Vocab # 3 (From Text)

- **1. alliteration** Repetition of the same sound beginning several words or syllables in sequence. [L]et us go forth to lead the land we love . . .
- **2. allusion** Brief reference to a person, event, or place (real or fictitious) or to a work of art. Let both sides unite to heed in all corners of the earth the command of Isaiah . . .
- **3. anaphora** Repetition of a word or phrase at the beginning of successive phrases, clauses, or lines. . . . not as a call to bear arms, though arms we need—not as a call to battle, though embattled we are . . .
- **4. antimetabole** Repetition of words in reverse order. [A]sk not what your country can do for you—ask what you can do for your country.
- **5. antithesis** Opposition, or contrast, of ideas or words in a parallel construction. [W]e shall . . . support any friend, oppose any foe . . .
- 6. archaic diction Old-fashioned or outdated choice of words. beliefs for which our forebears fought
- **7. asyndeton** Omission of conjunctions between coordinate phrases, clauses, or words. [W]e shall pay any price, bear any burden, meet any hardship, support any friend, oppose any foe to assure the survival and the success of liberty.
- 8. cumulative sentence Sentence that completes the main idea at the beginning of the sentence and then builds and adds on.

 But neither can two great and powerful groups of nations take comfort from our present course—both sides overburdened by the cost of modern weapons, both rightly alarmed by the steady spread of the deadly atom, yet both racing to alter that uncertain balance of terror that stays the hand of mankind's final war.
- **9. hortative sentence** Sentence that exhorts, urges, entreats, implores, or calls to action. Let both sides explore what problems unite us instead of belaboring those problems which divide us.
- **10. imperative sentence** Sentence used to command or enjoin.

 My fellow citizens of the world: ask not what America will do for you, but what together we can do for the freedom of man.