Vocabulary Workstation

1. Read the directions and discuss with your group what context clues are and how we can use them to help us determine the meaning of words we are unsure of.

2. Choose three vocabulary words that you really do not know. BE HONEST! Make sure they are near pages you have already covered in your reading.

3. Find the page number that corresponds with the vocabulary word and reread the page while finding the word.

4. Look up the word in the dictionary and complete the information it asks for. Look at the different definitions it gives and determine which is the best one based on how it was used in the text.

5. Create and complete the vocabulary model.
1. With your group, find at least **SIX** examples of figurative language or literary elements.

2. Each annotation will be on its own post-it note.

3. Write the page number, and you will need to identify the term.

4. Write the example from the book.

5. Explain why they were used by the author.

6. Place the sticky notes in your workstation booklet. Write the chapter number in the heading.

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**Metaphor pg. 56**

*My heart swelled with a sea of tears.*

The author used this metaphor so the reader can understand the deep sadness Sylvia felt when she lost her cousin.
Figurative Language

Figurative language is a tool that an author uses, to help the reader visualize, or see, what is happening in a story or poem.

Types of Figurative Language

Simile is a comparison using like or as. It usually compares two unlike objects.

Example: His feet are as big as boats. Feet and boats are being compared.

Metaphor states that one thing is something else. It is a comparison, but does NOT use like or as to make the comparison.

Example: Her hair is silk. Hair and silk are being compared.

Personification is giving human qualities, feelings, actions, or characteristics to inanimate (not living) objects.

Example: The house stared at me with looming eyes. The verb, stared, is a human action. A house is a non-living object. Therefore, we have a good example of personification.

Example: The ancient car groaned into first gear.

Alliteration is the repetition of the initial consonant. There should be at least two repetitions in a row.

Example: Peter Piper picked a peck of pickled peppers. The first letter, p, is a consonant. Its sound is repeated many times.

Onomatopoeia is the imitation of natural sounds in word form. These words help us form mental pictures, or visualize, things, people, or places that are described. Sometimes a word names a thing or action by copying the sound.

Example: Bong! Hiss Buzz!

Symbolism occurs when one thing stands for or represents something else.

Example: The dove symbolizes peace.

Hyperbole is intentionally exaggerated figures of speech.

Example: It was raining cats and dogs.

Imagery involves one or more of your five senses – the abilities to hear, taste, touch, smell, and see. An author uses a word or phrase to stimulate your memory of those senses and to help create mental pictures.

Idioms An expression that means something other than the literal meanings of its individual words. They are overused expressions.
***Use this as a quick reference for figurative language, literary elements, and literary techniques.

**Figurative Language**

**Alliteration** - The repetition of the same initial letter, sound, or group of sounds in a series of words. Alliteration includes tongue twisters.
Example: She sells seashells by the seashore.

**Cliché** - A cliché is an expression that has been used so often that it has become common and sometimes boring.
Examples: Opposites attract. You are what you eat.

**Hyperbole** - An exaggeration that is so dramatic that no one would believe the statement is true. Tall tales are hyperboles.
Example: I’m so hungry I could eat a horse.

**Idiom** - An idiom is an expression that has a meaning apart from the meanings of its individual words. It’s not meant to be taken literally.
Example: It’s raining cats and dogs.

**Irony** – Irony is a literary device involving a discrepancy between what is said and what is meant, or between what’s expected to happen and what actually occurs. There are three main types:

**Metaphor** - The metaphor makes a direct comparison between two unlike things. A simile would say you are like something; a metaphor is more positive - it says you are something.
Example: Her eyes are stars shining in the sky.

**Onomatopoeia** – The use of a word to describe or imitate a natural sound or the sound made by an object or an action.
Example: snap, crackle, pop.

**Oxymoron** – When something is described using contradictory terms.
Example: jumbo shrimp; definite maybe; deafening silence.

**Personification** - A figure of speech in which human characteristics are given to an animal or an object.
Example: My teddy bear gave me a hug.

**Pun** – A play on words. A pun involves using a word or words that have more than one meaning.
Example: My dog not only has a fur coat, but also pants.

**Simile** - A simile uses the words “like” or “as” to compare one object or idea with another to suggest they are alike.
Example: She is busy as a bee.
**Literary Elements (Every story has these)**

**Protagonist** - The main character in a story, the one with whom the reader is meant to identify. The person is not necessarily “good”, but is the person whom the reader is most invested in. Example: Peter Parker in the *Spiderman* movies / comic books.

**Antagonist** - Counterpart to the main character/protagonist and source of a story’s main conflict. It may not even be a person (see Conflict below). Examples: The Green Goblin in *Spiderman*, The storm in *A Perfect Storm*.

**Plot** - Sequence of events in the story.

**Setting** - Time and place in which the story occurs. Example: *Spiderman* takes place in modern-day New York City.

**Conflict** - A struggle between opposing forces which drive the action in a story. This is what keeps the reader reading! The outcome of the story is usually a resolution of the conflict. The opposing force does not have to be a person. The basic types of conflict are: Man vs. Self, Man vs. Man, Man vs. Nature, Man vs. Society or Man vs. Machine.

**Climax** - The most dramatic part of a story. Right before the climax is the turning point, usually where something goes wrong. The climax then ensues and comes to a resolution. A resolution does not necessarily mean the problem has been solved; only that the high point has ended.

**Diction** – The choice of words used in writing. Authors pay attention to diction, because using one word instead of another can dramatically change the meaning of a sentence.

**Theme** - A theme is a main universal idea or message conveyed by story. A theme is expressed as a complete sentence. Example: Little Red Riding Hood’s theme may be “Don’t talk to strangers”.

**Motif** - A motif is an important, recurring idea, structure or image; it differs from a theme in that it can be expressed as a single word. Example: A motif in *The Outsiders* is family.

**Mood** - Mood refers to the general sense or feeling the reader is supposed to get from the story. Mood doesn’t refer to a characters' state of mind. It’s how we feel when we read a story.

**Tone** – Tone is the attitude a writer has towards what they’re writing about. Authors show tone through their word choice, style, and opinion if they express one. It’s how the author feels when writing a story.

**Point of View** – Point of View is the perspective from which the reader sees the story. It may be first person (there is no narrator and the story is told by one of the characters as events unfold) or third person (the story is told by an observer of the story. This could be someone who may or may not be involved)
Common Literary Techniques

**Allegory** - Where an entire story is symbolic of something else, usually a larger abstract concept, idea, or important event.
Example: *Animal Farm* is an allegory of Soviet Union.

**Allusion** - A reference in a work of literature to something outside the work, especially to a well-known historical or literary event, person, or work.
Example: The title of John Steinbeck’s book, *Of Mice and Men* is an allusion to a line from a poem by Robert Burns.

**Anthropomorphism** - Where animals or inanimate objects are portrayed as people.
Example: *Cars* the cars can talk and interact like humans.

**Exposition** – Exposition is when an author interrupts a story in order to explain something - usually to provide important background information. An exposition can also be essential information which is given at the beginning of a play or short story, about the plot and the events that are to follow.

**Foil** - A foil is character who is meant to represent characteristics, values or ideas which are opposite to another character (usually the protagonist).
Example: Mercutio is Romeo’s foil in *Romeo & Juliet*.

**Foreshadowing** - Where future events in a story, or perhaps the outcome, are suggested by the author before they happen. This suggestion can be made in various ways such as a flashback, an object, or a previous situation which reflects a more significant situation later on.

**Imagery** – Imagery is the sensory details and images evoked by the words of a story. When you are asked to discuss the images or imagery of a work, you should look especially carefully at the sensory details and the metaphors and similes of a passage.

**Parallelism** - The use of similar or identical language, structures, events or ideas in different parts of a text.

**Repetition** - When a specific word, phrase, or structure is repeated several times, usually in close proximity, to emphasize a particular idea.
Example: from Martin Luther King Jr.’s “I Have a Dream” speech –

Let freedom ring from the mighty mountains of New York.
Let freedom ring from the heightening Alleghenies of Pennsylvania!
Let freedom ring from the snowcapped Rockies of Colorado!
Let freedom ring from the curvaceous peaks of California!
But not only that, let freedom ring from Stone Mountain of Georgia!
Let freedom ring from Lookout Mountain of Tennessee!
Let freedom ring from every hill and every molehill of Mississippi.

**Symbolism** - A symbol is an object, color, person, character or figure used to represent abstract ideas. A symbol, unlike a motif, must be visible. Symbols exist all around us in “real” life, like a heart (♥) used to represent “love”.

Summary Workstation

**Summarizing:** A summary is a description of the most important events in the story/novel. It tells what happens. To summarize a fiction story, readers need to think about the most important story elements. Such as: characters, plot and setting. These story elements help answer the questions: Why? What? Where? Why? When? How? Remember: Do not include your opinion.

1. Reread the week’s reading. While you are reading, think about what is being read.
2. **Discuss** with your group what information from the reading you believe to be important. Include specific examples.
3. Use the information from what you read and what you discussed with your group and create a **complete summary** including specific examples. Show details. Think about all the major events of the assigned reading.
GOOD READERS visualize, or make pictures in their mind, as they read. GOOD READERS often use the words in the story and what they already know about the topic to make the pictures in their mind. GOOD READERS use the pictures, or movie, they make in their mind to better understand the story.

Whenever I read a book, I always pause after a few pages to create pictures in my mind of what I have read. This helps me organize the important information and understand the ideas in the book.
DIRECTIONS: Discuss the three questions with your team. AFTER you discussed each one, write what you discussed in your booklet. You must show evidence to prove your answers.

Don’t forget to number the questions.

DISCUSS “THICK” questions from your novel. You will share with your group later.

Create well–developed questions by using the patterns/stems below.

1. What if______________________________________________________________?

2. Why did ___________________________________________________________?
3. How did_________________________________________________________?

4. What would happen if______________________________________________?

5. What caused_______________________________________________________?

6. How would you feel if you______________________________________________?

7. What character trait describe(s) _________________________________________. 
   EXPLAIN.

8. Why do you think______________________________________________________?

9. Why is______________________________________________________________?

10. What might__________________________________________________________?

Poetry Workstation

Write a poem about the story/section of one of the characters or events from the book.
• It may be free verse or it may rhyme.
• Must be 12 or more lines.
• It must have at least 4 different elements of figurative language.
• Write a draft first.
• Write the poem neatly on the assigned page of your booklet.
• Decorate your poem.

**Analyzing Syntax Workstation**

1. With your group, choose from the novel a well-written
paragraph (no more than 7 sentences) to analyze.

2. Analyze the paragraph one sentence at a time.

3. Fill out the chart. All section should be filled out.

4. After you are done with the chart, you need to glue it in your booklet.

**Characterization Workstation**

1. Discuss with your group to better understand the main character of the story/novel.
2. Analyze the character: how he/she acts, feels, looks and things he/she says.

3. Fill out the chart. All section should be filled out.

4. After you are done with the chart, you need to glue it on the right side in your booklet.

5. ON THE LEFT, draw a picture of your character.