

<p style="text-align: center;">Literary Devices</p> <p>Techniques used by writers to add substance or effect to the text and help the reader create a more detailed image.</p>	<p style="text-align: center;">Literary Elements</p> <p>Essential characteristics of all works of written and spoken narrative fiction.</p>
<ul style="list-style-type: none"> - alliteration (e.g. Rabbits running over red roses.) - free verse – poem without rhyme or rhythm (e.g. Fog by Carl Sandburg The fog comes, on little cat feet. It sits looking over harbour and city on silent haunches. and then moves on.) - hyperbole/exaggeration (e.g. I can't wait <u>a million years.</u>) - idioms (e.g. <u>hit the sack</u>) - metaphor (e.g. The singer is truly <u>a shiny star.</u>) - onomatopoeia (e.g. pop, buzz, splash ...) - personification (e.g. The flowers <u>danced</u> in the breeze.) - repetition (e.g. Witch, witch where do you fly? Rose Fyleman <u>Witch, witch, where do you fly?</u> Under the clouds and over the sky. <u>Witch, witch, what do you eat?</u> Little black apples from Hurricane Street. <u>Witch, witch, what do you drink?</u> Vinegar and good red ink. <u>Witch, witch, where do you sleep?</u> Up in the clouds where the pillows are cheap.) - rhyme (e.g. heather and leather) - rhythm (e.g. de dum, de dum, de dum) - simile (e.g. The sun blazed <u>like an angry fire.</u>) 	<ul style="list-style-type: none"> - characters (main/protagonist, minor, antagonist) - climax (where the characters face and solve the conflict) - conflict (the problem the characters have to tackle) - mood (the overall feeling the author wishes to evoke in the reader) - narrator (the person telling the story) - plot (events in a story) - point of view (the perspective from which the story is told) - resolution (the part where main problem is resolved) - setting (time and place when the story takes place) - theme (the main subject or idea) - tone (the author's attitude or feelings)

Elements of Drama

Role /Character: Role: The point of view and values of a character Character: Their personality, background & motivation	Mood and atmosphere: The feeling or tone of both the physical space and the dramatic action created by or emerging from the performance
Situation: The setting and circumstances of the dramatic action – the who, what, where, when and what is at stake for the roles/characters	Relationships: The connections and interactions between people that affect the dramatic action
Movement: Dictating situations, roles and relationships through physical action	Voice: Using voice expressively to create roles, situations, relationships and atmosphere
Audience: Individuals or groups of people who engage emotionally and socially to a range of settings and contexts	Scenes: The place where an action or event, real or imaginary, occurs
Stage-directions: An instruction written into the script of a play, indicating stage actions, movements of performers, or production requirements	Props: Objects used on stage or on screen by actors during a performance
Backstage: The area of a theatre where the actors wait until it is time to walk onstage and play their parts	