

Figurative Language

Using creative figurative language can build a more powerful image in the reader's mind. This type of language is often more interesting and memorable than a literal description. It helps the reader get a more vivid sense of what your person or setting is really **like** – not just visually. Figurative language can trigger memories and emotions, and it can communicate complex concepts in a few words.

Similes & Metaphors: A simile is when you compare something to something different using 'like' or 'as'. A metaphor is saying something **is** something else. They help the reader picture what you are describing by comparing it to another familiar object or experience.

Examples: *Her mouth snapped shut like an iron trap. His personality was as scarred and marked as his pock marked face. Your brother is a pig when he eats.*

Personification: Personification is giving human qualities to things. This is a good way to create tone or mood in a description and give the reader a clear impression of the characteristics of the thing you are describing. It can trigger emotions, making the reader feel something about an object.

Examples: *The alarm clock screamed at me. The angry clouds marched across the sky.*

Symbolism: Symbolism is using images or objects to suggest abstract ideas or emotions without saying so directly. Certain objects, colours and shapes are often strongly linked to more abstract ideas in the reader's mind, so describing the object will evoke that idea for them.

Examples: *two characters watching a white dove fly away might imply they are going to make peace. A character wearing a key as a necklace might suggest they have secrets.*

Allusions: An allusion is a reference to a familiar story, song, situation, or character that the audience already knows about. Allusions can be used to sum up a complicated situation by linking it to another well-known story, implying extra information without saying it.

Examples: *I had to kiss a lot of frogs before I finally found my prince. She had a Mona Lisa smile. Chocolate is my Kryptonite.*

Hyperbole: Hyperbole is exaggeration, taking things to extremes to make a point about how the character feels about it, or how good or bad it is. Hyperbole can add humour or interest to a description, making it stand out in the reader's mind.

Examples: *The centre of the pie was hotter than the surface of the sun. It was, without a doubt, the greatest idea in the history of the universe.*

Wordplay: Wordplay is creatively playing with language, using the spelling or meanings of words in unexpected or funny ways. Wordplay can be used to make a description memorable, adding humour and interest by subverting the reader's expectations.

Examples: *the bicycle couldn't stand on its own because it was too tired. A flock of chickens ran across the yard – poultry in motion.*