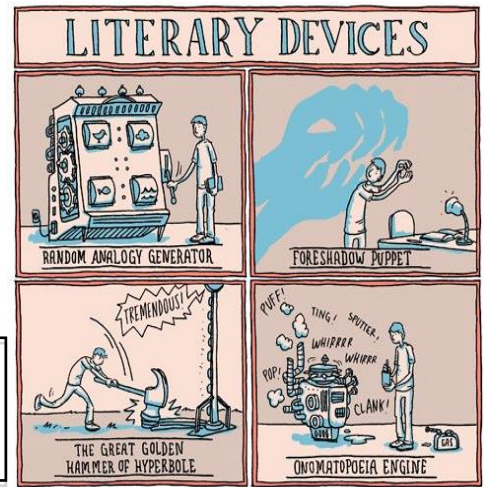


# LITERARY DEVICES

**ALLITERATION:** a group of words that begin with the same sound. Alliterations can help make the writing memorable and reinforce meaning. They draw attention to the images and enhance the sound of language.

MY EXAMPLE:



**SIMILIE:** a figure of speech that makes a comparison between two seemingly **unlike** things using the connective words **like** and **as**. The comparison is to help highlight a characteristic or characteristics of the main object being compared.

MY EXAMPLE:

**METAPHOR:** a figure of speech that makes a comparison between two seemingly **unlike** things **without** using **like** or **as**. The comparison is to help highlight a characteristic or characteristics of the main object being compared.

MY EXAMPLE:

**PERSONIFICATION:** a metaphor in which human attributes are given to inanimate objects.

MY EXAMPLE:

**REPETITION:** words or phrases that are repeated to create emphasis, atmosphere, rhythm or imagery.

**ONOMATOPOEIA:** words with meaning that are connected to their sounds.

MY EXAMPLE:

**FORESHADOWING:** refers to clues that hint at what is going to happen later in the text. It is used to arouse the reader's curiosity, build suspense, and help prepare the reader to accept events that happen later in the story.

**IMAGERY**: vivid descriptive language which appeals to the reader's senses of sight, taste, touch, smell, or hearing; the author uses words to 'paint a picture' in the reader's head. Similes and metaphors are types of imagery, as are other types of descriptive language.

**OXYMORON**: placing side-by-side two words or phrases that mean the opposite.

MY EXAMPLE:

**ALLUSION**: An allusion is a reference, usually brief, to a presumably familiar person or thing. The author makes the assumption that the reader knows to what he is referring. For example, if an author wrote that the character "had met his Waterloo" the reader would have to know what Waterloo was referring to.

MY EXAMPLE:

**MOOD OR ATMOSPHERE**: the prevailing feeling in a literary work created through word choice, descriptive details, and evocative imagery.

MY EXAMPLE:

**TOPE**: the attitude of the writer towards the subject he/she is writing about.

MY EXAMPLE:

**SUSPENSE**: an element of plot that makes us want to read on. The reader may worry about whether a character can overcome obstacles in his or her path. This can be created through the use of short sentences and a lot of action in a short time span.

**FLASHBACK**: an interruption in the telling of the story when the writer "flashes back" to tell us about events which happened earlier.

**STYLE**: a writer's characteristic way of writing, i.e. his/her choice of words, length of sentences, use of language, description, etc.

**IRONY**: a literary device that creates a contrast or discrepancy between what is said and what is meant, or between expectations and reality. There are three types of irony:

- 1) ***Verbal Irony***: the use of words to say the opposite of what is really meant.
- 2) ***Situational Irony***: when an event turns out to be the opposite of what would normally be expected.
- 3) ***Dramatic Irony***: when the reader or audience knows something the characters do not.