

SHMOPSI (A Game)

Previous knowledge

Define and give examples:

Simile

Hyperbole

Metaphor

Oxymoron

Personification

Symbol

Irony

Objective

Students practice locating these literary techniques within books that they're currently reading. This game works best when students are reading the same book, either as a class or in small groups.

The Game

Try to find an example of each of the above techniques in the book you are currently reading. Fill in the chart with the technique that you've found, along with the example, page number, and the points that it's worth. Meet with your group and have them check your work. Total your points. The person with the most points wins. The point system is as follows:

1 point	Simile
2 points	Hyperbole
3	Metaphor
4	Oxymoron
5	Personification
6	Symbol
7	Irony

If you have an example of each of the seven techniques that's called a SHMOPSI! You get **10 bonus points** for a SHMOPSI.

1 2 3 4 5 6 7
SHMOPSI

Technique	Example	Page Number	Points
Simile	"A boom of thunder startled them, and like leaves before a hurricane, they tumbled upon each other and ran."	Pg # 75	1

Total Points: _____