



The Tiger Rising
by Kate DiCamillo

Review Guide



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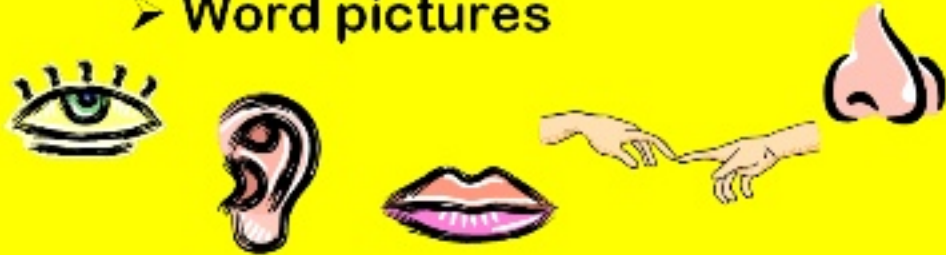
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Smiley Face Trick #1

Imagery

➤ Words or phrases that appeal to one or more of the five senses (sight, sound, taste, touch, smell)

➤ Word pictures



Examples:

Sight:

"The blue-gray light from inside seeped around him." (p. 53)

Sound:

"Sistine growled somewhere deep in her throat ..." (p. 60)

Touch:

"He could feel her pulse, beating in time with the tiger's pacing." (p. 77)

Smiley Face Trick #2: Figurative Language

A) Simile – comparison of two unlike things using “like” or “as”

Examples:

Before the audition, my heart pounded like a bass drum.

heart = the pounding of a bass drum

In the calm autumn dawn, the lake was as smooth as a mirror.

lake = a mirror

Smiley Face Trick #2: Figurative Language

B) Metaphor – direct comparison of two unlike things

Examples:

A blanket of snow quietly covered the town.

blanket = snow falling

The teacher became a roaring lion in order to get the students to settle down.

teacher = roaring lion

Literary Elements



Plot

◊ the sequence of a story's events



Exposition

- ◊ part of story that introduces the setting, characters, and basic situation



Characters

- ◊ Major - appear throughout a story or novel
- ◊ Minor - interact with major characters but do not have large roles within a story or novel
- ◊ Dynamic - grow and change during the course of a story or novel
- ◊ Static - have only one side; do not change during a story or novel



Setting

- ◊ the time and place of a story's action



Protagonist

- ◊ the main character of a story



Antagonist

- ◊ the character that the main character is in conflict with



Dialogue

- ◊ conversation between characters



Conflict

- ◊ the problem or struggle in a story



Point of View

- ◊ the eyes through which the story is told
 - 1st person - "I," "me," "we," "us"
 - 3rd person - "he," "she," "they," "them"



Flashback

- ◊ a scene that interrupts a story and takes the reader "back" in time



Climax (Turning Point)

- ◊ the high point or most intense part of the story



Foreshadowing

- ◊ a hint of something to come later in a story



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Symbol

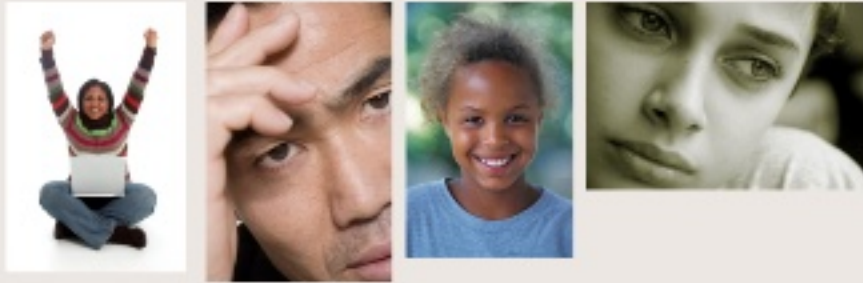
- ◊ something that stands for something else



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Mood

- ◊ the overall feeling created by a piece of writing



Theme

- ◊ a story's overall message, lesson, or main idea

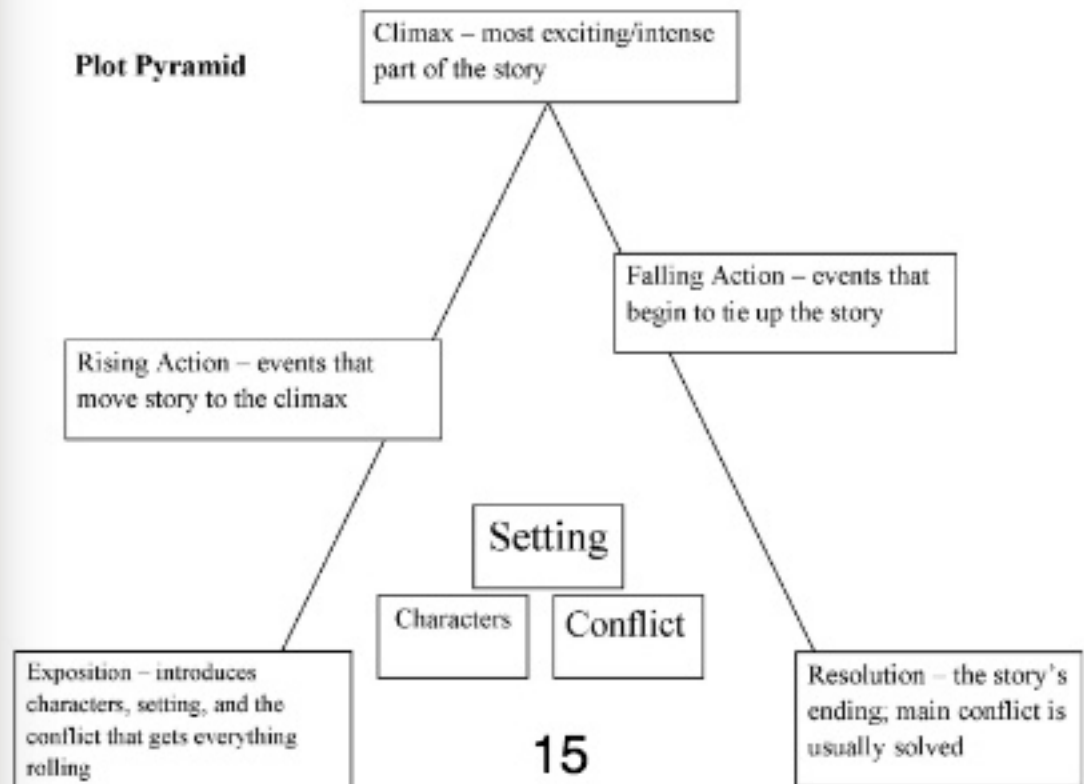


Resolution

- ◊ the story's ending



Plot Pyramid



Setting

There are several aspects of a story's setting to consider when examining how setting contributes to a story. Some, or all, may be present:

Place – geographical location

Where is the action of the story taking place?

Time – historical period, time of day, time of year, etc.

When is the story taking place?

Weather conditions – Is it rainy, sunny, stormy, etc.?

Social conditions – speech, dress, mannerisms, customs, etc. of a particular place

What is the daily life of the characters like?

Mood or atmosphere – feeling created during a story

Is the mood bright and cheerful or dark and frightening, etc.?

Closed and Open Questions

Closed questions – yes/no questions or questions with one right answer; the answer is “right there” in a story or can be found through a little research

Examples:

Where does the story take place?

Did you like the story?

Who is the main character?

What happened at the end of the story?

Open-ended questions – discussion questions; require more in-depth thinking and could have a variety of answers

Examples:

How did you feel when the main character ...?

What do you think will happen in Chapter 5?

Did you like the story? Why or why not?

Who is your favorite character and why?

The Tiger Rising – Vocabulary

1. array (n.) – a collection
2. notion (n.) – an idea
3. fresco (n.) - painting on plaster
4. exertion(n) – extreme effort
5. ointment (n.) – a cream medicine
6. leprosy (n.) – a skin disease
7. shards (n.) – broken pieces
8. gratitude (n.) - thanks
9. emancipator (n.) – someone who sets someone/thing free
10. sullen (adj.) – gloomy
11. squat (adj.) – short and thick
12. gravelly (adj.) - raspy
13. ignorant (adj.) – lacking in knowledge
14. astounding (adj.) - amazing
15. defiant (adj.) - rebellious
16. abiding (adj.) – lasting, remaining
17. oblivious (adj.) – not aware of
18. swagger (v.) to strut
19. buoy (v.) to encourage
20. compose (v.) – to create
21. lurch (v.) – to move suddenly, jerk
22. slather (v.) – to spread thickly
23. billow (v.) – to puff up or out
24. pelt (v.) – to hit repeatedly
25. materialize (v.) – to appear



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