Word pictures in stories: answers

What your child practised: finding similes, metaphors and personification in a story, explaining their effect, and evaluating how well they fit the mood.

Page 1 · Warm up

2. **personification** (a house can't groan or shiver)
3. **metaphor** (the duvet *was* a warm shell)
4. **simile** (glowed *like* a friendly smile)

Page 2 · Try it together

Answers will vary. Each star rating should come with a reason.

Page 2 · A. The beach

Simile: **the gulls floated like scraps of white paper**
Metaphor: **the sand was a golden carpet**
Personification: **the waves raced each other**

Page 3 · B. See and feel

Answers will vary, e.g. "The waves raced each other" makes me picture fast, playful waves rushing in. It feels fun and exciting, because racing is a game.

Page 3 · C. The mismatch

Ring **a cheerful light bulb giggled**. It's happy, but the cellar is dark and scary. A rewrite might be: **a single light bulb flickered nervously** or **a bare bulb shivered on its wire**.

Page 3 · D. Bedtime story

The baby slept as peacefully as a still pond. It's calm and quiet, like bedtime. The roaring engine is loud and would spoil the mood (though it could work in a funny story).

Page 3 · Challenge

Most readers would **disagree**. Too many can crowd a story. The best writers choose a few that fit the mood and show something important. Accept any well-reasoned view.

Watch out for

- **Naming without evaluating** ("it's a simile"). Ask, "What does it make you see and feel? Does it work well here? Why?"
- **Mixing up the three kinds.** Like or as: simile. Says it *is* something: metaphor. A thing doing something human: personification.
- **Missing the mood**, like a giggling bulb in a scary cellar. Ask, "How does the character feel? Does this match?"

Going further (5 minutes, no paper)

- **Author's choice:** when reading, pick a word picture and ask, "Why do you think the author chose that one?"
- **In the game:** this is the last chapter. Replay any chapter that felt tricky, or use the explain-it ladder on a new story.