

Problem Solving

The thought processes
involved in solving a
problem

Antagonist

Someone who offers
opposition

Cube

A regular solid of six equal sides;
the product of a number multiplied
by itself twice

Deductive Reasoning

Reasoning from the
general to the particular
(from cause to effect)

Environnement

The totality of
surrounding conditions

Evidence

Your basis for belief or disbelief; knowledge on which to base belief

Imagery

The ability to form mental
images of things
and/or events

Inductive Reasoning

Reasoning from detailed facts to general principles

Inference

The reasoning involved in drawing a conclusion/judgement on the basis of evidence and prior conclusions rather than on direct observation

Investigator

Someone who
investigates

Lore

Knowledge gained
through tradition

Memoir

An account of the
author's personal
experiences

Metaphor

A figure of speech in which an expression is used to refer to something that it does not literally mean in order to suggest a similarity

Mystery

Something that baffles
and/or confuses and
cannot be explained

Personification

The act of attributing
human characteristics
to abstract ideas etc.

Protagonist

The principal character
in a work of fiction

Realism

The attribute of accepting the facts of life and favoring practicality.

In Visual Art: when an artwork depicts actual objects or real life

Simile

A figure of speech that expresses a resemblance between things of different kinds (usually formed using “like” or “as”)

Time

Events passing from the
future through the present
to the past

Value

In Math: a numerical quantity that is assigned or is determined by calculation or measurement

In Art: the darkness or lightness of an object or shadow; the monetary or philosophical worth of an object or idea

Victim

An unfortunate person
who suffers from some
bad circumstance

Witness

Someone who sees an
event and reports what
happened