

QUICK CARD: THE YEARLING



<i>Reference</i>	<i>The Yearling</i> . Marjorie Rawling. (1938) ISBN-13: 978-0440840015
<i>Plot</i>	Jody must give up his childhood and embrace the responsibilities of a man when his pet fawn grows up to menace the family farm.
<i>Setting</i>	<ul style="list-style-type: none"> • Baxter Island, a clearing in the scrub in the Florida Everglades • Turn of the 20th century • Among the poor
<i>Characters</i>	<ul style="list-style-type: none"> • Jody Baxter – (protagonist) a young boy on the brink of maturity who longs for “something with dependence to it...” • Penny Baxter – Jody’s loving and faithful father, whose slight build makes maintaining the farm in the face of natural hardships nearly impossible • Ma Baxter – Jody’s mother, whose bitterness grew with every child she lost • Fodder-Wing – Jody’s lame and sickly friend; he loves animals and has a multitude of pets • Grandma Hutto and Oliver – friends of the Baxters • Slewfoot – a bear that troubles the peace at the Baxter farm • The Forresters – the Baxters’ nearest neighbors; Fodder-Wing’s family; wealthy with sons
<i>Conflict</i>	<ul style="list-style-type: none"> • Man vs. Nature • Man vs. Man • Man vs. Self • Man vs. Fate

<p style="text-align: center;"><i>Theme</i></p>	<ul style="list-style-type: none"> • Coming of Age/Lost Innocence • Loneliness • The Importance of Fathers to Sons • Family • The battle for survival
<p style="text-align: center;"><i>Literary Devices</i></p>	<ul style="list-style-type: none"> • Allusions – referencing another historical event, personality, literary or artistic work or idea for the sake of importing all the ideas associated with the reference to the present text and context. • Foreshadowing – hints planted in the text that suggest future plot developments • Dramatic Irony – a literary technique which originated in Greek drama by which the full significance of a character’s words or actions are clear to the audience or reader although unknown to the character • Symbolism – the extended use of an image or metaphor, usually associated with major story themes. • Imagery – use of evocative word pictures to communicate abstract ideas • Similes and Metaphors – comparisons of unlike things in order to establish a resemblance between them. Similes make this comparison using the words “like” or “as”; metaphors without.