See it, feel it: answers

What your child practised: explaining what similes, metaphors and personification make the reader picture and feel, with a reason, and choosing word pictures that match the mood.

Page 1 · Warm up

Shadows crept closer: **nervous** · The sun smiled: **cheerful**

Page 2 · Try it together

Answers will vary. Look for a picture and a feeling that come from the words, with a reason.

Page 2 · A. Name it

1. **P** (stars can't wink) · 2. **M** · 3. **S** · 4. **P** (the wind can't be angry) · 5. **M** · 6. **S**

Page 3 · B. Explain the effect

Answers will vary, e.g. **Fog:** thick fog covering everything; gloomy or hushed, because a blanket covers and muffles. **Rain:** sharp, thin, cold rain; uncomfortable, because needles prick.

Page 3 · C. Fits the mood

Spooky wood: **a)** bony fingers feel creepy and grasping. Sunny picnic: **a)** a smiling sun feels warm and happy; an angry eye would feel threatening.

Page 3 · D. Which helps you picture it?

The car shot past like a bullet. It shows how fast and sudden it was, and maybe a bit dangerous. "Fast" doesn't give a picture.

Page 3 · Challenge

No. Leo has only **named** the technique. A better answer: "It's a simile. It makes me picture a long, wild, lonely sound in the dark. It makes me feel uneasy, because wolves howling sounds wild and dangerous."

Watch out for

- **Naming the technique only** ("it's a metaphor"). Ask, "What does it make you see? How does it make you feel, and why?"
- **Explaining it as if it really happened** ("the fog is a real blanket"). Ask what the two things have in common.
- **Missing the mood**, like choosing a smiling sun for a scary scene. Ask, "How is the character feeling here? Does the word picture match?"

Going further (5 minutes, no paper)

- **Mood switch:** describe the same room twice, once as cosy and once as creepy, using word pictures.
- **In the game:** Chapter 6, Discussing and evaluating figurative language in a story.