

Literary Devices and Terms

Literary devices are specific language techniques which writers use to create text that is clear, interesting, and memorable.

Alliteration - repeated consonant sound at the beginning of words or within words; used to establish mood and rhythm in a story; true alliteration has three words beginning with the same sound (two words beginning with the same sound would be called **alliterative**)

Examples: bucking bronco; miserable morning; Bed, Bath, and Beyond

Allusion - a reference in one story to a well-known character or event from another story, history, or place

Examples: the rise of the baseball team from last place to first was a real Cinderella story; at times teachers need the wisdom of Solomon to make decisions

Ambiguity - when a single event or expression can mean two different things to two different people

Example: When it is announced that another baby is on the way, Father remarks, "That could create some problems." He means problems with money, but his young son thinks, "You're right, dad! I don't want to share my room and toys with anybody!"

Analogy - comparing one thing to another very different thing in order to explain it better

Examples: a school is like a garden, where children are lovingly raised and cared for; the rabbit shot from its hole like a rocket; the confetti fell like snow in a blizzard as the parade passed through the city streets (these three analogies are all written as **similes**)

Aphorism - a brief statement expressing some truth as shown in a story; it can be a **moral**, or **proverb**, or **maxim**.