*Short Story Unit*

*Literary Devices*

Definition : A technique used to add interest to a text.

1. Metaphor :

Comparing two seemingly different things without using “like” or “as”.

Ex: The man was a mountain.

1. Simile :

Comparing two seemingly different things by using “like” or “as”.

Ex: The man was like a mountain.

1. Foreshadowing :

A hint in the present of what is to come.

Ex: Jessica heard a knock at the door. As she approached, she had no way of knowing what was to come.

1. Flashback :

Something that happens in the past to help explain the present.

Ex: As John approached the end of the dock, he suddenly thought of his near-drowning experience from when he was 4 years old. He immediately ran back to the house.

1. Onomatopoeia :

A word that mimics a sound.

Ex: The gun made a loud *bang* when it went off.

1. Imagery :

The use of the 5 senses in a description to create an image in the reader’s mind.

Ex: As Emily walked out the door, she could feel the hot rays of the sun on her face, she could hear the bird chirping in the trees, she could feel the wet grass beneath her feet, and she knew it would be a beautiful day.

1. Symbolism :

Something that represents something greater.

Ex: A school is a building with walls and windows, but it can symbolize prison for some; opportunity for others.

1. Hyperbole :

An exaggeration meant to put emphasis on something.

Ex: I’ve told you a million times to clean your room!