*The Game* – Novel Packet

Chapters Three and Four: “17 June, 2154. Bread and Circuses” and “July 2154. Treasure Seekers”

**FIGURATIVE LANGUAGE DEVICES**

Find three examples of figurative language devices. Copy the line down, include the page number, and label the device (ex. Simile, hyperbole, metaphor, personification, allusion, etc.) Finally, describe what the purpose of the figurative language device is.

**Page\_\_\_\_\_ Label: Simile**

**Passage: This pigsty is an absolute mess. I must clean my bedroom.**

**Purpose: The author wants to make it clear that the room is so messy and disgusting that it could be compared to a pigsty, smelly and gross.**

Page\_\_\_\_\_ Label\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Passage:

Purpose:

Page\_\_\_\_\_ Label\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Passage:

Purpose:

Page\_\_\_\_\_ Label\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Passage:

Purpose:

**SEQUENCING**

Put the following events in chronological order. Number the events 1-10. #1 will be the first event, and #10 will be the event that happened last.

\_\_\_\_\_ Scylla begins selling her paintings and Brad his wooden puzzles and toys to earn more money to buy food for the group.

\_\_\_\_\_ Lisse falls from the mesa.

\_\_\_\_\_ Paul eats poisonous berries.

\_\_\_\_\_ Alden warns the group not to drink from the shiny lake.

\_\_\_\_\_ The group learns that Congress is suggesting a law that will force sterilization on the unemployed.

\_\_\_\_\_ The group begins to run and lift weights.

\_\_\_\_\_ Katie realizes the shrub she enclosed in her coveralls is missing.

\_\_\_\_\_ The group stumbles upon native copper.

\_\_\_\_\_ The group attempts to bring supplies with them into The Game.

\_\_\_\_\_The group discovers a circular pit.

**FORESHADOWING**

The characters know very little about *The Game*. They try to comprehend what is happening to them. What are some of the things that happen to them that are peculiar?

Example #1

Example #2

Example #3

**SETTING**

We are introduced to a new setting in Chapters three and four. Choose two passages that describe the new setting. Include the page number.

Page\_\_\_\_\_

Passage:

Page\_\_\_\_\_

Passage:

**CHARACTERIZATION**

Once the main characters are introduced to The Game, we begin to see changes in their demeanor. Please provide three specific examples of how you can tell the characters are feeling happiness.

Example #1

Example #2

Example #3

**CHARACTERIZATION**

The world is split into two groups – the workers and the unemployed. As they use the train system, the workers are not shy about expressing how they feel about the unemployed. Please find two examples of the feelings portrayed by the workers and copy them down with the page number.

Page\_\_\_\_\_

Passage:

Page\_\_\_\_\_

Passage: