

Annotation of "Who's for the Game?" by Jessie Pope

Saturday, 14 August 2010
10:49 a.m.

Rhetorical question offers a challenge to the reader. Makes the reader feel guilty if their answer isn't good enough.

Who's for the Game?

Allusion to colour of British army uniforms

Repetition/parallel construction develops Pope's idea of courage

Colloquial language sounds friendly, light-hearted, conversational.

Personal pronouns appeal directly to the reader.

Who's for the game, the biggest that's played,
The red crashing game of a fight?
Who'll grip and tackle the job unafraid?
And who thinks he'd rather sit tight?
Who'll toe the line for the signal to 'Go!'
Who'll give his country a hand?
Who wants a turn to himself in the show?
And who wants a seat in the stand?
Who knows it won't be a picnic – not much –
Yet eagerly shoulders a gun?
Who would much rather come back with a crutch
Than lie low and be out of the fun?
Come along, lads –
But you'll come on all right –
For there's only one course to pursue,
Your country is up to her neck in a fight,
And she's looking and calling for you.

Extended metaphor comparing war to a game makes it seem light-hearted, not serious.

Simple **rhyme scheme** makes it sound like a nursery rhyme - aimed at children.

Modifier contradicts previous statement, implying war will be fun, at least in part.

Personification appeals to notions of romantic chivalry - makes men feel guilty if they don't go to the rescue of a female in distress