix or suffix, that occurs before or after a root or base word to modify its meaning (e.g., the prefix *un-* and the suffix *-able* in *unbelievable*).

alliteration – The repetition of the same sounds at the beginning of two or more adjacent words or stressed syllables (e.g., *furrow followed free* in Coleridge’s *The Rime of the Ancient Mariner*).

autobiography – The life story of a person, as told by himself or herself.

conflict – In literature, conflict is the opposition of persons or forces that brings about dramatic action central to the plot of a story; conflict may be internal, as a psychological conflict within a character, or external (e.g., man versus man, man versus nature, or man versus society).

context clues – Words that help you determine the meanings of unknown words and phrases. Sometimes, context clues appear in the same sentence as the unknown word or phrase. They can also be in another sentence or paragraph.

dialogue – The lines spoken between characters in fiction or a play. Dialogue in a play is the main vehicle in which plot, character, and other elements are established.

drawing conclusions – A form of inference in which the reader gathers information, considers the general thoughts or ideas that emerge from the information, and comes to a decision. The conclusion is generally based on more than one piece of information.

elements of fiction – Narrative elements including setting, characters, plot, and theme.

expository text – A type of informational text that clarifies or explains something

figurative language – Language layered with meaning by word images and figures of speech, as opposed to literal language. Figurative language describes something or someone using vivid and unusual comparisons. These comparisons try to create images in the mind of the reader for impact, interest, and clarity.

genre – The type or class of a work, usually categorized by form, technique, or content. Some examples of literary genres are epic, tragedy, comedy, poetry, novel, short story, and creative nonfiction.

graphic organizer – A tool that uses a “picture” to organize information and connect ideas. Outlines, charts, word webs, and timelines are examples of organizers.

homograph – A word that is spelled the same as another word but that has a different meaning, e.g., *read* (present tense) and *read* (past tense); in Spanish, *vino* (la bebida) and *vino* (del verbo venir), *saco* (del verbo sacar) and *saco* (la vestimental).

homonym – A word that is pronounced and usually spelled the same way as another word but that has a different meaning, e.g., *fair* (unbiased) and *fair* (light-colored).

hyperbole – An intentionally exaggerated figure of speech for emphasis or effect (e.g., *This book weighs a ton*).

idiom – An expression that has a different meaning from the literal meaning of its individual words (e.g., *have the upper hand* or *under the weather*). Idioms are particular to a given language and usually cannot be translated literally.

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imagery – The use of language to create mental images and sensory impressions (e.g., the imagery of the phrase *such sweet sorrow*). Imagery can be used for emotional effect and to intensify the impact on the reader.

homophone – A word that is pronounced the same, but not spelled the same, as another word and that has a different meaning (e.g., *bear* and *bare*, *week* and *weak*; in Spanish, *tubo* and *tuvo*, *deshecho* and *desecho*).

inference – Connecting bits of information to make a logical guess. Readers make inferences by drawing conclusions, making generalizations, and making predictions. A subtle inference is one in which the bits of information are not as easily connected.

informational text – Text that presents information, including expository, persuasive, and procedural text.

internal rhyme – A rhyme within the same line of verse (e.g., *dreary* and *weary* in Edgar Allan Poe’s *The Raven: Once upon a midnight dreary, while I pondered, weak and weary*).

literary device – A specific convention or structure that is employed by the author to produce a given effect, such as imagery, irony, or foreshadowing. Literary devices are important aspects of an author’s style.

literary nonfiction – The use of literary styles and techniques to create narratives based on actual persons, places, and things. In literary nonfiction, a writer may construct text in any number of ways and is not limited to the organizational patterns normally associated with nonfiction texts.

literary technique – The conscious choice of words or construction by an author to convey meaning; an author’s style.

metaphor – A subtle comparison in which the author describes a person or thing using words that are not meant to be taken literally (e.g., *Time is a dressmaker specializing in alterations*). An extended metaphor is a metaphor in which the comparison is carried through several lines or even the entire literary work.

onomatopoeia – The use of words that sound like what they mean (e.g., *buzz* and *purr*): a poetic device to produce this effect

personification – Figurative language in which nonhuman things or abstractions are represented as having human qualities (e.g., *Necessity is the mother of invention*).

persuasive text – Text written with the intent to persuade or convince the reader of something.

plot – The basic sequence of events in a story. In conventional stories, plot has three main parts: rising action, climax, and falling action.

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point of view – The perspective from which the events in the story are told. The author may choose to use any of the following:

- 1) Omniscient/third-person omniscient: The narrator tells the story in third person from an all-knowing perspective. The knowledge is not limited by any one character's view or behavior, as the narrator knows everything about all characters.
- 2) Omniscient/third-person limited: The narrator restricts his knowledge to one character's view or behavior.
- 3) Objective: The narrator reveals only the actions and words without the benefit of the inner thoughts and feelings.
- 4) First person/subjective: The narrator restricts the perspective to that of only one character to tell the story.
- 5) Limited: a narrative mode in which the story is told through the point of view of a single character and is limited to what he or she sees, hears, feels, or is told.

problem-and-solution – An organizational structure in which the author introduces the situation or conflict and then proceeds to explain how to correct the situation or resolve the conflict.

procedural text – A type of informational text that is written with the intent to explain the steps in a procedure, as in a recipe.

purpose – The intended goal of a piece of writing; the reason a person writes.

resolution – The point in a literary work at which the story's problem is worked out.

rhyme scheme – The pattern of rhyming lines (e.g., ABAB, ABBA)

sensory detail – A detail in writing that describes what is seen, heard, smelled, tasted, or touched.

sensory language – Words an author uses to help the reader experience the sense elements of the story. Sensory words are descriptions of the five senses: sight, sound, touch, smell, and taste.

setting – The time and place in which a narrative occurs. Elements of setting may include the physical, psychological, cultural, or historical background against which the story takes place.

simile – A comparison of two things that are essentially different, usually using the words *like* or *as* (e.g., *O my love is like a red, red rose* from Robert Burns, *A Red, Red Rose*).

story line – The plot of a story or drama.

structural element – The basic form of a poem, including its visual presentation (e.g., line, stanza, or verse).

structural pattern – The pattern that emerges when the various literary parts (i.e., character, setting, theme, and plot) come together to form the whole.

summarize – To reduce large sections of text to their essential points and main ideas.

synthesize – To combine elements and parts to form a coherent whole.

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theme – The central or universal idea of a piece of fiction or the main idea of a nonfiction essay. A universal theme transcends social and cultural boundaries and speaks to a common human experience. A theme may be explicit or implicit. In a work with an explicit theme, the author overtly states the theme somewhere within the work. Implicit theme refers to the author’s ability to construct a piece in such a way that through inference the reader understands the theme.

tone – The author’s particular attitude, either stated or implied in the writing.

Reference: Standards for Ensuring Student Success from Kindergarten to College and Career
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