

Name: \_\_\_\_\_

Period: \_\_\_\_\_

## Personification and Imagery

Adding meaning to nonliving or nonhuman objects is called **personification**.

The nonliving objects in the sentences below (**car, cloud, storm**) have been given human qualities (**groaned, scattered, slept**).

"The ancient **car groaned** into third gear."

"The **cloud scattered** rain throughout the city."

"The tropical **storm slept** for two days."

**Personify the following sentences. Change the words in parentheses to words that would describe a human's actions. Re-write the sentence on the lines provided. Use the word bank if you are unable to think of your own actions.**

yelled  
screeched

dove  
jumped

sang  
woke up

argued  
ate

bit  
looked out at

1. My window (faced) the backyard.

\_\_\_\_\_

2. The puppy (barked) when I left for school.

\_\_\_\_\_

3. When I grabbed the knife, it accidentally (cut) me.

\_\_\_\_\_

4. The flashlight (went on) after the electricity went out.

\_\_\_\_\_

5. The plate broke as it (fell) to the floor.

\_\_\_\_\_

6. The CD player (made a noise) when it turned on.

\_\_\_\_\_

**Turn this paper over. On the back write 4-5 sentences describing your kitchen at home using the most imagery and vivid language you can. Use the questions provided in the Personification/Imagery section of the WebQuest to help you think of details.**