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**Foreshadowing, Imagery, and Diction – Oh My!**

**“The Most Dangerous Game” by Richard Connell**

***FORESHADOWING***

What (Definition): ***Hints and clues*** (shadows) that an author drops (before it happens) in a novel that suggests events to come, good or bad.

Why (Purpose): It is a way to manipulate time (looking forward) to add tension/suspense, mystery, or surprise.

***IMAGERY***

What: An author’s use of ***vivid description*** to create pictures in our mind.

Why: It takes advantage of all the reader’s senses to fully engage the reader. It can also be used as visual symbolism.

***DICTION***

What: An author’s choice and ***use of words*** and phrases.

Why: Using specific words and phrases contributes to an author’s tone and a story’s mood.

**Directions:** Foreshadowing, imagery, and diction are used to engage the reader until the resolution of the final conflict. Pull at least 3 examples of each specific device (9 total). Fill in the chart with these examples (quotes), WITH page number, and explanations of HOW that specific device creates tension, mystery, and/or suspense. You may add paper to this, if you need more room. (This will end in a constructed response at the end of the chart/story.)

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| **FORESHADOWING, IMAGERY, &/or DICTION EXAMPLES -** quotes from the text | **PAGE** **#** | **EXPLANATION** (How does this specific device create tension/suspense, mystery, and/or surprise?) |
| Example from “Among the Hidden”: *“He saw the first tree shudder and fall, far off in the distance. Then he heard his mother call out the kitchen window: Luke! Inside. Now.”*“Ship-Trap Island”“curious dread”“…trying to peer through the dank tropical night that was palpable as it pressed its thick warm blackness in upon the yacht.” | p.1p.19p.19p.19  | Example from “Among the Hidden”:*Diction/Foreshadowing: “shudder” indicates a nervous or scared feeling which makes the reader immediately tense; “fall” could mean injury or death to come later on in the book; Luke’s mom is calling him in a worried and urgent manner making the reader wonder why and what is going to happen!*Foreshadowing: The name of the island seems ominous. If they are sailing near this island, THEIR ship might get trapped too!Diction/Foreshadowing: When you dread something, it’s a bad thing that you don’t look forward to. Curious means you’re drawn or attracted to something. If I’m drawn to bad things, it will not be a happy ending for me.Imagery: The night is described as something they can feel. The words, “dark, thick, pressed,” makes me picture the night as a blanket being held over the boat as one would hold a blanket over someone to suffocate them. |
| *Coming up next…* **EQ: How does the author’s use of specific devices create tension, mystery, and suspense in “The Most Dangerous Game”?** |
| **FORESHADOWING, IMAGERY, &/or DICTION EXAMPLES -** quotes from the text | **PAGE** **#** | **EXPLANATION** (How does this specific device create tension/suspense, mystery, and/or surprise?) |
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