

FIGURATIVE LANGUAGE



FIGURATIVE LANGUAGE

- **Figure of Speech**

- A figure of speech is the use of a word or a phrase, which transcends its literal interpretation.



FIGURATIVE LANGUAGE

■ Allusion

- A brief and indirect reference
 - “A pair of star-cross'd lovers take their life.”
 - “We can never be satisfied as long as our bodies, heavy with fatigue of travel, cannot gain lodging in the motels of the highways and the hotels of the cities.”
 - “Tonedeff’s slays giants, as if my legal name’s David.” -Tonedeff



FIGURATIVE LANGUAGE

■ Metaphor

- A figure of speech that describes a subject by asserting that it is, on some point of comparison, the same as another otherwise unrelated object
 - Mr. Bockholt is a bald eagle.
 - All the world's a stage, And all the men and women merely players; They have their exits and their entrances.
 - Your eyes are glistening diamonds.



FIGURATIVE LANGUAGE

■ Simile

- A type of metaphor that compares two subjects using *like* or *as*.
 - Mr. Bockholt is like a bald eagle.
 - She grew on him like she was a colony of E. coli and he was room-temperature Canadian beef.
 - She had a deep, throaty, genuine laugh, like that sound a dog makes just before it throws up.
 - Friendship is like a beard: it's warm, fuzzy, and when it gets annoying, you can just shave it off.
 - Her vocabulary was as bad as, like, whatever.



FIGURATIVE LANGUAGE

■ Hyperbole

- A figure of speech in which exaggeration or overstatement is used for effect
 - I had to walk 15 miles to school in the snow, uphill.
 - I'm so hungry, I can eat a whole elephant.
 - He was do deadly, in fact, that his enemies would go blind from pure awesomeness.
 - You're killing me, Smalls!
 - Your beard is so fat, not even Dora can explore it.
 - Your beard is so stupid it took two hours to watch 60 minutes.
 - The list of things you don't know could fill a week's worth of morning announcements with enough left over for a send-home flyer.
 - And I would walk 500 miles, and I would walk 500 more...



FIGURATIVE LANGUAGE

■ Personification

- A figure of speech in which human attributes are given to an animal, an object, or a concept
 - “No, Lisa, the only monster here is the gambling monster that has enslaved your mother. I call him Gamblore! And it’s time to snatch your mother from his neon claws!”
 - “Mine” in *Finding Nemo*
 - “Who’s in charge here?” “The claw. The claw is our master. The claw chooses who will go and who will stay.”
 - Doug from *Up*



FIGURATIVE LANGUAGE

■ Alliteration

- The repetition of the same sounds at the beginning of words
 - The powerful popsicle sticks of preparation
 - “When it’s going good it’s going great.”
 - “For the first time in forever, they’ll be music; they’ll be light. For the first time in forever, I’ll be dancing through the night.”
 - “California girls: we’re undeniable. Fine, fresh, fierce, we got it on lock.”



FIGURATIVE LANGUAGE

■ Onomatopoeia

- A word that phonetically imitates the sound that it describes
 - Pow!
 - Bang!
 - Blam! Blam! Blam!
 - Oink
 - Tick-tock



FIGURATIVE LANGUAGE

■ Euphemism

- Greek for “good speech.” Substituting a mild, indirect, or vague term for a harsh, blunt, or offensive one
 - Examples: <http://examples.yourdictionary.com/examples-of-euphemism.html>



FIGURATIVE LANGUAGE

- Pun

- A play on words that relies on a word's having more than one meaning or sounding like another word

- <http://grammar.about.com/od/pq/g/punterm.htm>



FIGURATIVE LANGUAGE

■ Cliché

- An overused or trite expression
 - Screaming like a banshee
 - Actions speak louder than words
 - Airing dirty laundry
 - Makes my blood boil
 - Dead as a doornail
 - Off the hook
- <http://examples.yourdictionary.com/examples-of-cliches.html>

