O.G.T. READING TEST: *QUICK STUDY GUIDE*

Extended Responses

1. Restate your question to create a topic sentence

2. Must include at least 3 supporting details

3. Must include examples

4. Must explain examples

5. Remember to discuss the effects

6. At least 8 sentences, but can be 2-3 full paragraphs.

Using Codes on Multiple Choice

(+) Use a positive sign for answers that you think are correct

(-) Use a negative sign for answers that you know are incorrect

(?) Use a question mark for answers that you are unsure of.

Making Inferences

Answers to these questions cannot be located in the text. You will need to make inferences to figure the right answer. With short answers/extended responses, use quotes and explain how they provide support!

Key Concepts: author's purpose; credibility, central point; attitude; importance of titles; what does something "mean"?; how does the speaker "feel"?; what was the author's "intent"?; why does the writer "think" something?

Note: Inferential questions may use the word "probably." They may use words like "most likely" or "best." For these questions, you need to think on your own, and to provide support!

What does this mean?

Many questions will provide a quote, and then require you to know what it means. Always look back, as context usually makes the answer clear!

Short Answers

Topic Sentence
Statement / definition

Reasoning /
Explanation
Examples / Evidence

Effects

4-8 sentences

Point Values

1. Extended Responses are worth the most (4 points)

2. Short Answers are worth the second most (2 points)

3. Multiple Choice is worth the least (1 point)

General Writing Tips for Extended Response or Short Answers

1. Restate the name of the author

2. Restate the title of the passage

3. Place quotation marks around sentences that you use for examples or evidence.

4. Do not use the phrases "I believe, "I think," or "I feel."

Look-Backs

"Look-backs" are questions where answers can be located within the text. Just look back, and you can find them!

Key verbs: locate, summarize, give examples, give details, explain, support

Key concepts: important details/events

Frequent uestion starters: "What?" "Which?" "How?" "Why?"

Note: For vocabulary questions, *look back* to the original paragraph to read the whole context!

Tips on questions about unknown words

If a question asks you a word's definition, notice that it always tells you the paragraph in which the quote originally appears. Often, the question will leave out key details, but if you look back at the whole paragraph, you will have plenty of *context clues* for finding the answer.

Types of Propaganda

Testimonial - famous persons
Transfer - public's feelings
In-Crowd Appeal - popular group
Bandwagon- everyone's doing it
Glittering Generalities – improvable praises
Bait and Switch – cheap vs. expensive
Repetition – wears down resistance

Author's Purpose

*To inform
*To entertain
*To persuade
*To instruct
*To create suspense
*To motivate
*To cause doubt
*To describe an event
*To teach a lesson
*To introduce a character
*To create a mood
*To relate an adventure
*To describe feelings

Point of View and Setting

3rd person omniscient (all knowing; sees everything)

3rd person limited (narrator is outside the action; only knows about certain actions and events)

General Surroundings: daily habits of character; includes job, social places, religious, emotional spirit of area.

Key Terms

1. **Simile** – comparison; "like" or "as"

2. **Metaphor** – comparison; doesn't use "like or "as"

3. **Personification –** making animals or objects human

4. **Hyperbole -** obvious and excessive exaggeration

5. **Onomatopoeia -** using words to describe sounds

6. **Flashback -** revisit an earlier time

7. **Foreshadowing -** uses clues to predict future events

8. **Imagery -** creates vivid sensory details

9 **Repetition -** adds emphasis to the meaning

10. **Symbolism -** object that represents something bigger

11. **Tone -** attitude and voice of the author or speaker

12. **Style -** method and fashion of the writer

13. **Pace -** the speed at which a writer or speaker moves

14. **Inference -** making an estimated guess or assumption

15. **Theme -** the main idea or message in literature

Recent Terms

These terms have all appeared on the test recently: allusion, characterization, comparison and contrast, conflict, *context clues*, first person narration, focal point, *headnote*, imagery, *irony*, metaphor, *paraphrase*, personification, persuasive arguments (appeal to reason, appeal to emotion, glittering generalities, bandwagon), point-of-view, subtitle, text-patterns (cause-and-effect, comparison-contrast, spatial order, order of importance), *tone*, simile, stanza, symbol, *theme*.

Note: those appearing in italics appeared *more frequently*.

Literary Genre: *Non-Fiction*

Biographies……………(written by someone else)
Autobiographies…………(written by that person)

MAGAZINES / NEWSPAPERS
   Information Article……………(current events)
   Advertisement………(sells a product or service)
   Essays……………(deals with author's opinions)
   Letter to the Editor…   (deals with emotions)

Literary Genre: *Fiction (novels & short stories)*

Fantasy…(dreamlike world; fanciful character)

Romance…(exotic places; passionate love)

Science Fiction…(future; planets; theories)

Mystery…(an unexplainable problem)

Allegory…(the story represents something bigger)

Fable…(brief tale; moral lesson; includes animals)

Folk Tale...(simple story; in the past; character uses powers)

Tall Tale...(North American Frontier; superhuman character)

Legend…(connected with a nation or people; glorifies a hero)

Myth…(supernatural; religious beliefs; order of world)

Literary Genre: *Poetry*

1. **Epic**…(long narrative poem; adventure; heroic figure)

2. **Lyric**… (describes emotion of poet; no story line)

3. **Narrative**…(tells a story; opposite of the lyric)

4 **Haiku**…(Japanese; three lines; focus on nature)

Characterization

1. **Description**…(a character's dress; looks; age)

2. **Narration**… (1st "I" - 2nd "you" - 3rd "he, she, they")

3. **Dialogue**…(conversation between 2 or more people)

4 **Actions**…(reveal traits through decisions)

Character Interaction

1. **Relationships**…(a character's family, life, job and social position)

2. **Motivations**… (reasons; wants; desires)

3. **Conflicts**…(internal and external conflicts)

4. **Influences**…(outside pressure or force that changes thoughts or actions)

Elements of a Plot

1. Exposition
2. Rising Actions
3. Climax
4. Falling Actions
5. Resolution

#1   #2   #3   #4   #5