

LITERARY DEVICES

WORDS THAT PAINT PICTURES, CREATE MEANING,
AND BRING STORIES TO LIFE.

SIMILE

A comparison using
“like” or “as”.



EXAMPLE:

“Her smile was *as* bright
as the sun.”

METAPHOR

A comparison without
using “like” or “as”.



EXAMPLE:

“Life *is* a journey
filled with choices.”

PERSONIFICATION

Giving human qualities
to nonhuman things.



EXAMPLE:

“The wind *whispered*
secrets through the trees.”

ALLITERATION

The repetition of the same
consonant sound at the
beginning of words.



EXAMPLE:

“Wild *winds whistle*
through the *willows*.”

ONOMATOPOEIA

A word that imitates
the sound it represents.



EXAMPLE:

“The thunder went *BOOM*
as the rain came down.”

HYPERBOLE

An exaggeration used for
emphasis or effect.



EXAMPLE:

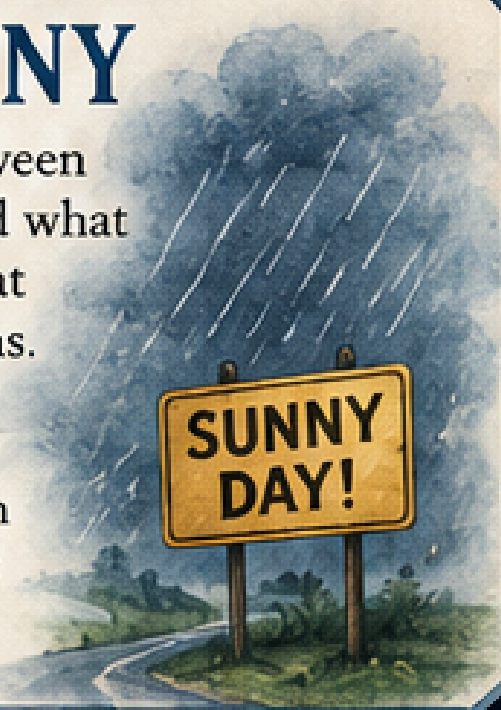
“I’m *so* hungry I could
eat a horse.”

IRONY

A contrast between
what is said and what
is meant or what
actually happens.

EXAMPLE:

“It started to rain
on the day of the
picnic.”



SETTING

The time and place
in which a story
takes place.

EXAMPLE:

“The story is set in
a small village in
the 1800s.”

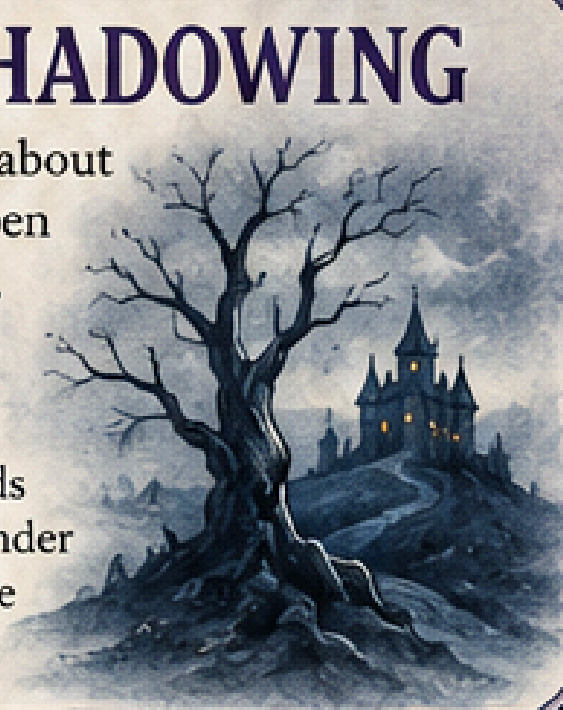


FORESHADOWING

Hints or clues about
what will happen
later in a story.

EXAMPLE:

“The dove clouds
and distant thunder
hinted at trouble
ahead.”

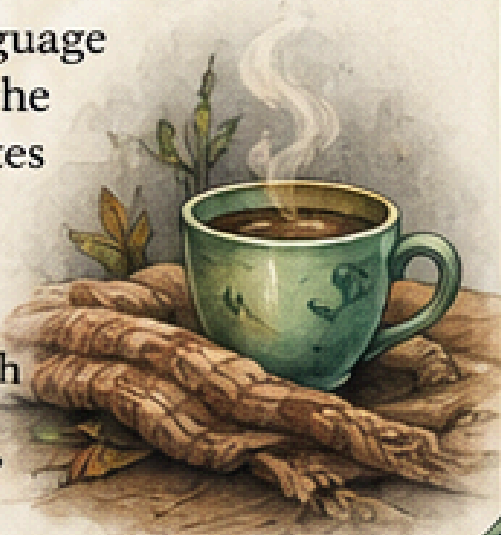


IMAGERY

Descriptive language
that appeals to the
senses and creates
a vivid picture.

EXAMPLE:

“The smell of fresh
coffee filled the
cool morning air.”



tone

The author’s attitude
toward the subject
or audience.

EXAMPLE:

“The tone of the
letter was warm
and encouraging.”



SYMBOLISM

Using symbols to
represent ideas or
qualities.

EXAMPLE:

“The dove is a
symbol of peace
and hope.”

