

# GAME FACE

## Poetry Forms

Much of GAME FACE is written in free verse. While free verse has no strict rules for rhyme or meter, you will still find examples of poetic devices throughout. Watch for imagery, rhythm, repetition, rhyme, alliteration, et cetera, and consider how line breaks and white space are used.

At times, I chose specific poetic forms in order to set poems apart (ie. the “Monday Poems”) or to add an extra layer of impact or meaning. The forms used in GAME FACE include:

acrostic poem

- found within *Monday Poems: Acrostic*, p.208

cherita

- *Off-Season Friday Night Routine*, p.295

cinquain

- *No-Win Situation*, p.294

ekphrastic poem

- *The Scream: Monday Poem by Jonah Vanderbeek*, p.20

epistolary poem

- *My Old Pal, Al*, p.177

Fibonacci

- *My “Don’t-Worry” Note for Dad*, p.61

- *Wish*, p.190

- *Math Problem*, p.279

haiku

- *Spew Haiku*, p.32

- *Swarm*, p.113

- “Rose and Jonah” section of *Favorite Foods...*, p.123

- *Haiku at Oma’s House*, p.159 (x3)

- *Fracture*, p.240

- *Help: Monday Poems by Jonah Vanderbeek*, p.260 (x3)

- *Poetry*, p.262

list poem

- *Top Five Reasons Not to Signal for the Trainer*, p.216

shape poem (concrete poem)

- *Spin*, p.114

- *Long Walk*, p.239

two-voice poem

- *Favorite Foods: Monday Poems by Rosamie Garcia and Jonah Vanderbeek*, p.122-123

tanka

- *Reprive*, p.187

You will also find some “crossover” in the forms, such as when shape is used for the hockey-gear mound within the free-verse poem *Eternity* (p.77), and when more strict rhyme and meter are used for Jonah’s section of the two-voice poem *Favorite Foods...* (p.122). The acrostic within free verse is another example, mentioned in the list above. *Number One Reason to Signal for the Trainer* (p.224) may be looked at either as a shape poem or as free verse. (It was written as free verse; that it has an appropriate shape was a happy accident.) For me, all of this is part of the joy and challenge of writing in verse—playing with words, telling a story, and having fun!

- Shari Green, author of *GAME FACE*

