

Match the Literary Device!



Transfer the appropriate number to the matching definition or example.

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| 1. Foreshadowing | _____ | When the reader knows something that the characters do not |
| 2. Symbolism | _____ | The use of the same two or more words for emphasis |
| 3. Personification | _____ | Hints that suggest what will come next in a story |
| 4. Diction | _____ | Person vs. self is a type of . . . |
| 5. Dramatic irony | _____ | Repetition of words with the same letter/sound |
| 6. Suspense | _____ | When a non-living object/animal is given human traits |
| 7. Metaphor | _____ | Scenes that provide backstory on characters |
| 8. Humor | _____ | Object used to represent something else (or an idea) |
| 9. Alliteration | _____ | Situations that are amusing, funny, or ridiculous |
| 10. Verbal irony | _____ | Choice of words |
| 11. Exposition | _____ | Boom! Pow! Splash! |
| 12. Simile | _____ | A feeling of intensity due to the unknown |
| 13. Imagery | _____ | A comparison between two things using "like" or "as" |
| 14. Conflict | _____ | A comparison between two things without the use of "like" or "as" |
| 15. Repetition | _____ | When characters say one thing but mean another |
| 16. Onomatopoeia | _____ | Description that appeals to the five senses (taste, touch, hear, smell, see) |