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| **Focus: Literary Techniques**  Flashback, Foreshadow, Irony  **Materials:** copies of Find Someone Who handout, copies of passages, highlighters, glue stick, pen/pencil |
| **Before Reading:**  If you have multiple scholars, they can complete the activity as a race to see which scholar has the most correct answer. If you have one scholar, you can use the game board to review the literary devices.  **Say to scholars:** When you are analyzing literature, you are expected to be able to describe the author’s craft. You have to be able to identify the literary devices used, tell what the examples mean, and what the reader is able to learn from the examples. So, we are going to review literary devices today.    **Say to scholars:** It doesn’t matter if you have read the story before. There are clues in the examples that indicate the literary device used. Read each example. Decide which literary device is being used. |
| **During Reading:**   1. Say to scholars: Our first passage is a review of flashback. Remember that a flashback is an interruption in the story to share a past event. As you read the passage think about what the memory is and how it adds to the story. What do we learn from the flashback? 2. After reading, what was the flashback? Circle it. Which details signaled the flashback? What do we learn from this memory? 3. Our next passage is an example of foreshadowing. Remember that foreshadowing is hints of clues to what will happen in a story. As you read, think about hints or clues to what might happen later in the story. 4. After reading, highlight the foreshadowing hints at who is going to be victorious in the battle. Which side do you think will win the battle in the morning? Why? 5. Our last passage is an example of irony. Irony is an unexpected outcome or event. You thought one thing would happen, but something else happened instead. As we read, look for the unexpected event or the twist. Discuss the questions at the end of the passage. |
| **After Reading:**  Foreshadowing often creates suspense in a story. It is a feeling of tension or anxiety as the reader reads the story. Flashback helps the reader understand characters’ actions and motivations in situations. Irony can create humor and suspense in stories. These techniques definitely aim to keep the reader engaged in the action. |
| **Wrapping Up:**   * Complete North Star forms. * Gather and store materials. * Read lesson #26 for the next session. |