

4th Grade Figurative Lang. Lesson

Standards:

L.4.5
RL.4.4

Duration:

45-60 minutes

Objectives

The students will be able to...

1. Identify different types of figurative language.
2. Use decoding strategies to solve figurative language puzzles.
3. Apply logical reasoning to match figurative language clues with characters.
4. Collaborate or work independently to solve an engaging escape room mystery.

Lesson Steps

1. Begin with "We have a figurative language mystery to solve!"
2. Review types of figurative language with quick examples:
 - a. Simile (uses like/as). Ex: They were like hungry vultures.
 - b. Metaphor (compares without like/as). Ex: She had a heart of gold.
 - c. Personification (giving human qualities to nonhuman). Ex: The sun smiled down on him.
 - d. Hyperbole (extreme exaggeration). Ex: I told you a million times!
 - e. Idiom (says one thing, means another). Ex: It's raining cats and dogs.
 - f. Alliteration (repetition of same sound at the beginning of words). Ex: The Long-Lost Locket, The Sneaky Sabotage.
3. Give students the Figurative Language Case File to work on. There are 5 figurative language puzzles to complete, plus a final logic puzzle. Students work individually or in pairs to complete each puzzle.
4. Go over answers as a class.

Assessment

- Completed worksheet (accuracy of decoding, matching, and suspect identification)
- Teacher observation during discussion

Materials

- Escape Room Figurative Language packet (6 puzzles)
- Optional: clipboards, themed decorations (magnifying glasses, clue folders, etc.)

FIGURATIVE LANGUAGE CASE FILE

PUZZLE #1: KEY

KEY PUZZLE #1: SIMILE CYPHER


SUSPECT LIST

Suspect	Role
A	Bingo Bob - Arcade Attendant
B	Dizzy Izzy - Ride Operator
C	Speedy Sara - Roller Coaster Technician
D	Sweetie Petey - Cotton Candy Vendor
E	Waterfall Wanda - Lifeguard

Extension

Turn the mystery into a writing prompt: "What is Waldameer's next big ride?"

FIGURATIVE LANGUAGE DETECTIVE



CASE OF THE STOLEN BLUEPRINTS

Something terrible has happened at Waldameer. The top-secret blueprints for their next big ride have been stolen! Luckily, the police found clues left behind--hidden in similes, metaphors, and riddles.

You've been called in to crack the case. Your mission is to solve all 5 figurative language puzzles.

A final logic puzzle will solve the case.

Pay attention because every word might be a clue.

The park is counting on you!



SPEEDY SARA
Roller Coaster Technician



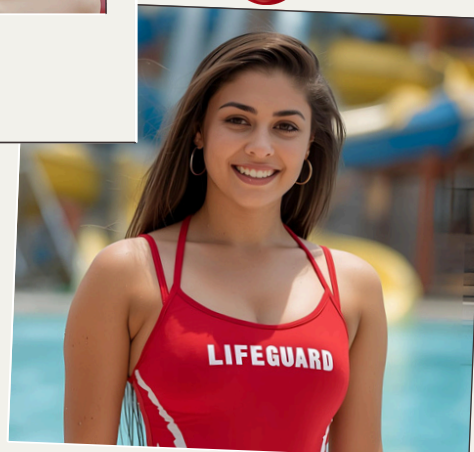
BINGO BOB
Arcade Attendant



DIZZY IZZY
Ride Operator



SWEETIE PETEY
Cotton Candy Vendor



WATERFALL WANDA
Lifeguard

**SUSPECT
LIST**

PUZZLE #1: SIMILE CYPHER

Your Task: Use the code below to decode the similes. Each letter stands for a number. Write each simile below, then match it to the suspect who would most likely say it. You will only use one suspect for each simile.

Code: A=1, B=2, C=3...Z=26

SIMILE #1

20-8-5 16-15-15-12 23-1-19 1-19 3-15-12-4 1-14-20-1-18-3-20-9-3-1

Suspect: _____

SIMILE #2

19-8-5 18-1-14 6-1-19-20 12-9-11-5 1 3-8-5-5-20-1-8

Suspect: _____

SIMILE #3

20-8-5 6-21-4-7-5 23-1-19 12-9-11-5 1 19-21-7-1-18 5-24-16-12-15-19-9-15-14

Suspect: _____



A

Bingo Bob - Arcade Attendant

B

Dizzy Izzy - Ride Operator

C

Speedy Sara - Roller Coaster Technician

D

Sweetie Petey - Cotton Candy Vendor

E

Waterfall Wanda - Lifeguard

KEY PUZZLE #1: SIMILE CYPHER

Your Task: Use the code below to decode the similes. Each letter stands for a number. Write each simile below, then match it to the suspect who would most likely say it. You will only use one suspect for each simile.

Code: A=1, B=2, C=3...Z=26

SIMILE #1

20-8-5 16-15-15-12 23-1-19 1-19 3-15-12-4 1-14-20-1-18-3-20-9-3-1

THE POOL WAS AS COLD AS ANTARCTICA.

Suspect: E. WANDA

SIMILE #2

19-8-5 18-1-14 6-1-19-20 12-9-11-5 1 3-8-5-5-20-1-8

SHE RAN FAST LIKE A CHEETAH.

Suspect: C. SARA

SIMILE #3

20-8-5 6-21-4-7-5 23-1-19 12-9-11-5 1 19-21-7-1-18 5-24-16-12-15-19-9-15-14

THE FUDGE WAS LIKE A SUGAR EXPLOSION.

Suspect: D. PETEY



SUSPECT LIST

A

Bingo Bob - Arcade Attendant

B

Dizzy Izzy - Ride Operator

C

Speedy Sara - Roller Coaster Technician

D

Sweetie Petey - Cotton Candy Vendor

E

Waterfall Wanda - Lifeguard

PUZZLE #2: METAPHOR RIDDLE

Your Task: Read each quote, and circle the metaphor. Then match the metaphor to which suspect might say it.

METAPHOR #1

"Times flies when I'm playing Skee-ball."

Suspect: _____

METAPHOR #2

"Riding the Ferris Wheel at night is the bomb!"

Suspect: _____

METAPHOR #3

"I accidentally tripled the recipe, and now I'm drowning in cookies!"

Suspect: _____



SUSPECT LIST

A

Bingo Bob - Arcade Attendant

B

Dizzy Izzy - Ride Operator

C

Speedy Sara - Roller Coaster Technician

D

Sweetie Petey - Cotton Candy Vendor

E

Waterfall Wanda - Lifeguard

KEY PUZZLE #2: METAPHOR RIDDLE

Your Task: Read each quote, and circle the metaphor. Then match the metaphor to which suspect might say it.

METAPHOR #1

"Times flies when I'm playing Skee-ball."

Suspect: A. BOB

METAPHOR #2

"Riding the Ferris Wheel at night is the bomb!"

Suspect: B. IZZY

METAPHOR #3

"I accidentally tripled the recipe, and now I'm drowning in cookies!"

Suspect: D. PETEY



SUSPECT LIST

A

Bingo Bob - Arcade Attendant

B

Dizzy Izzy - Ride Operator

C

Speedy Sara - Roller Coaster Technician

D

Sweetie Petey - Cotton Candy Vendor

E

Waterfall Wanda - Lifeguard

PUZZLE #3:

PERSONIFICATION MATCHING

Your Task: Match the ride to the sentence that gives it human traits.

- 1) The _____ cackled with delight as the rider screamed.
- 2) The _____ strutted proudly, daring someone to hit it.
- 3) The _____ shivered as the cool water rushed down it.
- 4) The _____ held its breath at the top of the first hill.
- 5) The _____ yawned and stretched its arms to the sky.



A

Bumper Car

B

Ferris Wheel

C

Haunted House

D

Roller Coaster

E

Water Slide

KEY

PUZZLE #3:

PERSONIFICATION MATCHING

Your Task: Match the ride to the sentence that gives it human traits.

- 1) The **C. HAUNTED HOUSE** cackled with delight as the rider screamed.
- 2) The **A. BUMPER CAR** strutted proudly, daring someone to hit it.
- 3) The **E. WATER SLIDE** shivered as the cool water rushed down it.
- 4) The **D. ROLLER COASTER** held its breath at the top of the first hill.
- 5) The **B. FERRIS WHEEL** yawned and stretched its arms to the sky.



A

Bumper Car

B

Ferris Wheel

C

Haunted House

D

Roller Coaster

E

Water Slide

PUZZLE #4: HYPERBOLE COLORING

Your Task: Read each quote and determine if it's an exaggeration. Circle your answer. Color the sweets with the correct color associated with your answer.

1) "I've ridden the merry-go-round a million times."

Is it hyperbole? YES (color cotton candy blue). NO (color cotton candy pink)

2) "If I eat another funnel cake, I'm going to explode."

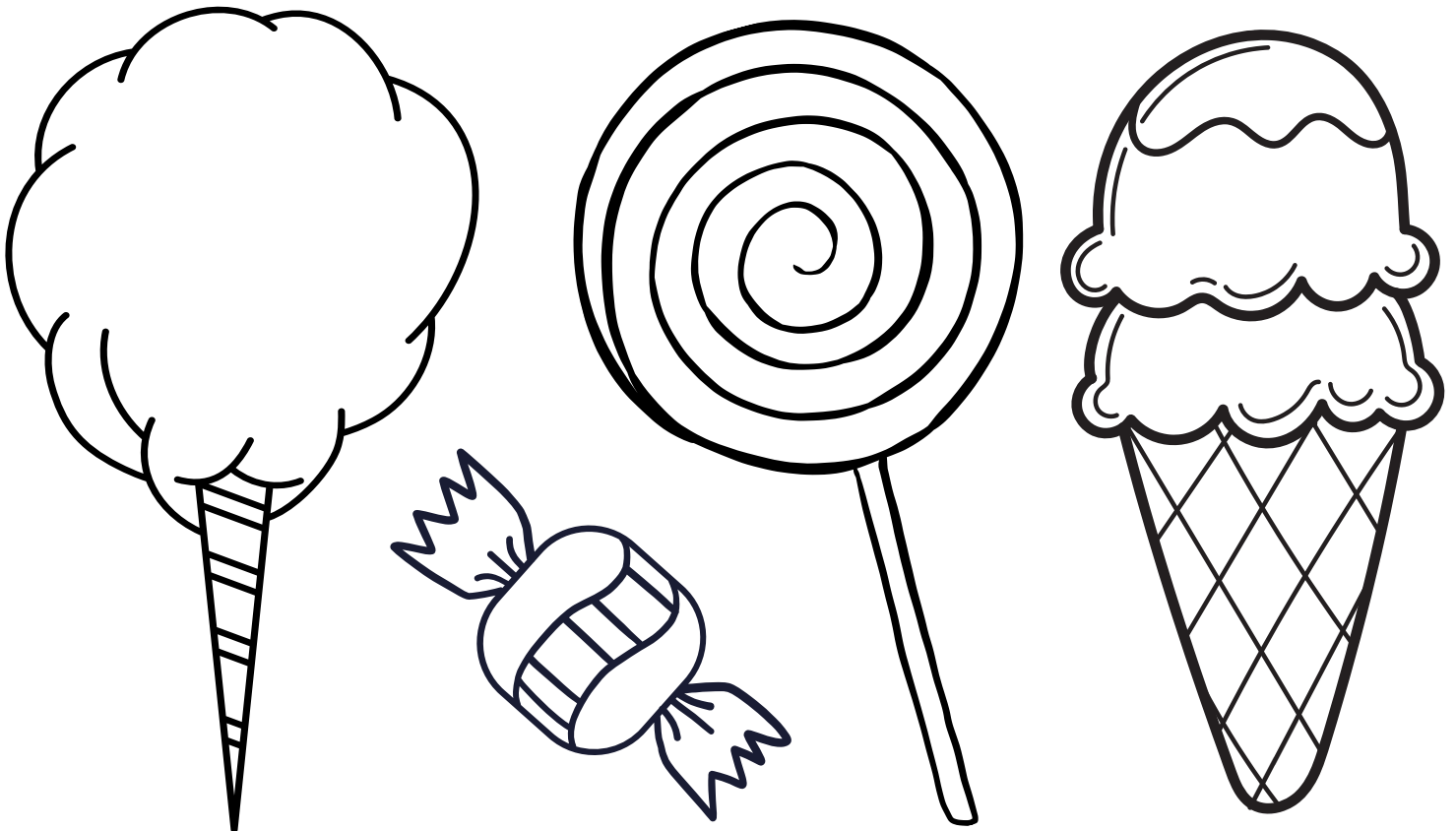
Is it hyperbole? YES (color candy yellow + purple). NO (color candy red + blue)

3) "I'm exhausted after riding all day."

Is it hyperbole? YES (color lollipop green). NO (color lollipop red)

4) "The line to the wave pool is taking forever."

Is it hyperbole? YES (color ice cream brown + pink). NO (color ice cream white + blue)



KEY

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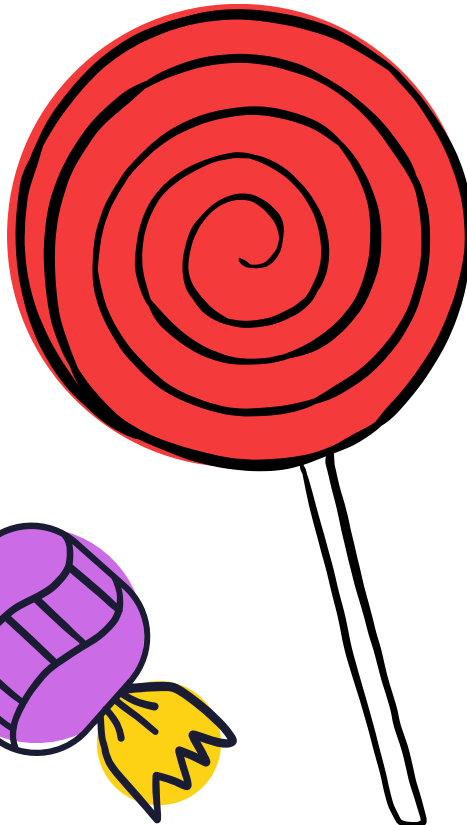
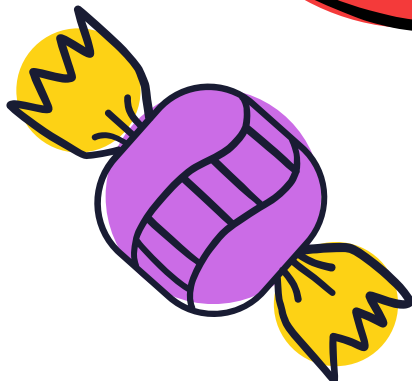
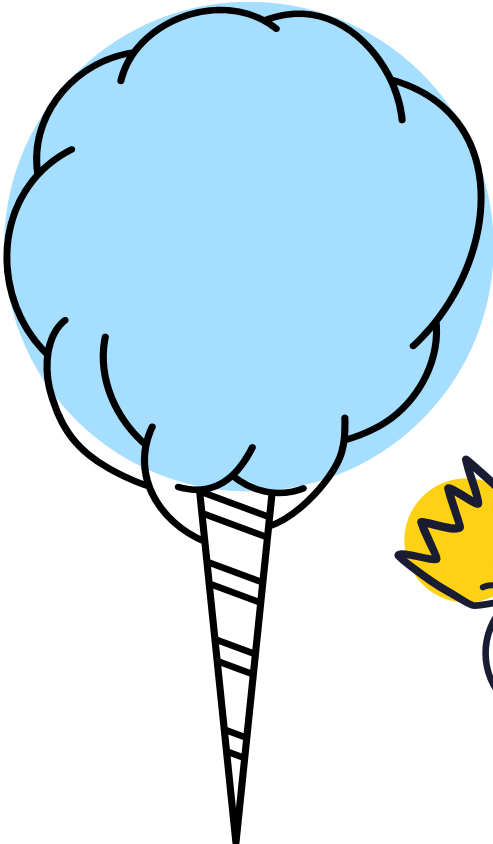
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4) "The line to the wave pool is taking forever."

Is it hyperbole? YES (color ice cream brown + pink). NO (color ice cream white + blue)



PUZZLE #5:

IDIOM MATCH & DRAW

Your Task: Match each idiom to its correct meaning. Then draw the idioms in the boxes.

IDIOMS

"Piece of cake"

"Hold your horses"

"Spill the beans"

"In hot water"

"Jump the gun"

MEANINGS

Reveal a secret

In trouble

Easy

Start too early

Be patient

DRAW

--	--

"In hot water"

"Hold your horses"

KEY

PUZZLE #5:

IDIOM MATCH & DRAW

Your Task: Match each idiom to its correct meaning. Then draw the idioms in the boxes.

IDIOMS

"Piece of cake"

"Hold your horses"

"Spill the beans"

"In hot water"

"Jump the gun"

MEANINGS

Reveal a secret

In trouble

Easy

Start too early

Be patient

DRAW



"In hot water"



"Hold your horses"

SOLVE THE LOGIC PUZZLE

& FIND THE SOLUTION!

Figure out who stole Waldameer's top-secret blueprints!

- Read the clues carefully and use the table to solve the puzzle.
- If the clue is true for the suspect, mark an X. If it's untrue, mark an O.

SUSPECTS	CLUES			
	Works at Waldameer	Alliterative Name	Rhyming Name	Wears a Bathing Suit
SPEEDY SARA				
DIZZY IZZY				
BINGO BOB				
WATERFALL WANDA				
SWEETIE PETEY				

The culprit has the most Xs. Who stole Waldameer's top-secret blueprints?

ANSWER:

KEY

SOLVE THE LOGIC PUZZLE & FIND THE SOLUTION!

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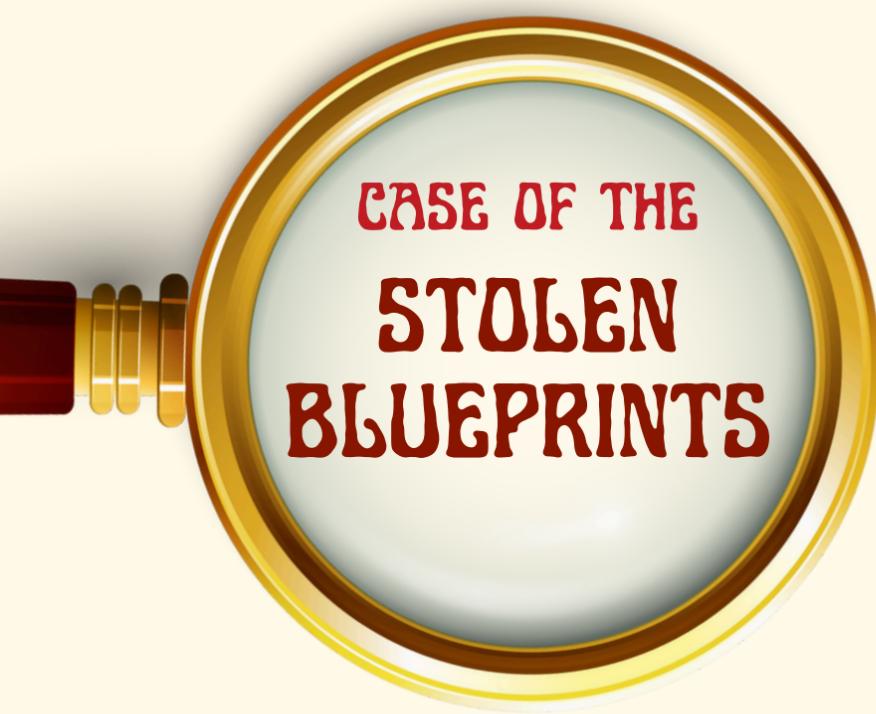
SUSPECTS	CLUES			
	Works at Waldameer	Alliterative Name	Rhyming Name	Wears a Bathing Suit
SPEEDY SARA	X	X	O	O
DIZZY IZZY	X	O	X	O
BINGO BOB	X	X	O	O
WATERFALL WANDA	X	X	O	X
SWEETIE PETEY	X	O	X	O

The culprit has the most Xs. Who stole Waldameer's top-secret blueprints?

ANSWER: **WATERFALL WANDA**



SOLVED!



**CASE OF THE
STOLEN
BLUEPRINTS**



You find the stolen blueprints in Waterfall Wanda's locker in the water park. As the police take her away in handcuffs, she sneers at you.

"I would've gotten away with it if it wasn't for you pesky figurative language detectives!"

Waldameer's owner thanks you for your hard work. With the blueprints safe and sound, Waldameer can begin building their big new ride. It will be ready to open next summer! Good job, detectives!

