



# Literary Devices

# Alliteration

Alliteration is the repetition of the same or similar kinds of sounds at the beginning of words or in stressed syllables.

*The wicked witch was wreaking  
havoc wherever she went.*



# Characterisation

Characterisation is used to introduce and describe a character. Characterisation can be direct, by explicitly telling the reader about the character, or indirect, by providing the character's thoughts, words and actions to reveal information about them.

## Direct Characterisation

The troll was mean and scary.



## Indirect Characterisation

The troll was feared by everyone.

# Flashback

A flashback recounts stories from the past to provide background information about specific events, places or characters.

*The smell wafting from the kitchen reminded Emily of when she was a little girl cooking with her Grandmother.*



# Foreshadowing

Foreshadowing is the use of hints to set the stage for a story to unfold or to build suspense that something is going to happen, without revealing the story.

*Kate was enjoying her birthday party,  
but for how much longer?*



# Hyperbole

Hyperbole is the use of exaggeration to make something sound better or worse than it really is.

*Neil had tonnes of homework to do.*



# Imagery

Imagery is the use of descriptive language and literary devices to create a 'mental image' for the reader.

*The green rolling hills were sprinkled with delicate, soft pink flowers.*



# Juxtaposition

Juxtaposition is used to compare and contrast two or more ideas, places, characters or their actions side by side.

*Dean looked majestic in his bright yellow suit as he flew high above the bleak, run-down city.*





# Metaphor

A metaphor is a word or phrase that is used to make a direct comparison between two unlike things.

*Ben is such a pig when he eats.*



# Onomatopoeia

Onomatopoeia is the use of words that imitate the sounds associated with the objects or actions they refer to.

*The cat purred  
with delight.*



# Oxymoron

An oxymoron combines two contradictory terms.

*Jack's team played an awfully good game.*



# Personification

Personification is the act of giving non-living things human characteristics.

*The car coughed to life.*



# Simile

A simile uses the words 'like' or 'as' to compare one object or idea with another to suggest they are alike.

*Trisha is as snug as a bug in a rug.*

