**Figurative Language in *Night*, Part I: Visual Representation**

The novel Night is full of figurative language which helps Elie Wiesel clearly, artfully, and meaningfully convey his experience to his readers. As a culmination of the lessons we learn from the imagery in Night, you will first choose a figurative line that Elie says and create a visual representation of it. You will do a writing component in Part II of this project.

1. **Choose a figurative line from “Figurative Language Lines in Night.”**
2. **Decide what visual materials you plan to use to create your visual representation:**

|  |  |  |
| --- | --- | --- |
| * Clay/Sculpture
* Collage
* Computer Animation/ Digital Art
* Foam Rubber
* Mosaic
* Origami
* Paint
 | * Paper Mache
* Pastels
* Performance *(must be willing to be video recorded/photographed)*
* Photography *(must be your own!)*
* Sewing/weaving
 | * Shoebox Diagram
* Sketching/Drawing
* Various art supplies *(pipe cleaners, cotton balls, feathers, etc.)*
* Video
* Welding
* Wood or Carpentry
 |
| *You may use items not on this list, but you must get my approval first.* |

1. **Create your visual representation (VR).**
* Must be an explainable interpretation of the line.
* The only writing/words that can be on your VR is the line you chose.
* The minimum size for your VR is the dimensions of this sheet of paper.
* The maximum size is the dimensions of the classroom’s front door.

As you begin to work on it, you might find that you need different materials to complete it, or that you want to change your materials entirely. These decisions are yours to make and you do not need to consult with me to change around your materials. ***However, if you wish to change the figurative line, you must get my approval.***

1. **Do a write-up describing the importance of the figurative line you chose, and connect it directly to what can be seen in your VR.** More details to come with Part II.

***This is NOT an Essential Skill Assignment***

* All students will submit a visual representation and a write-up (described in Part II).
* Late projects, both the VR and the write-up, will be marked down 10%.
* Assignments that are more than three weeks late will not be accepted or graded.
* Assignments that receive a grade of NC are not entitled to a re-do.

**Final visual representation and write-up due in class (not after school, during break, etc) on:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Figurative Language in *Night*, Part II: Write-up**

The novel Night is full of figurative language which helps Elie Wiesel clearly, artfully, and meaningfully convey his experience to his readers. You have already begun to create a visual representation of a figurative language line (hopefully, you are almost done with it); in Part II, you will compose a Stoplight Paragraph that should complete the following:

1. **Explicate the figurative language line and its importance to the book.**
* Describe the context in which this quote is said.
* Define what figurative language term the line is and explain how.
* Pick apart the quote to unlock its layers of meaning – look at the words the author chose, the places he chose to punctuate, the subjects and objects of verbs, etc.
1. **Explicate your visual representation (VR) and explain how it represents the line.**
	* Point to specific parts of your VR and connect them to specific imagery in the line.
	* Point to supplemental items in your VR and explain how they support your interpretation of the line.
	* Supply any additional information that might be interesting to know about your creation, i.e. Why did you make a 3D sculpture rather than a 2D painting? Where did you get the idea to use feathers when you could have used paper?

This write-up will be turned in with your VR on the same date. Keep in mind that even though this project is in two parts, it will be graded as one assignment; this means that if one part of your project is late, the entire project will be marked down 10%.

 ***This is NOT an Essential Skill Assignment***

* All students will submit a visual representation.
* All students will submit a write-up for the visual representation (described in Part II).
* Late projects, both the VR and the write-up, will be marked down 10%.
* Assignments that are more than three weeks late will not be accepted or graded.
* Assignments that receive a grade of NC are not entitled to a re-do.

**Final visual representation and write-up due in class (not after school, during break, etc) on:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**