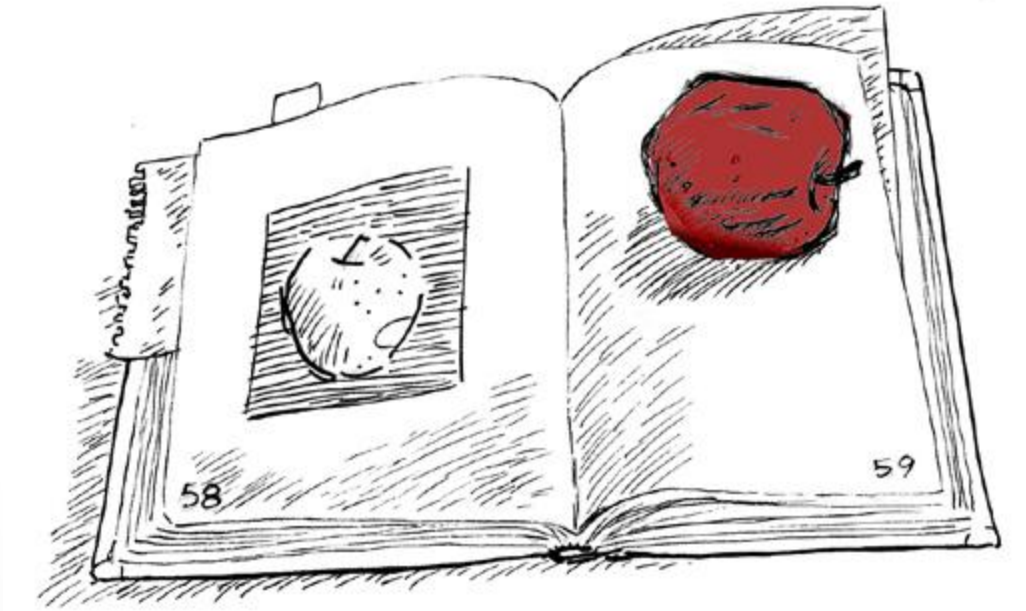


# Figurative Language • Archetypes • Symbols Elements of Fairy Tales



# *Figurative Language*

- **symbol:** a visual representation of something else
- **motif:** a reoccurring symbol in various forms which appears throughout a selected work
- **metaphor:** language that implies a relationship between two unlikely elements:

Example:

All the world's a stage,  
And all the men and women merely players;  
They have their exits and their entrances,  
And one man in his time plays many parts,  
His acts being seven ages (*Shakespeare*).

# *Figurative Language*

- **simile:** makes comparisons of two elements, but ties them together with additional words: *like* or *as*
  - The torn edges of the ancient book shone yellow *as* an autumn moon.
- **personification:** a figure of speech giving an inanimate object or abstract idea human characteristics for literary purposes
  - Death sat in the corner thoughtfully smoking his pipe, staring at the young men and women in the pub.
- **anthropomorphism:** interpretation of animals with humanistic personalities
  - Mickey Mouse
  - SpongeBob SquarePants

# Archetypes

(see *LWP*: p. 135)

In simplest terms, these are patterns, characteristics of personality traits which appear in fiction. He believed every concept which is re-invented in literature has a mythical origin which humans, as an analytical species, carry with us in our heads.

*examples:*

- the hero's quest • a runaway, rebellious daughter
- the good mother • the evil stepmother
- a wise old man • a fool-comedian
- the innocent virgin • the nerdy, isolated intellectual

# Archetypes

A basic image can translate to archetype, just by how an author chooses to illustrate the image. *A simple apple has multiple applications*



# *Archetypes*

## **Archetypes belong to the family of elements:**

- epitome:

*are representatives or perfect example of a type of person*

- stereotype:

*are oversimplified and exaggerated characteristics which then are applied to groups of people*

> *race*

> *nationality*

> *religion*

> *creed*

# *Symbols*

(*LWP*: p. 134-135, 136)

**A symbol is an image which acts as a representation of something else.**

- The act of creating of symbols is basically what separates humans from other animal species.

# *Allegory*

- traditionally operates as a narrative which utilizes basic symbols
- the symbols are representations of abstract concepts, which in turn, are displayed as concrete images
  - > they cannot move beyond their defined role
  - > individually these symbols can only represent one idea, one element

## *For example:*

If a personified allegory of Literature walked into this room, she would be limited in her discussions and interactions with the class. She could only discuss literary works as a whole, not sport scores, economic conditions, weather, or any other subject. Her participation would be restricted to her basic definition.



# *Fairy Tale Characteristics*

- magical creatures abound
- magical situations frequent
- protagonists down-trodden: orphan, stepchild, cast-out prince, prodigal son
- protagonist goes through transformations:
  - psychological
  - physical
  - spiritual
- protagonist proves worthiness before transformation; must earn title
- protagonist is pure good
- antagonist is pure evil } no in-between grey areas
- extreme violence, gruesome situations

# *Fairy Tale Characteristics*

Below is a typical gruesome situation from the Grimm brothers' version of "Little Snow-White" where the story closes with the death of the evil step-mother. Then the wicked woman uttered a curse, and was so wretched, so utterly wretched, that she knew not what to do. At first she would not go to the wedding at all, but she had no peace, and must go to see the young Queen. And when she went in she knew Snow-white; and she stood still with rage and fear, and could not stir. But iron slippers had already been put upon the fire, and they were brought in with tongs, and set before her. Then she was forced to put on the red-hot shoes, and dance until she dropped down dead.

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- pattern number of threes: three tasks, three wishes, three journeys