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Fill your bingo card with twenty-five of the structural devices given below.

Make sure not to pick the same ones and put them in the same order as the person next to you or it defeats the purpose of 'Bingo'!

- Setting
- Narrator
- First person
- Third Person
- Omniscient narrator
- Point of view
- Plot
- Sub-plot
- Genre
- Foreshadowing
- Repetition
- Climax
- Flashback
- Flashforward
- Denouement
- Conflict
- Protagonist
- Antagonist
- Dialogue
- Accent
- Dialect
- Stream of consciousness
- Themes
- Mood
- Tone
- Imagery
- Irony
- Verbal irony
- Situational irony
- Dramatic irony
- Wordplay
- Paragraphs
- Punctuation

Caller's Card

Tick off the devices as you call out the definitions

The time and place in which events occur.	Setting	
The person telling a story.	Narrator	
Narrator uses 'I' or 'me', so they are a character in their story.	First person	
Narrator uses 'he', 'she', 'they', as if they were an observer of events.	Third person	
Is all-seeing and all-knowing, able to get into the minds of characters.	Omniscient narrator	
The perspective taken on events.	Point of view	
The sequence of events.	Plot	
A strand of events that is of less significance to a text's main themes or characters but still of interest to readers.	Sub-plot	
The style or category of literary text according to recognised codes and conventions.	Genre	
Hints of what's to come.	Foreshadowing	
Recurring sounds, words or ideas, used to emphasise or draw focus.	Repetition	
Detailed description or explanation, usually used to introduce a character or idea.	Exposition	
When events reach a pinnacle, often marking a turning point.	Climax	
A conclusion in which issues are resolved.	Denouement	
A temporary interruption of the chronological sequence of events to reveal something that happened earlier.	Flashback	
A temporary interruption of the chronological sequence of events to reveal something that will happen later.	Flashforward	
Forces at odds with one another.	Conflict	
The main character, often the 'hero', whom readers are made to root for or empathise with.	Protagonist	
Who the protagonist battles against.	Antagonist	
A character who contrasts with another (usually the protagonist) in order to draw attention to particular qualities or characteristics.	Foil	
Conversation between characters.	Dialogue	
The way someone pronounces words.	Accent	
Words that are distinct to a particular geographical region or social group.	Dialect	
A person's thoughts and feelings delivered as if they are pouring out of their head, unhindered by any other character or event.	Stream of consciousness	
The morals, ideas and deeper meanings contained in a literary text.	Themes	
The disposition a literary text evokes in its readers.	Mood	
The attitude that a writer conveys through their language and stylistic choices.	Tone	
The use of figurative language to create pictures in the reader's mind and appeal to their physical senses.	Imagery	
A discrepancy between the expected state and how things really are.	Irony	
A person says or writes one thing but means another.	Verbal irony	
The outcome of a situation is different to what was expected.	Situational irony	
The audience is given information or knowledge that is denied to a character.	Dramatic irony	
Words are deliberately used for an ambiguity in sound or meaning.	Wordplay	
The chunking of text according to time, topic, person or place.	Paragraphs	
Structures text at sentence level but can also contribute to meaning and whole text cohesion.	Punctuation	