

The Sniper Figurative Language
Figurative Language Study
Guide

SIMILE-compares one thing to another using the words "like" or "as".

Example: She is *as* crazy *as* coot owl.
He can run *like* the wind.

METAPHOR-compares two things *without* using the words *like* or *as*. A metaphor states that something **IS** something else. (is, are, was, were)

Example: The eyes *were* stars in the sky.

The children *were* an orchestra in red.
The pillow *was* a cloud to my weary head.

PERSONIFICATION-giving human characteristics or abilities to something that is not human, such as animals, plants, or inanimate objects. (Remembering this term is easy because when we describe an object as if it were a person we are using personification.)

Example: The tree branches *groaned* in the wind.
The flowers *bowed* down to the rain.
Her eyes smiled at me.

HYPERBOLE-expresses an obvious exaggeration.

Example: She *bores* me to death.
The waves *were* so high they touched the sky.
This lamp *weighs* a ton!
My teacher is the *handsomest* man in the World (A fact, not hyperbole)

Use the following chart to find examples of figurative language while reading the story, "The Sniper." Be sure to write the page number of each literary device.

Similes (Comparisons using like or as) She is as beautiful as a mountain goat!

Metaphors

Personification

Hyperbole

The Sniper (Sensory Detail)

Irish authors are famous for their extremely vivid descriptions of places and events. Liam O'Flaherty's *Sniper* is an excellent example. These descriptions use sensory details to tell the story. Record these sensory details as you reread the story.

Sense	Line of the story
Sight (things you see)	
Hearing	

Smell

Touch/feel