

Learning Activities	Communication	Supporting Sites
<p>Topic: 'The Tempest' by William Shakespeare</p> <p>What do you want students to know?</p> <ol style="list-style-type: none"> <i>To know what happens in Act 2 of 'The Tempest'</i> <i>To have considered which characters are the 'good' characters and which are the 'bad' characters</i> <p>What do you want them to produce to demonstrate learning?</p> <ol style="list-style-type: none"> <i>A summary of the Act</i> <i>A list of good and bad characters with reasons</i> <p>Week 2 Learning Objective:</p> <p>Activities:</p> <p>Read through the overview of Act 2. Write a summary of what happens in no more than 100 words.</p> <p>Make a list of the characters who you think are 'good' from Act 2. Next to each name, give a reason why you think they are good.</p> <p>Make a list of the characters who you think are 'bad' from Act 2. Next to each name, give a reason why you think they are bad.</p> <p>Create a timeline of the important events from Act 1 and 2 to demonstrate your understanding.</p> <p>Resources needed:</p> <p>Lined paper Act 2 Overview</p> <p>This will support: your reading and comprehension skills</p>	<p>What would you like them to read?</p> <p>Make sure that you read your personal reading book for at least half an hour each day for every school day that you have at home.</p> <p>What have you learned about the protagonist (main character) of your story so far?</p> <p>Write a paragraph in full sentences about the information that you have been given about them.</p> <p>Challenge: how does this information make you feel/ think about them? Why?</p>	<p>Signpost to:</p> <p>Act 2 Overview on Frog/Sharepoint</p>

Week 3 Date:

Year Group: **9**

Subject: **English**

Length of Topic: **4 weeks**

Week: **3 of 4**

Act 2 Overview

While Ferdinand is falling in love with Miranda, Alonso, Sebastian, Antonio, Gonzalo, and other shipwrecked lords search for him on another part of the island. Alonso is quite despondent and unreceptive to the good-natured Gonzalo's attempts to cheer him up. Gonzalo meets resistance from Antonio and Sebastian as well. These two childishly mock Gonzalo's suggestion that the island is a good place to be and that they are all lucky to have survived. Alonso finally brings the repartee to a halt when he bursts out at Gonzalo and openly expresses regret at having married away his daughter in Tunis. Francisco, a minor lord, pipes up at this point that he saw Ferdinand swimming valiantly after the wreck, but this does not comfort Alonso. Sebastian and Antonio continue to provide little help. Sebastian tells his brother that he is indeed to blame for Ferdinand's death—if he had not married his daughter to an African (rather than a European), none of this would have happened.

Gonzalo tells the lords that they are only making the situation worse and attempts to change the subject, discussing what he might do if he were the lord of the island. Antonio and Sebastian mock his utopian vision. Ariel then enters, playing "solemn music" (II.i.182, stage direction), and gradually all but Sebastian and Antonio fall asleep. Seeing the vulnerability of his sleeping companions, Antonio tries to persuade Sebastian to kill his brother. He rationalizes this scheme by explaining that Claribel, who is now Queen of Tunis, is too far from Naples to inherit the kingdom should her father die, and as a result, Sebastian would be the heir to the throne. Sebastian begins to warm to the idea, especially after Antonio tells him that usurping Prospero's dukedom was the best move he ever made. Sebastian wonders aloud whether he will be afflicted by conscience, but Antonio dismisses this out of hand. Sebastian is at last convinced, and the two men draw their swords. Sebastian, however, seems to have second thoughts at the last moment and stops. While he and Antonio confer, Ariel enters with music, singing in Gonzalo's ear that a conspiracy is under way and that he should "Awake, awake!" (II.i.301). Gonzalo wakes and shouts "Preserve the King!" His exclamation wakes

everyone else (II.i.303). Sebastian quickly concocts a story about hearing a loud noise that caused him and Antonio to draw their swords. Gonzalo is obviously suspicious but does not challenge the lords. The group continues its search for Ferdinand.

Caliban enters with a load of wood, and thunder sounds in the background. Caliban curses and describes the torments that Prospero's spirits subject him to: they pinch, bite, and prick him, especially when he curses. As he is thinking of these spirits, Caliban sees Trinculo and imagines him to be one of the spirits. Hoping to avoid pinching, he lies down and covers himself with his cloak. Trinculo hears the thunder and looks about for some cover from the storm. The only thing he sees is the cloak-covered Caliban on the ground. He is not so much repulsed by Caliban as curious. He cannot decide whether Caliban is a "man or a fish" (II.ii.24). He thinks of a time when he traveled to England and witnessed freak-shows there. Caliban, he thinks, would bring him a lot of money in England. Thunder sounds again and Trinculo decides that the best shelter in sight is beneath Caliban's cloak, and so he joins the man-monster there.

Stephano enters singing and drinking. He hears Caliban cry out to Trinculo, "Do not torment me! O!" (II.ii.54). Hearing this and seeing the four legs sticking out from the cloak, Stephano thinks the two men are a four-legged monster with a fever. He decides to relieve this fever with a drink. Caliban continues to resist Trinculo, whom he still thinks is a spirit tormenting him. Trinculo recognizes Stephano's voice and says so. Stephano, of course, assumes for a moment that the monster has two heads, and he promises to pour liquor in both mouths. Trinculo now calls out to Stephano, and Stephano pulls his friend out from under the cloak. While the two men discuss how they arrived safely on shore, Caliban enjoys the liquor and begs to worship Stephano. The men take full advantage of Caliban's drunkenness, mocking him as a "most ridiculous monster" (II.ii.157) as he promises to lead them around and show them the isle.

