

# LITERARY DEVICES



**VOCABULARY BUNDLE**

## YOUR RESOURCE INCLUDES:

- \*Terms Sheet (with definitions)
- \*Foldables for Interactive Notebooks
- \*A quiz including matching, identification, and application (editable .doc)
- \*A BINGO! Review Game
- \*Digital versions

## INCLUDES THE FOLLOWING TERMS:

Antagonist	Foreshadowing	Protagonist
Characterization	Genre	Resolution
Climax	Imagery	Rising Action
Conflict	Irony	Setting
Dialogue	Mood	Symbolism
Exposition	Motif	Tone
Falling Action	Plot	
Flashback	Point of View	

### Literary Devices Quiz

#### I. Matching

- Antagonist
- Characterization
- Exposition
- Foreshadowing
- Imagery
- Irony
- Mood
- Motif
- Rising Action
- Symbolism
- Falling Action
- Climax

- \_\_\_\_\_ Hinting at what is to come
- \_\_\_\_\_ When something unexpected happens or is said
- \_\_\_\_\_ A recurring feature of a work that develops its theme

### Literary Devices

<b>Antagonist</b>	A character (or thing) that is the source of conflict in a literary work	<b>Irony</b>	unexp
<b>Characterization</b>	The way in which the author develops the personalities of the characters	<b>Mood</b>	The
<b>Climax</b>	The "turning point" of the literary work	<b>Motif</b>	
<b>Conflict</b>	A struggle between two or more forces (ex. Man vs. Nature)	<b>Plot</b>	
<b>Dialogue</b>	Direct speech between characters	<b>Point of</b>	
<b>Diction</b>	Word choice to create a specific effect	<b>Pro</b>	
<b>Exposition</b>	The background information given at the beginning		
<b>Falling Action</b>	The results or effects of the climax		
<b>Flashback</b>	Returning to an earlier time in order to clarify meaning in the present time		

# Lit Terms

Antagonist	Irony
Characterization	Mood
Climax	Motif
	The sequence of events in a work of literature
Dialogue	Point of View
Diction	Protagonist
Exposition	Resolution
Falling Action	Rising Action
Flashback	Setting
Foreshadowing	Symbolism
Genre	Theme
Imagery	Tone

Interactive Notebook Foldables are a great way for students to practice vocabulary. Three combinations of words: choose the one that works for you!

# Literary Devices BINGO

Antagonist	Genre	Conflict
Protagonist	Exposition	Plot
Tone	Irony	Rising Action

Created by Danielle Hall @ Nouvelle ELA

# Literary Devices BINGO

A character (or thing) that is the source of conflict in a literary work	Type or category in which a literary work belongs	A struggle between two or more forces (ex. Man vs. Nature)
The main character in a work of literature – the one “root for”	The background information given at the beginning	The sequence of events in a work of literature
Author’s words or	When something unexpected happens or is said	The “first hurdle” in the literary work

## BINGO Game Play

**What's Included:**

- Master List – 22 Literary Devices and their definitions and
- 34 Terms Cards (brown) – You call the definitions and students
- 34 Definitions Cards (blue) – You call the terms and students
- 4 Blank cards (brown & blue) – Did a card get lost? Do you?

**How to Play:**

1. Give each student a Bingo card. You may use the
2. Call out the definition or the term, checking it off
3. Students identify the matching term or definition or diagonal, he or she calls “Bingo!”
4. Verify the “Bingo” using the Master List.

### Master List

Antagonist	A character (or thing) that is the source of conflict in a literary work
Characterization	The way in which the author develops the personalities of the characters
Climax	The “turning point” of the literary work
Conflict	A struggle between two or more forces (ex. Man vs. Nature)
Dialogue	Direct speech between characters

# Literary Devices BINGO

**Variations:**

- Four Corners – Students
- Blankout
- na
- one
- you ca
- you ca
- v.teach
- res Ring

# Literary Devices BINGO

Choose to play from terms or from definitions

\*34 unique BINGO! cards

\*Includes blank cards, gameplay variations, and a Master List

## Literary Devices *Definitions*

*Hinting at what is to come*

mood

rising action

irony

foreshadowing

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Literary Terms Bingo

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Literary Devices BINGO

Tone	Dialogue	Falling Action
Foreshadowing	Plot	Mood
Antagonist	Setting	Symbolism

Markers

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# INCLUDES DIGITAL VERSIONS