

Directions: Read the Calvin & Hobbes cartoon "Spaceman Spiff" and look carefully for the literary devices, elements of figurative language and elements of plot that we have studied this year. Color each frame where you find something and then label what you find on the back of the frame.

What can be found in the story?

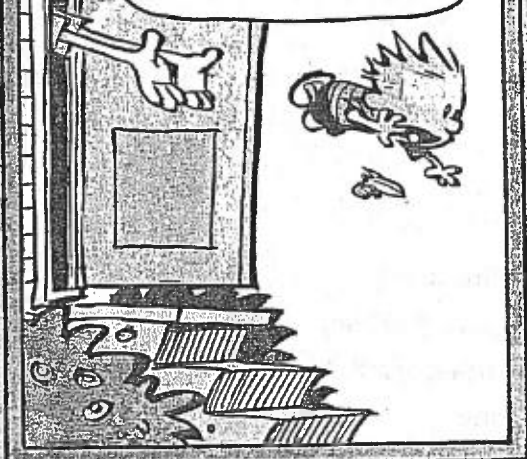
- Metaphor
- Simile
- Symbolism
- Hyperbole
- Allegory
- Allusion
- Archetype (Hero's Journey)
- Onomatopoeia
- Alliteration
- Personification
- Protagonist & Antagonist
- Tone
- Mood
- Imagery
- Allegory
- Hyperbole
- And many more...

All elements of plot:

- Introduction (Exposition)
- Setting
- Characters (Antagonist/Protagonist)
- Theme
- Conflict
- Inciting Moment
- Rising Action
- Suspense
- Climax
- Falling action
- Resolution
- Cliffhanger



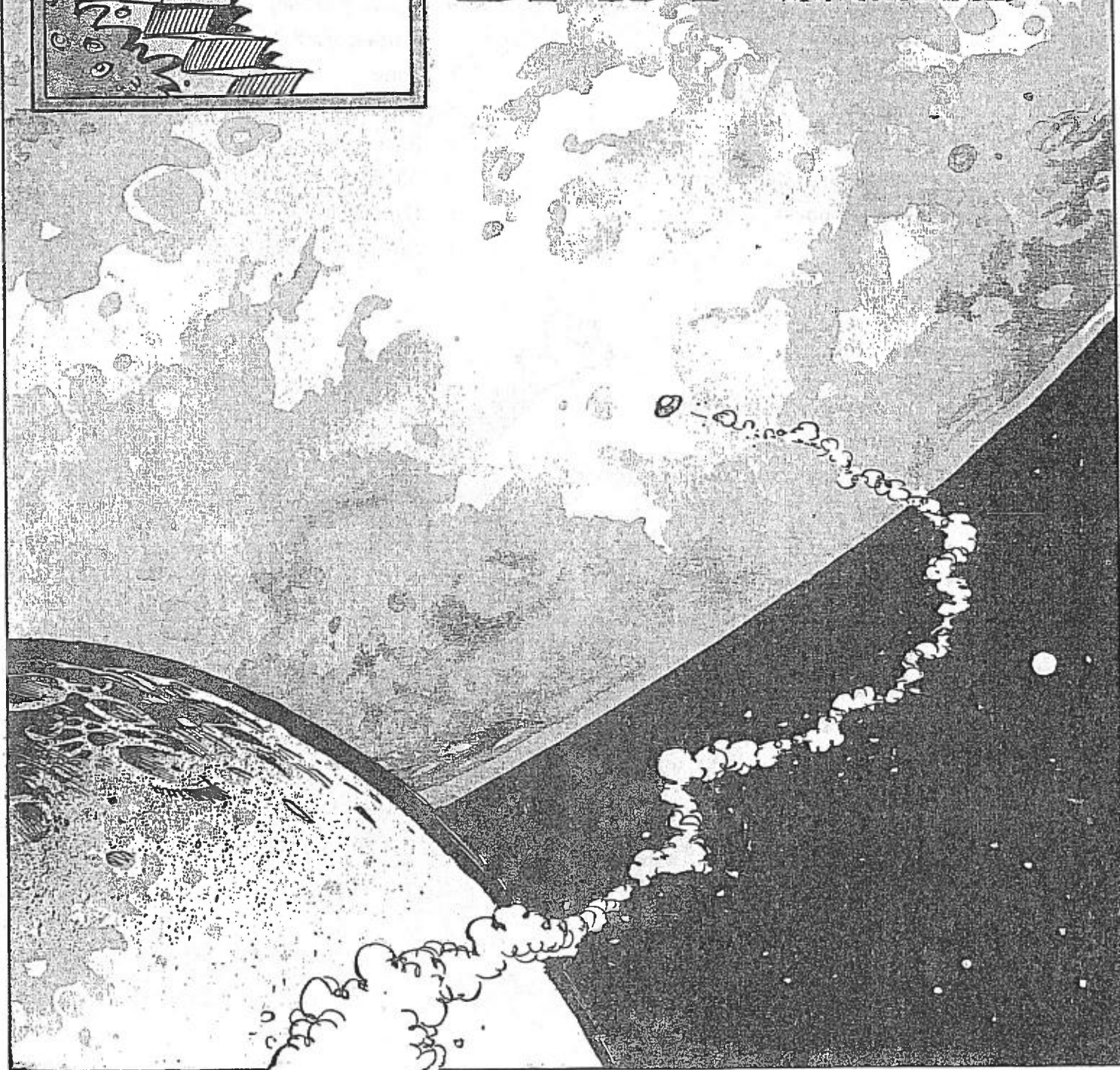
IF YOU'RE GOING TO TEAR  
AROUND WITH A SQUIRT  
GUN, DO IT **OUTSIDE!**



*A dreaded Naggon mother ship fires a bolt of deadly destructo ray that sends a small, red spacecraft reeling towards an unknown planet! Inside that spacecraft is our hero, the intrepid...*

# SPACEMAN SPIFF

INTERPLANETARY  
EXPLORER  
EXTRAORDINAIRE!







OUR HERO WRESTLES THE CONTROLS, BUT THE ALTITUDITRON REFUSES TO RESPOND!

WITH EVER INCREASING VELOCITY, SPIFF ROARS TO HIS DOOM!

