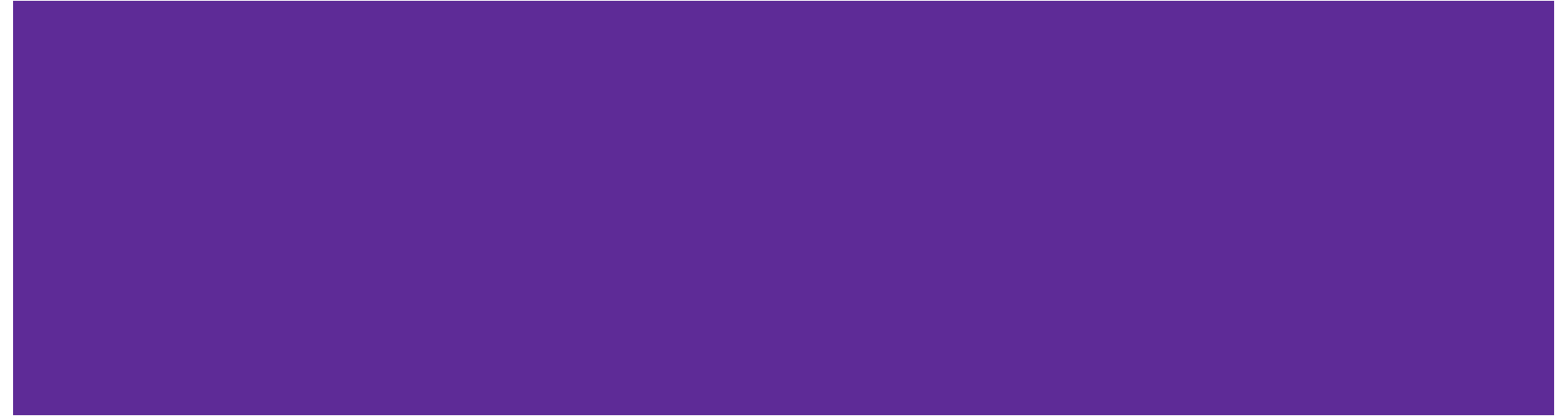


# Figurative Language

Narrative Writing



# Tone and Mood

Tone: The writer's attitude toward the character, subject, and audience of a story.

Tone = Person

Mood: The climate or feeling of a literary work.

Mood = Environment



# Tone, Mood, or Both?

Serious	Tone
Other-worldly	Mood
Ominous	Both
Indifferent	Tone
Sentimental	Both
Dark	Both
Paternal	Tone
Romantic	Mood
Lighthearted	Both
Mysterious	Both

# Diction, Dialect, & Dialogue

- Diction:
  - The words a writer chooses.
  - Enunciation of words.
- Dialect:
  - A particular way of speaking that is unique to a social class of region.
- Dialogue:
  - The words a character in a story speaks.
  - A fancy word for “discussion.”

# Name that Dialect

“Ahoy and avast, ye landlubbers! Do ya know where one might find a wee bit o’ grog?”

“Well, dey’s reasons. But you wouldn’t tell on me ef I ‘uz to tell you, would you, Huck?”

“Ope, hey there, Neighboreenos. What can I do you for?”



# Characterization

- Characterization: The way a writer reveals information about a character.
- Two types:
  - Direct
    - Things told to us
  - Indirect
    - Things we conclude.

# Simile and Metaphor

- Simile: Comparison using “like” or “as.”
  - Ex: The goalie was solid as a rock.
- Metaphor: Direct comparison of two unlike things.
  - Ex: The goalie was a rock.
- Extended Metaphor: A metaphor that continues beyond the first comparison sentence. Could be an entire work.



I graduated from the University of Life. All right? I received a degree from the School of Hard Knocks. And our colors were black and blue, baby. I had office hours with the Dean of Bloody Noses. All right? I borrowed my class notes from Professor Knuckle Sandwich and his Teaching Assistant, Ms. Fat Lip Thon Nyun. That's the kind of school I went to for real, okay?

- Will Ferrell, Harvard Commencement Speech, 2003



# Symbolism

Symbolism: A person, place, thing, or event that has meaning in itself and that also stands for something more than itself.



# Personification

- Personification: When a writer gives an animal or inanimate object human traits.
- Examples:
  - The snow whispered as it fell to the ground.
  - The chair groaned under the man's weight.
  - Time waits for no man.
  - When opportunity knocks, answer the door.



# Foreshadow and Flashback

Foreshadow: The use of hints/clues to suggest what will happen later.

Flashback: A scene that interrupts the normal narrative timeline in order to provide information about something that happened earlier in the story.

# Hyperbole

- Hyperbole: A ridiculous exaggeration. Can be used for comic effect.
- Examples:
  - Hyperbole is, without a doubt, the single greatest thing in the history of the universe.
  - My feet are killing me.
  - I'm so hungry I could eat a horse.
  - I've told you a million times.

Note: Avoid using exclamation points excessively!!!!