

Whole School Progression – Literary Devices

KS1	Rhyme – words ending with the same sounds e.g. <i>She saw two men in a big black van with a map and a key and a cunning plan.</i>
	Alliteration – words starting with same sound e.g. <i>A thunder of thumps pounded the grassy ground.</i>
	Repetition – repeating a sentence as in tradition tale e.g. <i>run, run as fast as you can, you can't catch me I'm the Gingerbread Man</i> or a word within a sentence e.g. <i>I felt happy because I saw the others were happy and because I knew I should feel happy, but I wasn't really happy.</i>
	Onomatopoeia – words that sounds make e.g. <i>pitter-patter, clash, clang, boom</i>
	Simile - comparison of two different things using as or like to make a description more vivid. e.g. <i>He was as fast as a cheetah. The withered oak was old as the hills</i> e.g. <i>The puppy's fur was soft like velvet. The man held the blanket like a precious memory.</i>
	Dialogue – conversation used to move a narrative along, give background information, or reveal information about a character – can be internal or external. Speech punctuation is used for external dialogue – see punctuation progression.
	Rhetorical Question - a question asked not for the answer, but for the effect e.g. 'Are you looking for your dream home?'
LKS2	Metaphor - comparison between two things that are not alike but do have something in common by saying that something is something else. e.g. <i>Her tears were a river flowing down her cheeks.</i>
	Personification - giving something non-human qualities or abilities that only a human can have. e.g. <i>The moon played hide and seek with the clouds.</i>
	Pun – a play on words that have more than one meaning, or words that sound similar but have different meanings e.g. <i>She had a photographic memory but never developed it.</i>
UKS2	Irony – use of words/ phrases where the meaning is the opposite of their usual meaning or what is expected to happen. e.g. <i>The 'trip of our dreams' was in fact, our worst nightmare.</i>
	Colloquialism – regional words/ phrases used in informal dialogue e.g. <i>'Don't have a strop!'</i>

Pathetic fallacy – *always* about giving **emotions** to something non-human differs from **personification**, which gives **any human attribute** to an object *e.g. The raindrops wept around him*. The weather can be used to reflect emotion - a storm raging during an argument etc...

Symbolism - use of symbols to represent deeper meanings or themes. *e.g. villains wearing dark clothes and heroes wearing white – a ticking clock to represent the passing of time etc...*