

FigureForge — Concept Poster

Print this and pin it up — an at-a-glance map of the FigureForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Ferry	Metaphor — 'X IS Y' direct comparison; carries meaning across
Ripple	Simile — 'X is LIKE Y' softer comparison
Knot	Idiom — fixed expressions whose meaning isn't literal
Twin	Analogy — extended comparison / X:Y::A:B parallel mapping
Hum	Personification — non-human takes on human qualities
Mask	Hyperbole + understatement + irony cluster — say one thing, mean another
Clang	Onomatopoeia — copper bell-creature whose words carry the noise they name (buzz, splash, crash); the word reaches past the eyes and touches the ears
Chain	Alliteration — living-chain creature whose links lock when words share a first sound (big blue balloon); a little is catchy, too much is a tongue-knot
Token	Symbolism — quiet creature with a many-pocketed cloak of small objects that stand for big ideas (a dove = peace); shows the meaning instead of saying it
Twain	Oxymoron — two-toned creature (one half warm, one half cool) who places two opposite words side by side (bittersweet); the clash says something truer than either alone

Key ideas at a glance

The big concepts this cast helps you master:

- Similes & Comparisons — Painting Pictures with Words
- Metaphors — Seeing One Thing as Another
- Personification — When Objects Come Alive

- Idioms & Proverbs — Cracking the Code of Common Expressions
 - Hyperbole & Allusion — Exaggeration Meets Reference
 - Analogies & Allegory — Hidden Meanings and Parallel Worlds
 - Irony, Satire & Paradox — When Words Twist and Turn
 - Capstone: Mastering Figurative Language — The Literary Detective
 - Figurative Language & Literary Devices
 - Personification
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