



### Common Literary Devices

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Paying attention to the literary devices used in a text can help you better understand the author's **intent**, the work's **theme**, and your own **interpretation** of the text.

<b>Allusion</b>	A reference to a real-world person, place, or thing.
<b>Diction</b>	The word choice used to convey the writer's message, including <b>formal</b> , <b>informal</b> (conversational), <b>slang</b> (new terms, aimed at younger audiences or used to convey younger speakers), and <b>colloquial</b> (everyday language and phrases, can be community specific) language.
<b>Euphemism</b>	An indirect term or phrase for something commonly considered unpleasant or inappropriate. For example, saying <i>in a better place</i> instead of <i>dead</i> .
<b>Foreshadowing</b>	Hints at coming events in the plot. For example, a man notices a gun when visiting someone's home, and later in the story, someone fires it.
<b>Metaphor</b>	A comparison of two things <b>without</b> the words "like" or "as". For example, <i>She is a bright shining star</i> .
<b>Imagery</b>	Vivid, descriptive language that paints a clear image in the reader's mind, or highlights any of the five senses. For example, "A host, of golden daffodils; Beside the lake, beneath the trees, Fluttering and dancing in the breeze." —William Wordsworth
<b>Irony:</b> <i>Verbal Irony</i>  <i>Situational Irony</i>  <i>Dramatic Irony</i>	There are <b>three types</b> of irony: <ul style="list-style-type: none"><li>• When someone says something that is the <b>opposite</b> of what they mean. For example, saying "I love this weather!" during a blizzard.</li><li>• When the <b>outcome of a situation is different</b> than intended or expected. For example, buying someone flowers and they end up being allergic to them.</li><li>• When the <b>reader knows something</b> that the character does not. For example, the murderer is hiding in the shed before a character is about to enter.</li></ul>
<b>Juxtaposition</b>	Placing contrasting elements or ideas next to each other. For example, a decaying house next to a brand new house.
<b>Personification</b>	When non-human things are described as having human traits. For example, <i>the sun winked</i> .
<b>Simile</b>	Comparing two things using the words "like" or "as". For example, <i>she walked <b>like</b> a gazelle</i> .
<b>Symbolism</b>	When an object or setting symbolizes a larger theme. For example, the smell of baking bread could symbolize home, or a sense of safety for a character.
<b>Tone</b>	The overall attitude or feeling of a work. For example, <i>Of Mice and Men</i> has a dark and tragic tone.