Identifying Author’s Craft in Chapters 12-14 of *The Westing Game*

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_ Hour: \_\_\_

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| **Figurative Language Term** | **Definition** (with novel example) | **My Example** from *The Westing Game* chapters 12-14 Give quote and page number |
| **alliteration** | *The repetition of the same or very similar consonant sounds in words that are close together.* “This **glittery, glassy** apartment house…” |  |
| **onomatopoeia** | *The use of words with sounds that echo their sense or meaning*"**Boom**!" |  |
| **imagery** | *writing in which an author uses vivid words and description to help the reader picture events in his/ her mind; usually appeals to the five senses*“Turtle Wexler looked every inch the witch, her **dark unbraided** hair **streaming wild in the wind** from under her **peaked hat**, a **putty wart pasted on her small beaked nose**.” |  |
| **simile** | *a comparison between two unlike things using the words “like,” “than,” or “as”*“Angela Wexler stood on a hassock **as** still and blank-faced **as** a store-wide dummy.” |  |
| **metaphor** | *an imaginative comparison between two unlike things in which one thing is said to be another thing* Theo tells Chris: “It tinkles and twinkles, but not one breath of air stirs in that **gloomy tomb of a room**.” |  |
| **symbolism** | *a person, a place, a thing, or an event that has its own meaning and stands for something beyond itself as well*Sam Westing’s Will **stands for** a $200 million fortune that all the heirs desperately want to win.  |  |
| **personification** | *to give nonhuman things qualities as if it were human*“Mr. Hoo stares at the “**angry lake**.” |  |
| **irony** | *a contrast between what is expected and what really happens*“The sun sets in the west (just about everyone knows that), but **Sunset Towers faced east….and had no towers”** |  |

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| **Suspense** | *the quality of a literary work that makes the reader uncertain or tense about the outcome of events; It makes the reader ask "What will happen next?"* “…those kids hardly got through the French door when they came tearing out.” |  |
| **mood** | *the overall emotion or feeling created in a piece of literature* “A cold, raw wind is blowing as the three teens spot smoke coming from the chimney of the old, abandoned Westing house –“ |  |
| **foreshadowing** | *the use of hints or clues in a narrative to suggest what action is to come; It helps to build suspense in a story because it suggests what is about to happen.*“The big problems were **yet to come**.” |  |
| **Hyperbole** | *Hyperbole is exaggeration.*“The track star was chosen timekeeper because he could **run faster than anyone in Wisconsin**.” |  |
| **Rhyme** | *The repetition of sounds at the end of words.*“The two **slim, trim** high school seniors…” |  |