

Name _____

Unlocking Literary Devices in 'To Kill a Mockingbird'

Multiple Choice Questions

1. Which literary device is exemplified by Atticus's advice to Scout, "it's a sin to kill a mockingbird"?
 - a) Foreshadowing
 - b) Imagery
 - c) Symbolism
 - d) Irony

2. What does foreshadowing refer to in a story?
 - a) Vivid descriptions that appeal to the senses
 - b) Hints at events that will occur later in the narrative
 - c) A comparison between two unlike things
 - d) Authentic dialect and speech patterns

3. In "To Kill a Mockingbird," what literary device is used when Atticus suggests, "you climb into [someone's] skin and walk around in it"?
 - a) Imagery
 - b) Metaphor
 - c) Dialogue
 - d) Allusion

4. What is the definition of irony in literature?
 - a) Authentic Southern dialect and speech patterns
 - b) A reference to another work of literature, person, or event
 - c) A contrast between what is expected to happen and what actually happens
 - d) Recurring ideas or concepts explored in a work of literature

5. Which literary device creates tension and drives the plot by introducing opposing forces?
 - a) Dialogue
 - b) Conflict
 - c) Flashback
 - d) Theme

