



Under the Home

*Third Grade Shakespeare
Lesson Guide Printout*

Learn from the Masters

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Lesson 1 Guide: A Midsummer's Night Dream

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

In 'A Midsummer Night's Dream,' Hermia's father asks the Duke of Athens to force Hermia to marry Demetrius or be put to death, even though Hermia loves Lysander. The Duke of Athens gives Hermia four days to decide. Hermia and Lysander decide to flee through a magical fairy forest to be married in secret. Hermia confides in her jealous best friend, Helena, who loves Demetrius. Helena betrays Hermia by telling Demetrius of the escape plan, and they follow Hermia and Lysander into the forest. Fairy King Oberon pities Helena due to her unrequited love for Demetrius and sends fairy Puck to sprinkle love juice on Demetrius's eyes, which will cause him to love the first thing he sees. Unfortunately, Puck spells Lysander instead of Demetrius, and Lysander sees and falls in love with Helena. Oberon realizes Puck's mistake and puts the juice on Demetrius' eyes, causing him to love Helena. Both Demetrius and Lysander now love Helena, causing all four mortals to quarrel. Oberon also places love juice on the Fairy Queen Titania's eyes, as they have been fighting over an Indian boy. The enchanted Queen falls in love with a clown spelled with the head of donkey. Eventually, King Oberon reverses the spell over Queen Titania and Lysander, Titania and Oberon resolve their differences over the Indian boy, and the four mortals return to Athens to be married.

Vocabulary

- **Midsummer:** The middle part of summer.
- **Comedy:** A movie, play, or broadcast program intended to make an audience laugh.
- **Play:** A dramatic work for the stage or to be broadcast.
- **Mortal:** Of a living human being, often in contrast to a divine being.
- **Quarrel:** An angry argument or disagreement, typically between people who are usually on good terms.
- **Glade:** An open space in a forest.
- **Idleness:** Laziness; indolence.
- **Astray:** Away from the correct path or direction.
- **Ass:** A donkey.
- **Honey-bag:** The crop or stomach in which bees store the nectar they collect.
- **Endearment:** A word or phrase expressing love or affection.
- **Enchantment:** A feeling of great pleasure; delight.
- **Disenchant:** Free someone from illusion.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

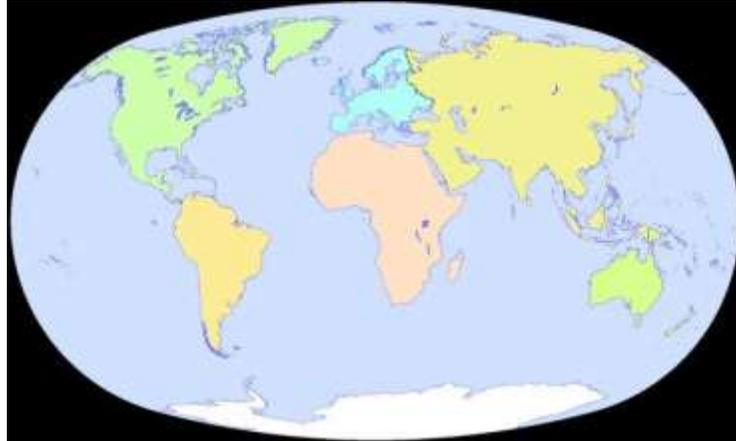


Activity 4: Map the Play

- The comedic play, 'A Midsummer Night's Dream,' takes place in and around the city of Athens, Greece.
- Find Greece on the map of Europe.



- Point to the location of Greece on the map of the world.



- Find Athens on the map of Greece.



Activity 5: Study the Forest Plant Life

Recite aloud the names of the listed forest plants from the play.

- Oxlips



- Woodbine (also called Honeysuckle)



- Musk-Roses



- Eglantine



- Dewberries



- Green Figs



- Mulberries



Activity 6: Can You Find It?

During the week, study the painting, 'Hermia and Lysander. A Midsummer Night's Dream,' by John Simmons. Soak in the magical ambiance of the play's woodland setting, and find the following: Hermia, Lysander, Helena, Demetrius, Fairy Talking to an Owl, Fairy Riding a Bat, Fairy Holding Woodbine, Fairy Flying in a Moonbeam, Fairy Wrapped in a Gossamer Cloth, 4 Additional Fairies Sitting or Standing on Leaves, Bug, Moon, Dagger, Tiara, Arm Cuff, Peacock Feather.



Activity 7: Create Your Own Reusable Theater to Study and Stage Shakespearian Plays

Materials:

- 1 large, sturdy, and solid-colored foam board
- Laminating pouches
- Self-adhesive Velcro tape, squares, or dots

Background:

- The foam board will serve as your theater to put on Shakespeare's plays.
- You will build sets for your theater, populate it with characters, and use it to act out scenes.
- Attaching Velcro to the foam board, set pieces, and characters will enable creating multiple configurations of sets and characters.

Directions:

- Fasten approximately 30 1-inch strips or dots of evenly spaced Velcro to the front of each foam board.
- Color, cut out, laminate, cut out, and attach Velcro to the backs of the theater decorations on page 3 of 'Third Grade Shakespeare Theater Pages.'
- See an example of a full laminated sheet of characters, set items, and labels before the final cut out.



- Decorate your theater as you see fit.

Activity 8: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Color, cut out, laminate, and attach Velcro to the backs of the labels on pages 4-5 of 'Third Grade Shakespeare Theater Pages.'
- Color, cut out, laminate, and attach Velcro to the backs of the actors and actresses trying out for the roles (make sure to keep the boxes attached to the characters) on pages 6-15.
- You will have more characters than roles.



- Attach an additional piece of Velcro to the box under each of the actors and actresses.
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 9: Create a Character Map

- Cut out the relationship connectors on page 14 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if map makes logical sense in the context of the story, consider it 'correct.'

Lesson 2 Guide: *A Midsummer's Night Dream*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

In 'A Midsummer Night's Dream,' Hermia's father asks the Duke of Athens to force Hermia to marry Demetrius or be put to death, even though Hermia loves Lysander. The Duke of Athens gives Hermia four days to decide. Hermia and Lysander decide to flee through a magical fairy forest to be married in secret. Hermia confides in her jealous best friend, Helena, who loves Demetrius. Helena betrays Hermia by telling Demetrius of the escape plan, and they follow Hermia and Lysander into the forest. Fairy King Oberon pities Helena due to her unrequited love for Demetrius and sends fairy Puck to sprinkle love juice on Demetrius's eyes, which will cause him to love the first thing he sees. Unfortunately, Puck spells Lysander instead of Demetrius, and Lysander sees and falls in love with Helena. Oberon realizes Puck's mistake and puts the juice on Demetrius' eyes, causing him to love Helena. Both Demetrius and Lysander now love Helena, causing all four mortals to quarrel. Oberon also places love juice on the Fairy Queen Titania's eyes, as they have been fighting over an Indian boy. The enchanted Queen falls in love with a clown spelled with the head of donkey. Eventually, King Oberon reverses the spell over Queen Titania and Lysander, Titania and Oberon resolve their differences over the Indian boy, and the four mortals return to Athens to be married.

Vocabulary

- **Midsummer:** The middle part of summer.
- **Comedy:** A movie, play, or broadcast program intended to make an audience laugh.
- **Play:** A dramatic work for the stage or to be broadcast.
- **Mortal:** Of a living human being, often in contrast to a divine being.
- **Quarrel:** An angry argument or disagreement, typically between people who are usually on good terms.
- **Glade:** An open space in a forest.
- **Idleness:** Laziness; indolence.
- **Astray:** Away from the correct path or direction.
- **Ass:** A donkey.
- **Honey-bag:** The crop or stomach in which bees store the nectar they collect.
- **Endearment:** A word or phrase expressing love or affection.
- **Enchantment:** A feeling of great pleasure; delight.
- **Disenchant:** Free someone from illusion.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

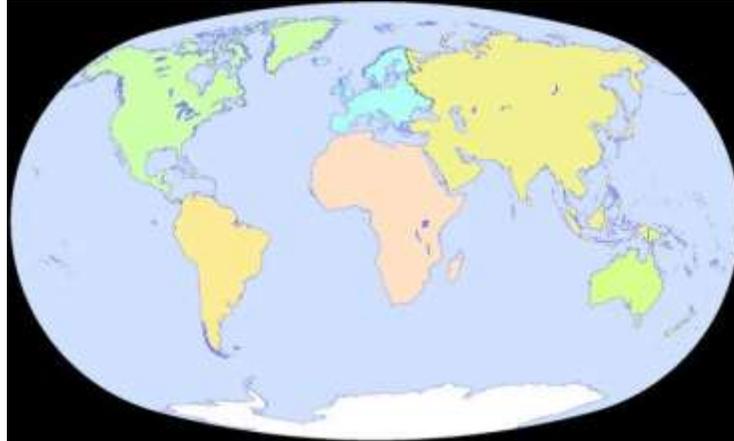


Activity 4: Map the Play

- The comedic play, 'A Midsummer Night's Dream,' takes place in and around the city of Athens, Greece.
- Find Greece on the map of Europe.



- Point to the location of Greece on the map of the world.



- Find Athens on the map of Greece.



Activity 5: Can You Find It?

During the week, study the painting, 'Hermia and Helena,' by Washington Allston. Find the following: Hermia, Helena, Book, Enchanted Wood, Waterfall, Cliffs, 2 Sandals, Woman Who Loves Lysander, Woman Who Loves Demetrius, and Woman Who Betrays Her Friend.

**Activity 6: Build the Sets**

- Color, cut out, and laminate the set items on pages 17-22 of 'Third Grade Shakespeare Theater Pages.'
- Practice setting up the Athens scene in your theater.
- Practice taking down the Athens scene and setting up the woodland scene.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 23 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-E on pages 24-27 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-E.

Lesson 3 Guide: A Midsummer's Night Dream

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

In 'A Midsummer Night's Dream,' Hermia's father asks the Duke of Athens to force Hermia to marry Demetrius or be put to death, even though Hermia loves Lysander. The Duke of Athens gives Hermia four days to decide. Hermia and Lysander decide to flee through a magical fairy forest to be married in secret. Hermia confides in her jealous best friend, Helena, who loves Demetrius. Helena betrays Hermia by telling Demetrius of the escape plan, and they follow Hermia and Lysander into the forest. Fairy King Oberon pities Helena due to her unrequited love for Demetrius and sends fairy Puck to sprinkle love juice on Demetrius's eyes, which will cause him to love the first thing he sees. Unfortunately, Puck spells Lysander instead of Demetrius, and Lysander sees and falls in love with Helena. Oberon realizes Puck's mistake and puts the juice on Demetrius' eyes, causing him to love Helena. Both Demetrius and Lysander now love Helena, causing all four mortals to quarrel. Oberon also places love juice on the Fairy Queen Titania's eyes, as they have been fighting over an Indian boy. The enchanted Queen falls in love with a clown spelled with the head of donkey. Eventually, King Oberon reverses the spell over Queen Titania and Lysander, Titania and Oberon resolve their differences over the Indian boy, and the four mortals return to Athens to be married.

Vocabulary

- **Midsummer:** The middle part of summer.
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- **Mortal:** Of a living human being, often in contrast to a divine being.
- **Quarrel:** An angry argument or disagreement, typically between people who are usually on good terms.
- **Glade:** An open space in a forest.
- **Idleness:** Laziness; indolence.
- **Astray:** Away from the correct path or direction.
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- **Honey-bag:** The crop or stomach in which bees store the nectar they collect.
- **Endearment:** A word or phrase expressing love or affection.
- **Enchantment:** A feeling of great pleasure; delight.
- **Disenchant:** Free someone from illusion.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

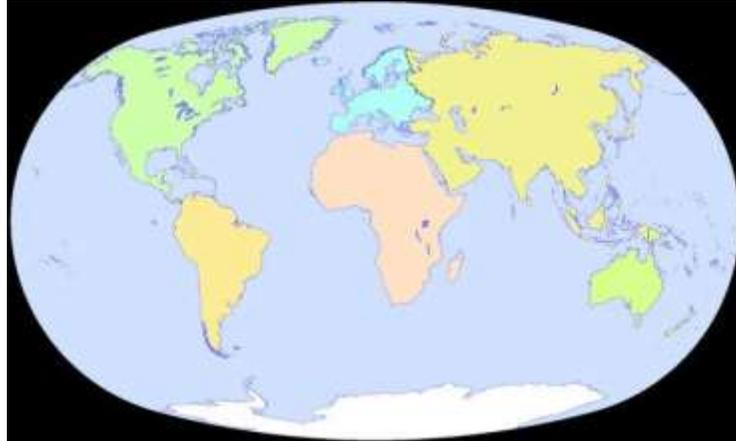


Activity 4: Map the Play

- The comedic play, 'A Midsummer Night's Dream,' takes place in and around the city of Athens, Greece.
- Find Greece on the map of Europe.



- Point to the location of Greece on the map of the world.



- Find Athens on the map of Greece.



Activity 5: Can You Find It?

During the week, study the painting, 'Titania and Bottom. A Midsummer Night's Dream,' by Edwin Landseer. Find the following: Titania, The Clown Bottom, Puck (Behind Titania), Standing Male Fairy, Female Fairy Riding a Rabbit, Turkish Slipper, Queen of the Fairies, Enchanted Fairy, Enchanted Mortal, Queen of the Fairies, and Flower Garland.



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 28-29 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 4 Guide: The Tempest

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Prospero, Duke of Milan, and his daughter, Miranda, are marooned on an enchanted island by Prospero's greedy brother, Antonio and greatest rival, Alonso, King of Naples. The enchanted island is full of spirits, and Prospero, a great magician, controls them but treats them fairly. When Antonio, Alonso, and Alonso's son, Ferdinand, sail their boat near the enchanted island, Prospero and the spirits summon a great tempest to strand the sailors on the island. When Miranda and Ferdinand meet, they fall in love. One spirit named Ariel plays many tricks on Antonio and Alonso and upbraids them for their sins against Prospero. In the end, Prospero forgives Antonio and Alonso, and they all sail back to Naples for the wedding of Miranda and Ferdinand.

Vocabulary

- **Tempest:** A violent windy storm.
- **Provisions:** Supplies of food, drink, or equipment, especially for a journey.
- **Harbor:** A place on the coast where vessels may find shelter, especially one protected from rough waters.
- **Trough:** A hollow between two wave crests in the sea.
- **Drudgery:** Hard, menial, or dull work.
- **Nymph:** A mythological spirit of nature imagined as a beautiful maiden inhabiting rivers, woods, or other locations.
- **Manacle:** A metal band, chain, or shackle for fastening someone's hands or ankles.
- **Husk:** The dry outer covering of some fruits or seeds.
- **Harpy:** A rapacious monster described as having a woman's head and body and a bird's wings and claws or depicted as a bird of prey with a woman's face.
- **Repent:** Feel or express sincere regret or remorse about one's wrongdoing or sin.
- **Sin:** An act regarded as a serious or regrettable fault, offense, or omission.
- **Troth:** Faith or loyalty when pledged in a solemn agreement or undertaking, such as for marriage.
- **Auspicious:** Conducive to success; favorable.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- The play, 'The Tempest,' mentions the Italian cities of Milan and Naples.
- Find Italy on the map of Europe.



- Point to the location of Italy on the map of the world.



- Find Milan and Naples on the map of Italy.



Activity 5: Can You Find It?

During the week, study the painting, 'Miranda - The Tempest,' by John William Waterhouse. Soak in the stormy sea and the play's island setting, and find the following: Miranda, Swamped Ship, Sail, Mast, Pouch, and Cliffs.

**Activity 6: Cast the Characters**

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for 'A Midsummer's Night Dream.'
- Color, cut out, laminate, and attach the names of the characters found on page 30 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 31 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.

Lesson 5 Guide: *The Tempest*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Prospero, Duke of Milan, and his daughter, Miranda, are marooned on an enchanted island by Prospero's greedy brother, Antonio and greatest rival, Alonso, King of Naples. The enchanted island is full of spirits, and Prospero, a great magician, controls them but treats them fairly. When Antonio, Alonso, and Alonso's son, Ferdinand, sail their boat near the enchanted island, Prospero and the spirits summon a great tempest to strand the sailors on the island. When Miranda and Ferdinand meet, they fall in love. One spirit named Ariel plays many tricks on Antonio and Alonso and upbraids them for their sins against Prospero. In the end, Prospero forgives Antonio and Alonso, and they all sail back to Naples for the wedding of Miranda and Ferdinand.

Vocabulary

- **Tempest:** A violent windy storm.
- **Provisions:** Supplies of food, drink, or equipment, especially for a journey.
- **Harbor:** A place on the coast where vessels may find shelter, especially one protected from rough waters.
- **Trough:** A hollow between two wave crests in the sea.
- **Drudgery:** Hard, menial, or dull work.
- **Nymph:** A mythological spirit of nature imagined as a beautiful maiden inhabiting rivers, woods, or other locations.
- **Manacle:** A metal band, chain, or shackle for fastening someone's hands or ankles.
- **Husk:** The dry outer covering of some fruits or seeds.
- **Harpy:** A rapacious monster described as having a woman's head and body and a bird's wings and claws or depicted as a bird of prey with a woman's face.
- **Repent:** Feel or express sincere regret or remorse about one's wrongdoing or sin.
- **Sin:** An act regarded as a serious or regrettable fault, offense, or omission.
- **Troth:** Faith or loyalty when pledged in a solemn agreement or undertaking, such as for marriage.
- **Auspicious:** Conducive to success; favorable.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

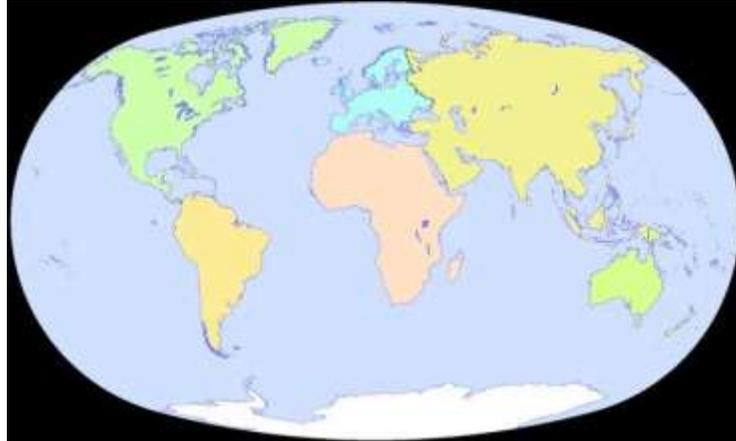


Activity 4: Map the Play

- The play, 'The Tempest,' mentions the Italian cities of Milan and Naples.
- Find Italy on the map of Europe.



- Point to the location of Italy on the map of the world.



- Find Milan and Naples on the map of Italy.



Activity 5: Can You Find It?

During the week, study the painting, 'Prospero and Ariel,' by William Hamilton. Find the following: Prospero, Ariel, Miranda, Staff, Harp, Cliffs, Sea, Magician, and Spirit.



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on pages 32-36 of 'Third Grade Shakespeare Theater Pages.'
- Set up the island scene in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 37 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-D on pages 38-40 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-D.

Lesson 6 Guide: The Tempest

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Prospero, Duke of Milan, and his daughter, Miranda, are marooned on an enchanted island by Prospero's greedy brother, Antonio and greatest rival, Alonso, King of Naples. The enchanted island is full of spirits, and Prospero, a great magician, controls them but treats them fairly. When Antonio, Alonso, and Alonso's son, Ferdinand, sail their boat near the enchanted island, Prospero and the spirits summon a great tempest to strand the sailors on the island. When Miranda and Ferdinand meet, they fall in love. One spirit named Ariel plays many tricks on Antonio and Alonso and upbraids them for their sins against Prospero. In the end, Prospero forgives Antonio and Alonso, and they all sail back to Naples for the wedding of Miranda and Ferdinand.

Vocabulary

- **Tempest:** A violent windy storm.
- **Provisions:** Supplies of food, drink, or equipment, especially for a journey.
- **Harbor:** A place on the coast where vessels may find shelter, especially one protected from rough waters.
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- **Auspicious:** Conducive to success; favorable.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

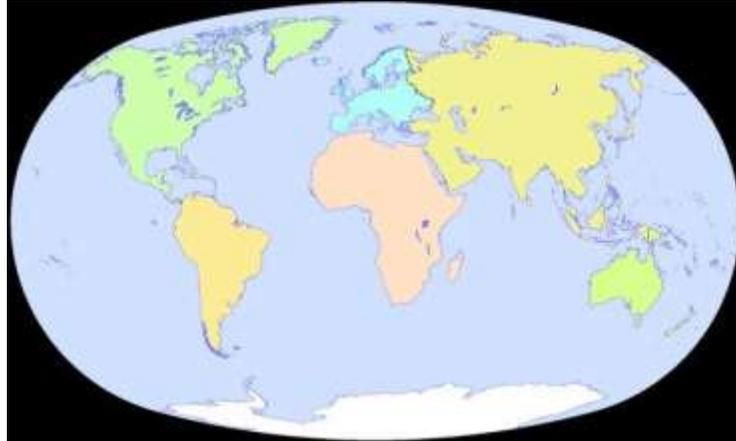


Activity 4: Map the Play

- The play, 'The Tempest,' mentions the Italian cities of Milan and Naples.
- Find Italy on the map of Europe.



- Point to the location of Italy on the map of the world.



- Find Milan and Naples on the map of Italy.



Activity 5: Can You Find It?

During the week, study the painting, 'Ferdinand courting Miranda,' by William Hogarth. Find the following: Miranda, Ferdinand, Prospero, Caliban Stepping on a Dove, Ariel, Lute, Bat, Lamb, Garland, Throne, Open Book, Wizard Staff, Bundle of Sticks, Steps, Armillary Sphere, Arched Passageway, and Sign of a Storm.



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 41-42 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 7 Guide: *As You Like It*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Wicked Duke Frederick banishes his older brother, Duke Senior, but allows his niece, Rosalind, to stay at Court with his daughter, Celia. When Rosalind spots Orlando at a wrestling match, she falls in love with him. Their love is thwarted when Duke Frederick banishes Rosalind without explanation. Loyal Celia decides to leave with Rosalind. To protect themselves, Rosalind dresses as a man and calls herself Ganymede, and Celia takes the name of Aliena. Ganymede and Aliena move to the forest and buy a shepherd's house and flock. Meanwhile, Orlando's brother, Oliver, attempts to kill him, so Orlando also retreats to the forest, where he meets the exiled Duke Senior. Orlando also meets Ganymede and Aliena and takes a liking to Ganymede, who reminds Orlando of Rosalind. Ganymede and Orlando become friends and spend much time together. One day, Orlando comes across his sleeping brother about to be killed by a stalking lioness. Even though Oliver tried to kill him, Orlando kills the lioness and saves his brother. Oliver begs Orlando's forgiveness and later falls in love with Aliena. In the end, Orlando and Rosalind marry, Oliver and Celia marry, and Duke Frederick repents and returns Duke Senior to his rightful place.

Vocabulary

- **Exile:** The state of being barred from one's native country, typically for political or punitive reasons.
- **Forester:** A person or animal living in a forest.
- **Banish:** Send (someone) away from a country or place as an official punishment.
- **Inheritance:** A thing such as money, property, or a title that is received upon the death of the previous holder.
- **Shepherd:** A person who tends and rears sheep.
- **Flock:** A number of domestic animals, especially sheep, goats, or geese, that are kept together.
- **Sonnet:** A poem of fourteen lines using any of a number of formal rhyme schemes.
- **Folly:** Lack of good sense; foolishness.
- **Repent:** Feel or express sincere regret or remorse about one's wrongdoing or sin.
- **Monastery:** A building or buildings occupied by a community of monks living under religious vows.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

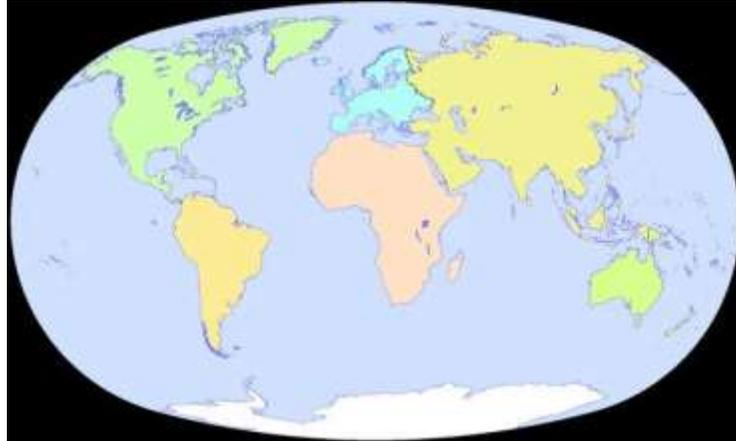


Activity 4: Map the Play

- The play, 'As You Like It,' is set in a French duchy (land ruled by a Duke/Duchess).
- Find France on the map of Europe.



- Point to the location of France on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'The Wrestling Scene in As You Like It,' by Daniel Maclise. Find the following: Duke Frederick, Rosalind and Celia, Orlando, The Wrestler Charles, Dog, Jug, and Jester Seated on Step.



Activity 6: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 43 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 44 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.

Lesson 8 Guide: *As You Like It*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Wicked Duke Frederick banishes his older brother, Duke Senior, but allows his niece, Rosalind, to stay at Court with his daughter, Celia. When Rosalind spots Orlando at a wrestling match, she falls in love with him. Their love is thwarted when Duke Frederick banishes Rosalind without explanation. Loyal Celia decides to leave with Rosalind. To protect themselves, Rosalind dresses as a man and calls herself Ganymede, and Celia takes the name of Aliena. Ganymede and Aliena move to the forest and buy a shepherd's house and flock. Meanwhile, Orlando's brother, Oliver, attempts to kill him, so Orlando also retreats to the forest, where he meets the exiled Duke Senior. Orlando also meets Ganymede and Aliena and takes a liking to Ganymede, who reminds Orlando of Rosalind. Ganymede and Orlando become friends and spend much time together. One day, Orlando comes across his sleeping brother about to be killed by a stalking lioness. Even though Oliver tried to kill him, Orlando kills the lioness and saves his brother. Oliver begs Orlando's forgiveness and later falls in love with Aliena. In the end, Orlando and Rosalind marry, Oliver and Celia marry, and Duke Frederick repents and returns Duke Senior to his rightful place.

Vocabulary

- **Exile:** The state of being barred from one's native country, typically for political or punitive reasons.
- **Forester:** A person or animal living in a forest.
- **Banish:** Send (someone) away from a country or place as an official punishment.
- **Inheritance:** A thing such as money, property, or a title that is received upon the death of the previous holder.
- **Shepherd:** A person who tends and rears sheep.
- **Flock:** A number of domestic animals, especially sheep, goats, or geese, that are kept together.
- **Sonnet:** A poem of fourteen lines using any of a number of formal rhyme schemes.
- **Folly:** Lack of good sense; foolishness.
- **Repent:** Feel or express sincere regret or remorse about one's wrongdoing or sin.
- **Monastery:** A building or buildings occupied by a community of monks living under religious vows.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- The play, 'As You Like It,' is set in a French duchy (land ruled by a Duke/Duchess).
- Find France on the map of Europe.



- Point to the location of France on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'The Mock Marriage of Orlando and Rosalind,' by Walter Howell Deverell. Find the following: Orlando, Rosalind, Ganymede, Celia, Aliena, Ferns, Shepherd's Staff, Marriage Officiant, and Dagger.



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on pages 45-49 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 50 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-C on pages 51-52 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-C.

Lesson 9 Guide: *As You Like It*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Wicked Duke Frederick banishes his older brother, Duke Senior, but allows his niece, Rosalind, to stay at Court with his daughter, Celia. When Rosalind spots Orlando at a wrestling match, she falls in love with him. Their love is thwarted when Duke Frederick banishes Rosalind without explanation. Loyal Celia decides to leave with Rosalind. To protect themselves, Rosalind dresses as a man and calls herself Ganymede, and Celia takes the name of Aliena. Ganymede and Aliena move to the forest and buy a shepherd's house and flock. Meanwhile, Orlando's brother, Oliver, attempts to kill him, so Orlando also retreats to the forest, where he meets the exiled Duke Senior. Orlando also meets Ganymede and Aliena and takes a liking to Ganymede, who reminds Orlando of Rosalind. Ganymede and Orlando become friends and spend much time together. One day, Orlando comes across his sleeping brother about to be killed by a stalking lioness. Even though Oliver tried to kill him, Orlando kills the lioness and saves his brother. Oliver begs Orlando's forgiveness and later falls in love with Aliena. In the end, Orlando and Rosalind marry, Oliver and Celia marry, and Duke Frederick repents and returns Duke Senior to his rightful place.

Vocabulary

- **Exile:** The state of being barred from one's native country, typically for political or punitive reasons.
- **Forester:** A person or animal living in a forest.
- **Banish:** Send (someone) away from a country or place as an official punishment.
- **Inheritance:** A thing such as money, property, or a title that is received upon the death of the previous holder.
- **Shepherd:** A person who tends and rears sheep.
- **Flock:** A number of domestic animals, especially sheep, goats, or geese, that are kept together.
- **Sonnet:** A poem of fourteen lines using any of a number of formal rhyme schemes.
- **Folly:** Lack of good sense; foolishness.
- **Repent:** Feel or express sincere regret or remorse about one's wrongdoing or sin.
- **Monastery:** A building or buildings occupied by a community of monks living under religious vows.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

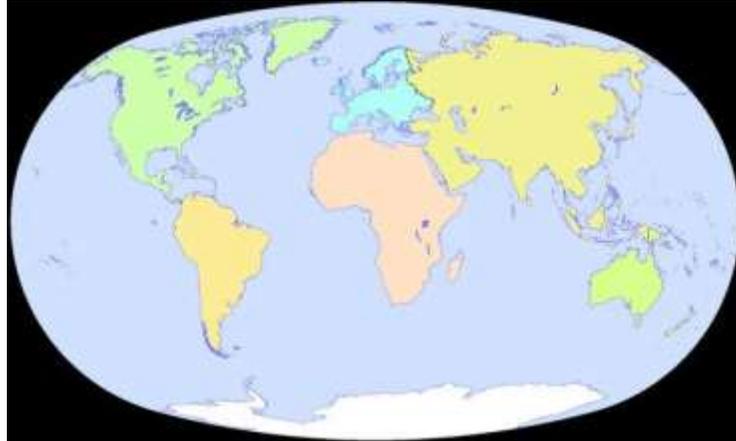


Activity 4: Map the Play

- The play, 'As You Like It,' is set in a French duchy (land ruled by a Duke/Duchess).
- Find France on the map of Europe.



- Point to the location of France on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'As You Like It. Act V, Scene IV,' by William Hamilton. Find the following: Rosalind (Reaching for Orlando), Orlando, Hymen (God of Marriage) bearing Wings and a Torch, 2 Dogs, Fallen Hat, Gnarled Tree, Staff, Black Horn, and Hats on Heads with Feathers.



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 53-54 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 10 Guide: *The Winter's Tale*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Leontes, King of Sicily, becomes paranoid that his wife, Queen Hermione, has betrayed him with his friend, Polixenes, King of Bohemia. After failing to persuade his loyal subject, Camillo, to poison Polixenes, King Leontes banishes Camillo and throws Queen Hermione in jail, where she has a little baby named Perdita. The young Prince of Sicily, heir to the throne, dies of anguish, seeing his father treat his mother this way. When Queen Hermione's friend, Paulina, presents baby Perdita to the King, the King orders that Paulina's husband take the baby away on a ship and abandon her. Paulina's husband leaves the baby on the coast of Bohemia with a note and some jewels before being eaten by a bear, keeping the location of the baby a mystery. As King Leontes brings the Queen up on treason charges, an Oracle proclaims her innocence. When the Queen learns the Prince has died, she also reportedly dies. A kindly shepherd finds the abandoned baby, Princess Perdita, and raises her as his own. Many years pass, and Florizel, Prince of Bohemia, meets and falls in love with Perdita even though he believes her a poor shepherd's daughter. Perdita loves Florizel as well, but when they try to marry, King Polixenes forbids the marriage. Camillo, now a loyal subject to King Polixenes, suggests the young lovers flee to Sicily and seek protection from King Leonides. With the evidence of the note and jewels left with Perdita, King Leontes realizes Perdita is his daughter. When King Polixenes learns Perdita is Princess of Sicily, he consents to her marriage to Prince Florizel. Queen Hermione reveals she is alive, the Prince and Princess marry, and they all live happily ever after.

Vocabulary

- **Man's Estate:** The state of manhood.
- **Kites:** A medium to large long-winged bird of prey that typically has a forked tail and frequently soars on updrafts of air.
- **Peddler:** A person who goes from place to place selling small goods.
- **Sward:** An expanse of short grass.
- **Curds:** A soft, white substance formed when milk sours, used as the basis for cheese.
- **Betrothal:** Formal engagement to be married; engagement.
- **Alcove:** A recess, typically in the wall of a room or of a garden.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- In the play, King Leontes is King of Sicily.
- Find Sicily on the map of Italy.



- Point to the location of Sicily on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Act II Scene 1 from The Winter's Tale,' by William Hamilton. Find the following: King Leontes, Queen Hermione, Prince Mamillius, Pillar, Crown, and Sword.



Activity 6: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 55 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 56 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.

Lesson 11 Guide: *The Winter's Tale*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Leontes, King of Sicily, becomes paranoid that his wife, Queen Hermione, has betrayed him with his friend, Polixenes, King of Bohemia. After failing to persuade his loyal subject, Camillo, to poison Polixenes, King Leontes banishes Camillo and throws Queen Hermione in jail, where she has a little baby named Perdita. The young Prince of Sicily, heir to the throne, dies of anguish, seeing his father treat his mother this way. When Queen Hermione's friend, Paulina, presents baby Perdita to the King, the King orders that Paulina's husband take the baby away on a ship and abandon her. Paulina's husband leaves the baby on the coast of Bohemia with a note and some jewels before being eaten by a bear, keeping the location of the baby a mystery. As King Leontes brings the Queen up on treason charges, an Oracle proclaims her innocence. When the Queen learns the Prince has died, she also reportedly dies. A kindly shepherd finds the abandoned baby, Princess Perdita, and raises her as his own. Many years pass, and Florizel, Prince of Bohemia, meets and falls in love with Perdita even though he believes her a poor shepherd's daughter. Perdita loves Florizel as well, but when they try to marry, King Polixenes forbids the marriage. Camillo, now a loyal subject to King Polixenes, suggests the young lovers flee to Sicily and seek protection from King Leonides. With the evidence of the note and jewels left with Perdita, King Leontes realizes Perdita is his daughter. When King Polixenes learns Perdita is Princess of Sicily, he consents to her marriage to Prince Florizel. Queen Hermione reveals she is alive, the Prince and Princess marry, and they all live happily ever after.

Vocabulary

- **Man's Estate:** The state of manhood.
- **Kites:** A medium to large long-winged bird of prey that typically has a forked tail and frequently soars on updrafts of air.
- **Peddler:** A person who goes from place to place selling small goods.
- **Sward:** An expanse of short grass.
- **Curds:** A soft, white substance formed when milk sours, used as the basis for cheese.
- **Betrothal:** Formal engagement to be married; engagement.
- **Alcove:** A recess, typically in the wall of a room or of a garden.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- In the play, King Leontes is King of Sicily.
- Find Sicily on the map of Italy.



- Point to the location of Sicily on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Act IV Scene III from The Winter's Tale,' by William Hamilton. Find the following: Princess Perdita, Prince Florizel, Kindly Shepherd (holding crook), Feather, Floral Garland, King Polixenes (wearing helmet), and Camillo (next to the king).



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on pages 57-59 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 60 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-E on pages 61-64 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-E.

Lesson 12 Guide: *The Winter's Tale*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Leontes, King of Sicily, becomes paranoid that his wife, Queen Hermione, has betrayed him with his friend, Polixenes, King of Bohemia. After failing to persuade his loyal subject, Camillo, to poison Polixenes, King Leontes banishes Camillo and throws Queen Hermione in jail, where she has a little baby named Perdita. The young Prince of Sicily, heir to the throne, dies of anguish, seeing his father treat his mother this way. When Queen Hermione's friend, Paulina, presents baby Perdita to the King, the King orders that Paulina's husband take the baby away on a ship and abandon her. Paulina's husband leaves the baby on the coast of Bohemia with a note and some jewels before being eaten by a bear, keeping the location of the baby a mystery. As King Leontes brings the Queen up on treason charges, an Oracle proclaims her innocence. When the Queen learns the Prince has died, she also reportedly dies. A kindly shepherd finds the abandoned baby, Princess Perdita, and raises her as his own. Many years pass, and Florizel, Prince of Bohemia, meets and falls in love with Perdita even though he believes her a poor shepherd's daughter. Perdita loves Florizel as well, but when they try to marry, King Polixenes forbids the marriage. Camillo, now a loyal subject to King Polixenes, suggests the young lovers flee to Sicily and seek protection from King Leonides. With the evidence of the note and jewels left with Perdita, King Leontes realizes Perdita is his daughter. When King Polixenes learns Perdita is Princess of Sicily, he consents to her marriage to Prince Florizel. Queen Hermione reveals she is alive, the Prince and Princess marry, and they all live happily ever after.

Vocabulary

- **Man's Estate:** The state of manhood.
- **Kites:** A medium to large long-winged bird of prey that typically has a forked tail and frequently soars on updrafts of air.
- **Peddler:** A person who goes from place to place selling small goods.
- **Sward:** An expanse of short grass.
- **Curds:** A soft, white substance formed when milk sours, used as the basis for cheese.
- **Betrothal:** Formal engagement to be married; engagement.
- **Alcove:** A recess, typically in the wall of a room or of a garden.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- In the play, King Leontes is King of Sicily.
- Find Sicily on the map of Italy.



- Point to the location of Sicily on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Act V Scene III from The Winter's Tale,' by William Hamilton. Find the following: Former 'Statue', Curtain, Queen Hermione, Paulina, King Leontes, Prince Florizel (to right), Princess Perdita (to right with prince), and King Polixenes (to left wearing crown).



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 65-66 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 13 Guide: Twelfth Night

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Twins Viola and Sebastian suffer a shipwreck. Viola washes ashore in Illyria, but fears her beloved twin brother is lost forever. Viola disguises herself as a man named Cesario and seeks employment with Orsino, Duke of Illyria. Orsino loves the beautiful countess, Olivia, who spurns his affections. Orsino sends Cesario to Olivia in the hopes Cesario can convince her to reconsider. Instead, Olivia falls in love with Cesario. Complicating matters, Cesario/Viola falls in love with Orsino. Sebastian appears, plucked by the captain Antonio from the sea, and Olivia mistakes him for Cesario and marries him. Cesario reveals herself as Viola, Orsino proposes to Viola, and both couples live happily ever after.

Vocabulary

- **Countess:** The wife or widow of a European nobleman with the title of count or earl.
- **Page:** A man or boy employed as the personal attendant of a person of rank.
- **Sir:** In Britain, used as a title before the given name of a knight or baronet.
- **Steward:** A person employed to manage another's property, especially a large house or estate.
- **Dissuade:** Persuade someone not to take a particular course of action.
- **Arrant:** Complete, utter.
- **Dissembling:** Conceal one's true motives, feelings, or beliefs.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- The play takes place in the ancient country of Illyria, which includes modern Albania, Croatia, Serbia, Slovenia, Bosnia, and Montenegro.
- Find Albania, Croatia, Serbia, Slovenia (SI), Bosnia (Bosnia and Herz), and Montenegro on the map of Europe.



- Point to the location of Illyria on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Maria, Olivia, and Viola from Twelfth Night,' by William Hamilton. Find the following: Viola (dressed as man), Olivia (in mourning), Maria (Olivia's servant), Pillar, and Veil.



Activity 6: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 67 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 68 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 14 Guide: Twelfth Night

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Twins Viola and Sebastian suffer a shipwreck. Viola washes ashore in Illyria, but fears her beloved twin brother is lost forever. Viola disguises herself as a man named Cesario and seeks employment with Orsino, Duke of Illyria. Orsino loves the beautiful countess, Olivia, who spurns his affections. Orsino sends Cesario to Olivia in the hopes Cesario can convince her to reconsider. Instead, Olivia falls in love with Cesario. Complicating matters, Cesario/Viola falls in love with Orsino. Sebastian appears, plucked by the captain Antonio from the sea, and Olivia mistakes him for Cesario and marries him. Cesario reveals herself as Viola, Orsino proposes to Viola, and both couples live happily ever after.

Vocabulary

- **Countess:** The wife or widow of a European nobleman with the title of count or earl.
- **Page:** A man or boy employed as the personal attendant of a person of rank.
- **Sir:** In Britain, used as a title before the given name of a knight or baronet.
- **Steward:** A person employed to manage another's property, especially a large house or estate.
- **Dissuade:** Persuade someone not to take a particular course of action.
- **Arrant:** Complete, utter.
- **Dissembling:** Conceal one's true motives, feelings, or beliefs.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

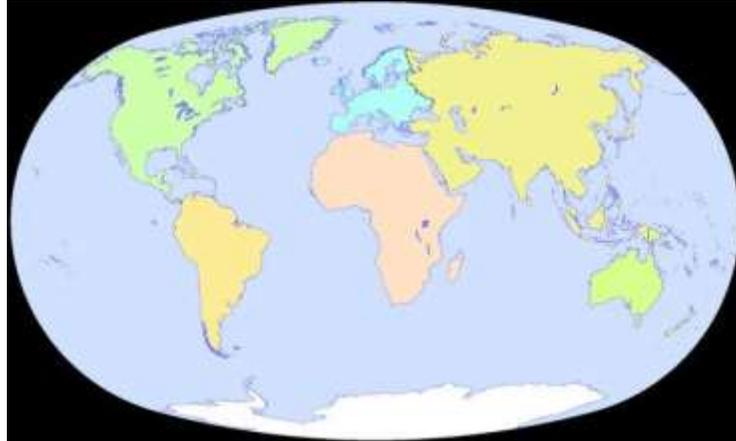


Activity 4: Map the Play

- The play takes place in the ancient country of Illyria, which includes modern Albania, Croatia, Serbia, Slovenia, Bosnia, and Montenegro.
- Find Albania, Croatia, Serbia, Slovenia (SI), Bosnia (Bosnia and Herz), and Montenegro on the map of Europe.



- Point to the location of Illyria on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Act III, Scene IV - Olivia, Maria, and Malvolio,' by Johann Heinrich Ramberg. Find the following: Olivia (in veil), Maria (helping Olivia), Malvolio, Sir Toby and Sir Andrew (eavesdropping), Dog, Basket, Monkey, Flowers in Vase, and Footstool.



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on pages 69-70 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 71 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-C on pages 72-73 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-C.

Lesson 15 Guide: Twelfth Night

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Twins Viola and Sebastian suffer a shipwreck. Viola washes ashore in Illyria, but fears her beloved twin brother is lost forever. Viola disguises herself as a man named Cesario and seeks employment with Orsino, Duke of Illyria. Orsino loves the beautiful countess, Olivia, who spurns his affections. Orsino sends Cesario to Olivia in the hopes Cesario can convince her to reconsider. Instead, Olivia falls in love with Cesario. Complicating matters, Cesario/Viola falls in love with Orsino. Sebastian appears, plucked by the captain Antonio from the sea, and Olivia mistakes him for Cesario and marries him. Cesario reveals herself as Viola, Orsino proposes to Viola, and both couples live happily ever after.

Vocabulary

- **Countess:** The wife or widow of a European nobleman with the title of count or earl.
- **Page:** A man or boy employed as the personal attendant of a person of rank.
- **Sir:** In Britain, used as a title before the given name of a knight or baronet.
- **Steward:** A person employed to manage another's property, especially a large house or estate.
- **Dissuade:** Persuade someone not to take a particular course of action.
- **Arrant:** Complete, utter.
- **Dissembling:** Conceal one's true motives, feelings, or beliefs.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

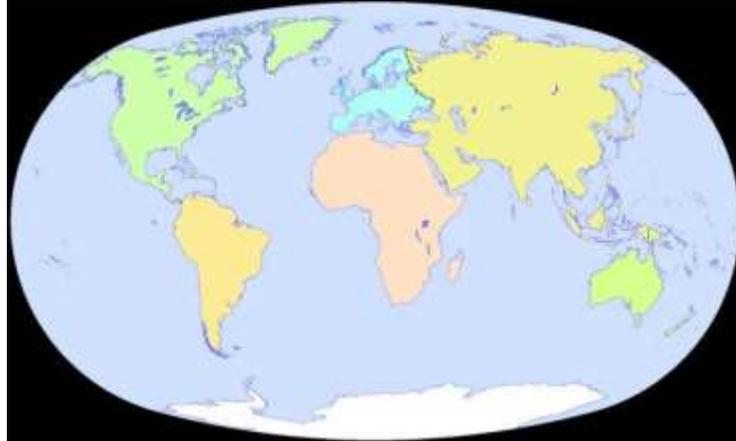


Activity 4: Map the Play

- The play takes place in the ancient country of Illyria, which includes modern Albania, Croatia, Serbia, Slovenia, Bosnia, and Montenegro.
- Find Albania, Croatia, Serbia, Slovenia (SI), Bosnia (Bosnia and Herz), and Montenegro on the map of Europe.



- Point to the location of Illyria on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'The Revelation of Olivia's Betrothal,' by William Hamilton. Find the following: Viola Dressed as Cesario, Duke Orsino in Feathered Hat, Olivia, and Priest.



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 74-75 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 16 Guide: Much Ado About Nothing

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Spanish Prince Don Pedro, his stepbrother Don John, and two Italian lords, Benedick and Claudio go on holiday to Messina, Italy. There Claudio falls in love with Hero, the daughter of the Governor of Messina, Leonato. At a masquerade, Don Pedro pretends to be Claudio and speaks to Hero on Claudio's behalf. Don John, jealous of Don Pedro's esteem for Claudio and striving to drive a wedge between them, asks Claudio to help cure Don Pedro of his love for Hero. Don John's machinations are fast thwarted when Don Pedro succeeds in convincing Hero to marry Claudio. Happy with his success matching Claudio and Hero, Don Pedro turns his attention to Benedick and Hero's cousin, Lady Beatrice, who often quarrel with one another. With some help from the others, Don Pedro's machinations push Benedick and Beatrice to fall in love. However, Don John has not abandoned his quest to ruin Claudio's happiness. Don John pays to arrange for Hero's maid Margaret to lean out of Hero's window and speak words of love to perfumer Borachio in front of Claudio. Believing Margaret is Hero betraying him, Claudio leaves poor Hero at their wedding altar. Hero faints away and later feigns her death. Hero's father, Leonato, and Benedick, believing in Hero's innocence, challenge Claudio to a duel. Overheard bragging about ruining Hero and arrested, Borachio is marched in by constable Dogberry to confess his wrongdoings. Leonato forces Don Pedro and Claudio to proclaim Hero's innocence and demands Claudio marry his brother's daughter, who looks like Hero. Claudio agrees and is surprised when instead of a lookalike, Hero herself shows up to marry him. Claudio and Hero marry, Benedick and Beatrice marry, and they all live happily ever after.

Vocabulary

- **Foe:** An enemy or opponent.
- **Chatterbox:** A person who talks at length about trivial matters.
- **Bachelor:** A man who is not and has never been married.
- **Perfumer:** A producer or seller of perfumes.
- **Candid:** Truthful and straightforward; frank.
- **Masquerade:** A false show or pretense.
- **Jester:** A professional joker or “fool” at a medieval court, typically wearing a cap with bells on it and carrying a mock scepter.
- **Hercules:** A Roman god famous for his strength.
- **Fickle:** Changing frequently, especially as regards one's loyalties, interests, or affection.
- **Cunning:** Having or showing skill in achieving one's ends by deceit or evasion.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

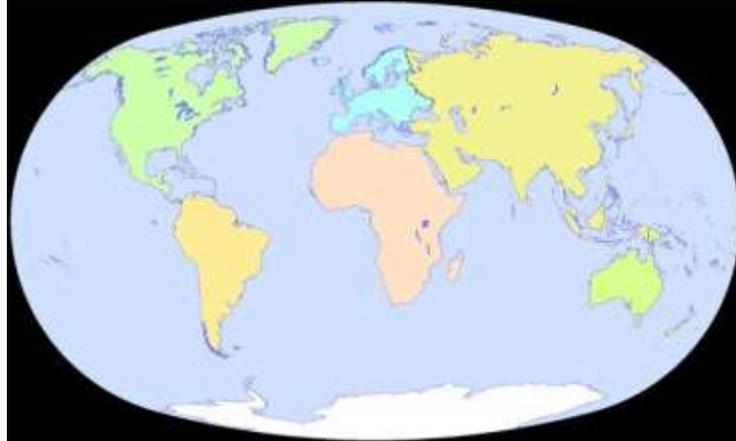


Activity 4: Map the Play

- The play takes place in Messina, Sicily, which still exists today.
- Find Messina, Sicily on the map of Italy.



- Point to the location of Sicily on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Beatrice Overhears Hero and Ursula,' by John Sutcliffe. Find the following: Eavesdropping Beatrice, Hero, Ursula, and Roses.



Activity 6: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 76 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 77 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 17 Guide: Much Ado About Nothing

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Spanish Prince Don Pedro, his stepbrother Don John, and two Italian lords, Benedick and Claudio go on holiday to Messina, Italy. There Claudio falls in love with Hero, the daughter of the Governor of Messina, Leonato. At a masquerade, Don Pedro pretends to be Claudio and speaks to Hero on Claudio's behalf. Don John, jealous of Don Pedro's esteem for Claudio and striving to drive a wedge between them, asks Claudio to help cure Don Pedro of his love for Hero. Don John's machinations are fast thwarted when Don Pedro succeeds in convincing Hero to marry Claudio. Happy with his success matching Claudio and Hero, Don Pedro turns his attention to Benedick and Hero's cousin, Lady Beatrice, who often quarrel with one another. With some help from the others, Don Pedro's machinations push Benedick and Beatrice to fall in love. However, Don John has not abandoned his quest to ruin Claudio's happiness. Don John pays to arrange for Hero's maid Margaret to lean out of Hero's window and speak words of love to perfumer Borachio in front of Claudio. Believing Margaret is Hero betraying him, Claudio leaves poor Hero at their wedding altar. Hero faints away and later feigns her death. Hero's father, Leonato, and Benedick, believing in Hero's innocence, challenge Claudio to a duel. Overheard bragging about ruining Hero and arrested, Borachio is marched in by constable Dogberry to confess his wrongdoings. Leonato forces Don Pedro and Claudio to proclaim Hero's innocence and demands Claudio marry his brother's daughter, who looks like Hero. Claudio agrees and is surprised when instead of a lookalike, Hero herself shows up to marry him. Claudio and Hero marry, Benedick and Beatrice marry, and they all live happily ever after.

Vocabulary

- **Foe:** An enemy or opponent.
- **Chatterbox:** A person who talks at length about trivial matters.
- **Bachelor:** A man who is not and has never been married.
- **Perfumer:** A producer or seller of perfumes.
- **Candid:** Truthful and straightforward; frank.
- **Masquerade:** A false show or pretense.
- **Jester:** A professional joker or “fool” at a medieval court, typically wearing a cap with bells on it and carrying a mock scepter.
- **Hercules:** A Roman god famous for his strength.
- **Fickle:** Changing frequently, especially as regards one's loyalties, interests, or affection.
- **Cunning:** Having or showing skill in achieving one's ends by deceit or evasion.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

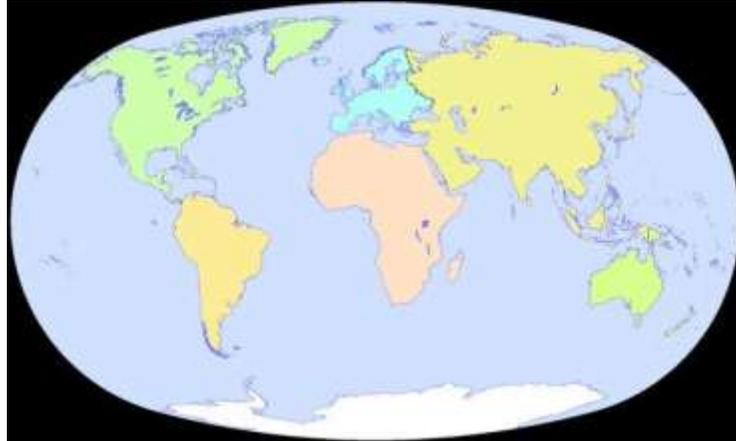


Activity 4: Map the Play

- The play takes place in Messina, Sicily, which still exists today.
- Find Messina, Sicily on the map of Italy.



- Point to the location of Sicily on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Swooning of Hero in Church Scene,' from Act IV Scene I of *Much Ado About Nothing* by Alfred Elmore. Find the following: Fainting Hero, Altar, Wedding Dress, Chalice, Pike, Mary and Baby Jesus, Pillars, and Cross.



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on page 78 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 79 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-E on pages 80-83 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-E.

Lesson 18 Guide: Much Ado About Nothing

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Spanish Prince Don Pedro, his stepbrother Don John, and two Italian lords, Benedick and Claudio go on holiday to Messina, Italy. There Claudio falls in love with Hero, the daughter of the Governor of Messina, Leonato. At a masquerade, Don Pedro pretends to be Claudio and speaks to Hero on Claudio's behalf. Don John, jealous of Don Pedro's esteem for Claudio and striving to drive a wedge between them, asks Claudio to help cure Don Pedro of his love for Hero. Don John's machinations are fast thwarted when Don Pedro succeeds in convincing Hero to marry Claudio. Happy with his success matching Claudio and Hero, Don Pedro turns his attention to Benedick and Hero's cousin, Lady Beatrice, who often quarrel with one another. With some help from the others, Don Pedro's machinations push Benedick and Beatrice to fall in love. However, Don John has not abandoned his quest to ruin Claudio's happiness. Don John pays to arrange for Hero's maid Margaret to lean out of Hero's window and speak words of love to perfumer Borachio in front of Claudio. Believing Margaret is Hero betraying him, Claudio leaves poor Hero at their wedding altar. Hero faints away and later feigns her death. Hero's father, Leonato, and Benedick, believing in Hero's innocence, challenge Claudio to a duel. Overheard bragging about ruining Hero and arrested, Borachio is marched in by constable Dogberry to confess his wrongdoings. Leonato forces Don Pedro and Claudio to proclaim Hero's innocence and demands Claudio marry his brother's daughter, who looks like Hero. Claudio agrees and is surprised when instead of a lookalike, Hero herself shows up to marry him. Claudio and Hero marry, Benedick and Beatrice marry, and they all live happily ever after.

Vocabulary

- **Foe:** An enemy or opponent.
- **Chatterbox:** A person who talks at length about trivial matters.
- **Bachelor:** A man who is not and has never been married.
- **Perfumer:** A producer or seller of perfumes.
- **Candid:** Truthful and straightforward; frank.
- **Masquerade:** A false show or pretense.
- **Jester:** A professional joker or “fool” at a medieval court, typically wearing a cap with bells on it and carrying a mock scepter.
- **Hercules:** A Roman god famous for his strength.
- **Fickle:** Changing frequently, especially as regards one's loyalties, interests, or affection.
- **Cunning:** Having or showing skill in achieving one's ends by deceit or evasion.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.

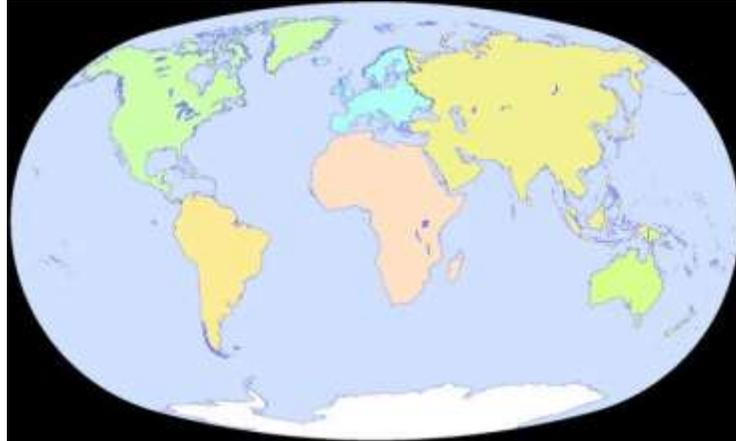


Activity 4: Map the Play

- The play takes place in Messina, Sicily, which still exists today.
- Find Messina, Sicily on the map of Italy.



- Point to the location of Sicily on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Claudio and Don Pedro at the Supposed Tomb of Hero,' by Alexandre Bida. Find the following: Tomb of Hero, Torches, Priests, Claudio (in black), Don Pedro (in red), Sword, and Hat with Feather.



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 84-85 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 19 Guide: Cymbeline

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Cymbeline, King of Britain, had two sons and a daughter named Imogen. Cymbeline's first wife died and his two sons were kidnapped when very young. Cymbeline remarries to a wicked woman and raises a boy named Leonatus, a son of a friend, who becomes Imogen's playmate. As they grow up, Imogen and Leonatus fall in love and eventually marry in secret. When the King finds out about the marriage, he banishes Leonatus from Britain. Before Leonatus leaves, he gives Imogen a bracelet and she gives him her mother's diamond ring, as evidence of their love. Leonatus travels to Rome, where he meets Iachimo. Iachimo bets Leonatus that he can convince Imogen to betray Leonatus, putting up half his estate against Leonatus' diamond ring. Iachimo travels to Britain and tries to manipulate Imogen into being untrue, but she sees through his ploy. Scheming Iachimo sneaks into Imogen's bedroom and steals her bracelet as forged proof of her betrayal. Iachimo's possession of the bracelet tricks Leonatus into believing Imogen has betrayed him. Leonatus gives Iachimo his diamond ring and orders his old servant, Pisanio, to kill Imogen. Pisanio, a good man, reveals to Imogen Leonatus' order, and Imogen decides to travel to Rome to speak with Leonatus herself. Imogen dresses in boy's clothes and takes a potion the evil Queen provided to Pisanio in the hopes he would give it to Imogen and it would kill her. When Imogen becomes tired, she takes refuge in a cave and meets a shepherd named Bellarius and his two sons. She stays with them until she falls ill and takes the evil Queen's potion. Instead of killing her, it plunges her into a deep sleep. Believing Imogen dead, Bellarius and his sons lay Imogen to rest in the woods. During this time the Romans have invaded Britain. When Imogen awakes, lost in the woods, she wanders until she meets a Roman general and she becomes his page. The Romans take King Cymbeline prisoner, but he is rescued by Bellarius and his sons and Leonatus. Leonatus, wearing a Roman uniform, Imogen, and Iachimo are brought before King Cymbeline as prisoners. Iachimo confesses his machinations against Imogen, the King forgives Leonatus and blesses his marriage to Imogen, Imogen reveals her identity, and Bellarius confesses that his sons are the King's long-lost sons. The wicked Queen dies from her poisons, and the good live happily ever after.

Vocabulary

- **Wager:** Risk something, usually a sum of money, against someone else's on the basis of the outcome of a future event, such as the result of a race or game.
- **Tapestry:** A piece of thick textile fabric with pictures or designs formed by weaving colored weft threads or by embroidering on canvas, used as a wall hanging or furniture covering.
- **Andirons:** A metal support, typically one of a pair, that holds wood burning in a fireplace.
- **Azure:** Bright blue in color, like a cloudless sky.
- **Boon:** A thing that is helpful or beneficial.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

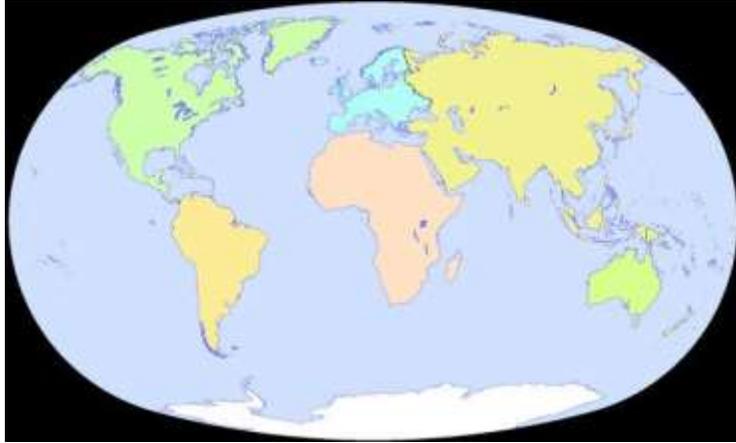
- In the play 'Cymbeline,' the Romans invade Britain.
- Long ago, the Roman empire encompassed much of western and southern Europe. Its most notable capital was Rome, Italy, where Leonatus travels during the play. Find the city of Rome on the map of Italy.



- Trace the general path the Roman soldiers would have to travel from Rome, Italy to invade Britain (UK).

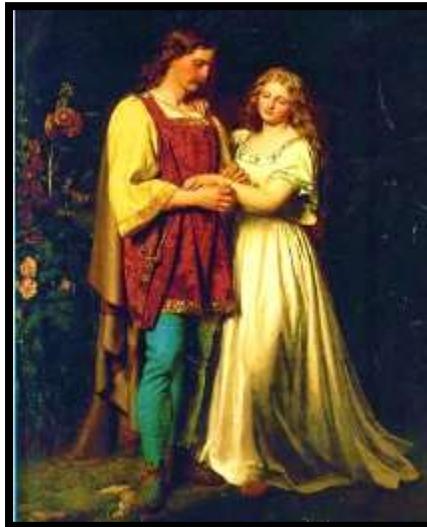


- Point to the locations of Italy and Britain on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Leonatus and Imogen,' by John Faed. Find the following: Leonatus, Imogen, Bracelet, and Something Stolen by Iachimo.



Activity 6: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 86 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 87 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 20 Guide: Cymbeline

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Cymbeline, King of Britain, had two sons and a daughter named Imogen. Cymbeline's first wife died and his two sons were kidnapped when very young. Cymbeline remarries to a wicked woman and raises a boy named Leonatus, a son of a friend, who becomes Imogen's playmate. As they grow up, Imogen and Leonatus fall in love and eventually marry in secret. When the King finds out about the marriage, he banishes Leonatus from Britain. Before Leonatus leaves, he gives Imogen a bracelet and she gives him her mother's diamond ring, as evidence of their love. Leonatus travels to Rome, where he meets Iachimo. Iachimo bets Leonatus that he can convince Imogen to betray Leonatus, putting up half his estate against Leonatus' diamond ring. Iachimo travels to Britain and tries to manipulate Imogen into being untrue, but she sees through his ploy. Scheming Iachimo sneaks into Imogen's bedroom and steals her bracelet as forged proof of her betrayal. Iachimo's possession of the bracelet tricks Leonatus into believing Imogen has betrayed him. Leonatus gives Iachimo his diamond ring and orders his old servant, Pisanio, to kill Imogen. Pisanio, a good man, reveals to Imogen Leonatus' order, and Imogen decides to travel to Rome to speak with Leonatus herself. Imogen dresses in boy's clothes and takes a potion the evil Queen provided to Pisanio in the hopes he would give it to Imogen and it would kill her. When Imogen becomes tired, she takes refuge in a cave and meets a shepherd named Bellarius and his two sons. She stays with them until she falls ill and takes the evil Queen's potion. Instead of killing her, it plunges her into a deep sleep. Believing Imogen dead, Bellarius and his sons lay Imogen to rest in the woods. During this time the Romans have invaded Britain. When Imogen awakes, lost in the woods, she wanders until she meets a Roman general and she becomes his page. The Romans take King Cymbeline prisoner, but he is rescued by Bellarius and his sons and Leonatus. Leonatus, wearing a Roman uniform, Imogen, and Iachimo are brought before King Cymbeline as prisoners. Iachimo confesses his machinations against Imogen, the King forgives Leonatus and blesses his marriage to Imogen, Imogen reveals her identity, and Bellarius confesses that his sons are the King's long-lost sons. The wicked Queen dies from her poisons, and the good live happily ever after.

Vocabulary

- **Wager:** Risk something, usually a sum of money, against someone else's on the basis of the outcome of a future event, such as the result of a race or game.
- **Tapestry:** A piece of thick textile fabric with pictures or designs formed by weaving colored weft threads or by embroidering on canvas, used as a wall hanging or furniture covering.
- **Andirons:** A metal support, typically one of a pair, that holds wood burning in a fireplace.
- **Azure:** Bright blue in color, like a cloudless sky.
- **Boon:** A thing that is helpful or beneficial.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- In the play 'Cymbeline,' the Romans invade Britain.
- Long ago, the Roman empire encompassed much of western and southern Europe. Its most notable capital was Rome, Italy, where Leonatus travels during the play. Find the city of Rome on the map of Italy.



- Trace the general path the Roman soldiers would have to travel from Rome, Italy to invade Britain (UK).



- Point to the locations of Italy and Britain on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Imogen and the Shepherds' from Cymbeline, Act IV, Scene II by James Smetham. Find the following: Imogen, Kidnapped Brothers, Shepherds, A Shepherd's Crook, A Shovel, and Someone Sleeping from a Potion.



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on page 88 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 89 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-E on pages 90-93 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-E.

Lesson 21 Guide: Cymbeline

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Cymbeline, King of Britain, had two sons and a daughter named Imogen. Cymbeline's first wife died and his two sons were kidnapped when very young. Cymbeline remarries to a wicked woman and raises a boy named Leonatus, a son of a friend, who becomes Imogen's playmate. As they grow up, Imogen and Leonatus fall in love and eventually marry in secret. When the King finds out about the marriage, he banishes Leonatus from Britain. Before Leonatus leaves, he gives Imogen a bracelet and she gives him her mother's diamond ring, as evidence of their love. Leonatus travels to Rome, where he meets Iachimo. Iachimo bets Leonatus that he can convince Imogen to betray Leonatus, putting up half his estate against Leonatus' diamond ring. Iachimo travels to Britain and tries to manipulate Imogen into being untrue, but she sees through his ploy. Scheming Iachimo sneaks into Imogen's bedroom and steals her bracelet as forged proof of her betrayal. Iachimo's possession of the bracelet tricks Leonatus into believing Imogen has betrayed him. Leonatus gives Iachimo his diamond ring and orders his old servant, Pisanio, to kill Imogen. Pisanio, a good man, reveals to Imogen Leonatus' order, and Imogen decides to travel to Rome to speak with Leonatus herself. Imogen dresses in boy's clothes and takes a potion the evil Queen provided to Pisanio in the hopes he would give it to Imogen and it would kill her. When Imogen becomes tired, she takes refuge in a cave and meets a shepherd named Bellarius and his two sons. She stays with them until she falls ill and takes the evil Queen's potion. Instead of killing her, it plunges her into a deep sleep. Believing Imogen dead, Bellarius and his sons lay Imogen to rest in the woods. During this time the Romans have invaded Britain. When Imogen awakes, lost in the woods, she wanders until she meets a Roman general and she becomes his page. The Romans take King Cymbeline prisoner, but he is rescued by Bellarius and his sons and Leonatus. Leonatus, wearing a Roman uniform, Imogen, and Iachimo are brought before King Cymbeline as prisoners. Iachimo confesses his machinations against Imogen, the King forgives Leonatus and blesses his marriage to Imogen, Imogen reveals her identity, and Bellarius confesses that his sons are the King's long-lost sons. The wicked Queen dies from her poisons, and the good live happily ever after.

Vocabulary

- **Wager:** Risk something, usually a sum of money, against someone else's on the basis of the outcome of a future event, such as the result of a race or game.
- **Tapestry:** A piece of thick textile fabric with pictures or designs formed by weaving colored weft threads or by embroidering on canvas, used as a wall hanging or furniture covering.
- **Andirons:** A metal support, typically one of a pair, that holds wood burning in a fireplace.
- **Azure:** Bright blue in color, like a cloudless sky.
- **Boon:** A thing that is helpful or beneficial.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

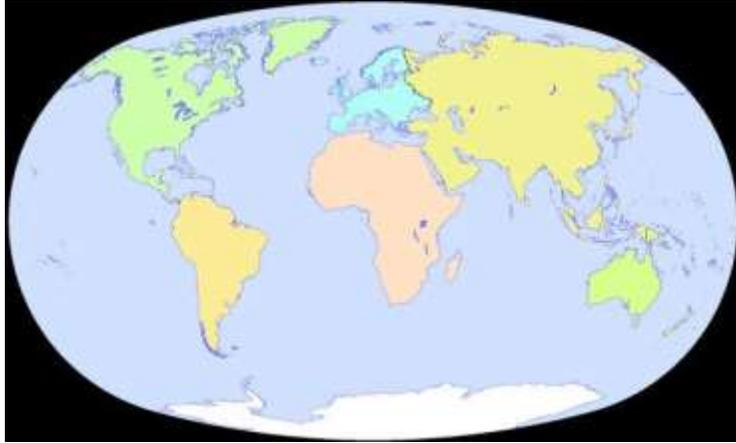
- In the play 'Cymbeline,' the Romans invade Britain.
- Long ago, the Roman empire encompassed much of western and southern Europe. Its most notable capital was Rome, Italy, where Leonatus travels during the play. Find the city of Rome on the map of Italy.



- Trace the general path the Roman soldiers would have to travel from Rome, Italy to invade Britain (UK).



- Point to the locations of Italy and Britain on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Imogen,' by Herbert Gustave Schmalz. Find the following: Page, Sword, Girl Dressed as a Boy, Imogen, and Sheath.



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 94-95 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 22 Guide: The Comedy of Errors

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

AEgeon and AEmilia have identical twin baby boys and buy another set of identical twin baby boys from a poor couple to serve as their slaves. As a result of their ship sinking, the family is separated. AEgeon raises one son called Antipholus of Syracuse, and one slave, called Dromio of Syracuse. AEgeon and AEmilia's other son, Antipholus of Ephesus, and the other slave, Dromio of Ephesus, are stolen by fishermen and raised in Ephesus. Poor AEmilia lives by herself as an abbess, uncertain of what happened to her family. AEgeon travels to Ephesus, where the Duke of Ephesus, who does not like those from Syracuse, demands he either die or pay a thousand pounds. Antipholus of Syracuse and Dromio of Syracuse travel to Ephesus to free AEgeon. The two sets of twins become mixed up, resulting in accusations of thievery, jail time, extra beatings, and allegations of adultery. In the end, the two pairs of twins unite, AEgeon is freed, Antipholus of Syracuse reunites with his estranged wife, Adriana, and Antipholus of Syracuse marries Adriana's sister, Luciana.

Vocabulary

- **Merchant:** A person or company involved in wholesale trade, especially one dealing with foreign countries or supplying merchandise to a particular trade.
- **Adriatic:** Relating to the region comprising the Adriatic Sea and its coasts and islands.
- **Identical Twin:** Either of a pair of twins who, as a result of developing from a single fertilized ovum, are alike in all genetic characteristics (including sex) and typically very similar in appearance.
- **Slave:** A person who is the legal property of another and is forced to obey them.
- **Sixpence:** A coin worth six old pence (pennies), withdrawn in 1980.
- **Centaur:** A creature with the head, arms, and torso of a man and the body and legs of a horse.
- **Coxcomb:** A vain and conceited man; a dandy.
- **Remonstrance:** A forcefully reproachful protest.
- **Headsmen:** A man who was responsible for beheading condemned prisoners.
- **Abbess:** A woman who is the head of an abbey of nuns.
- **Abbey:** The building or buildings occupied by a community of monks or nuns.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

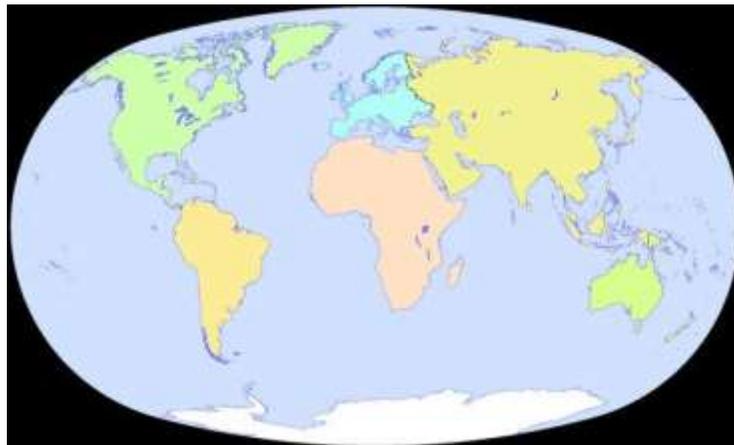
- AEgeon and AEmilia are from Syracuse (Siracusa) on the island of Sicily, Italy.
- Find Siracusa and the Adriatic Sea on the map of Italy.



- Find the western shores of present-day Turkey, where the ancient city of Ephesus was once located.



- Point to the locations of Italy and Turkey on the map of the world.



Activity 5: Can You Find It?

During the week, zoom in to study the frontispiece of the two Dromios by Charles and Mary Lamb. Find the following: Dromio of Syracuse, Dromio of Ephesus, Identical Twins, and Hosen (leg coverings).

**Activity 6: Cast the Characters**

- Serve as the casting director and audition actors and actresses for parts in your play.
- Color, cut out, laminate, and attach the names of the characters found on page 96 of 'Third Grade Shakespeare Theater Pages.'
- Next, create the two sets of twins for the play. Color, cut out, laminate, and attach Velcro to the backs of the actors trying out for the roles of the twins (make sure to keep the boxes attached to the characters) on pages 97-98.
- For the other roles, Reuse the same laminated actors and actresses you employed for prior plays.
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 99 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 23 Guide: The Comedy of Errors

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

AEgeon and AEmilia have identical twin baby boys and buy another set of identical twin baby boys from a poor couple to serve as their slaves. As a result of their ship sinking, the family is separated. AEgeon raises one son called Antipholus of Syracuse, and one slave, called Dromio of Syracuse. AEgeon and AEmilia's other son, Antipholus of Ephesus, and the other slave, Dromio of Ephesus, are stolen by fishermen and raised in Ephesus. Poor AEmilia lives by herself as an abbess, uncertain of what happened to her family. AEgeon travels to Ephesus, where the Duke of Ephesus, who does not like those from Syracuse, demands he either die or pay a thousand pounds. Antipholus of Syracuse and Dromio of Syracuse travel to Ephesus to free AEgeon. The two sets of twins become mixed up, resulting in accusations of thievery, jail time, extra beatings, and allegations of adultery. In the end, the two pairs of twins unite, AEgeon is freed, Antipholus of Syracuse reunites with his estranged wife, Adriana, and Antipholus of Syracuse marries Adriana's sister, Luciana.

Vocabulary

- **Merchant:** A person or company involved in wholesale trade, especially one dealing with foreign countries or supplying merchandise to a particular trade.
- **Adriatic:** Relating to the region comprising the Adriatic Sea and its coasts and islands.
- **Identical Twin:** Either of a pair of twins who, as a result of developing from a single fertilized ovum, are alike in all genetic characteristics (including sex) and typically very similar in appearance.
- **Slave:** A person who is the legal property of another and is forced to obey them.
- **Sixpence:** A coin worth six old pence (pennies), withdrawn in 1980.
- **Centaur:** A creature with the head, arms, and torso of a man and the body and legs of a horse.
- **Coxcomb:** A vain and conceited man; a dandy.
- **Remonstrance:** A forcefully reproachful protest.
- **Headsmen:** A man who was responsible for beheading condemned prisoners.
- **Abbess:** A woman who is the head of an abbey of nuns.
- **Abbey:** The building or buildings occupied by a community of monks or nuns.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

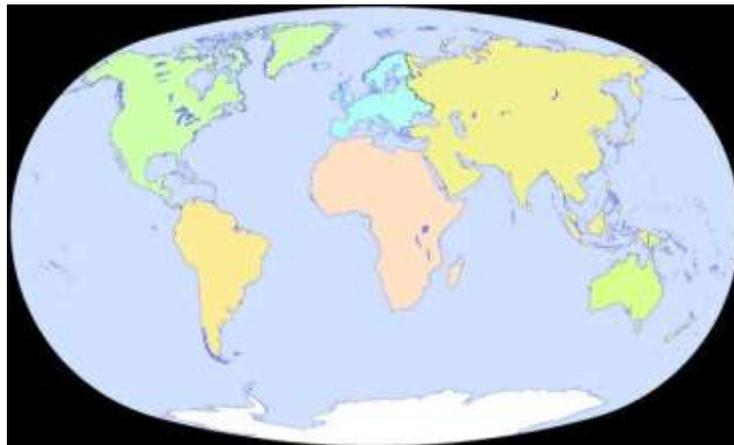
- AEgeon and AEmilia are from Syracuse (Siracusa) on the island of Sicily, Italy.
- Find Siracusa and the Adriatic Sea on the map of Italy.



- Find the western shores of present-day Turkey, where the ancient city of Ephesus was once located.



- Point to the locations of Italy and Turkey on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Antipholus of Ephesus, an Officer, and Dromio of Ephesus,' from 'The Comedy of Errors', Act IV, Scene I by J. Coghlan. Find the following: Antipholus of Ephesus, Dromio of Ephesus, Officer, Someone Accused of Stealing a Gold Chain, Pike, Hat with a Feather, Capes, and Hosen (leg coverings).



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on page 100 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 101 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-E on pages 102-105 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-E.

Activity 9: Contrast Portrayals of the Upper Class versus the Lower Class/Slaves

- Discuss the differences in how the Dromio twins and the Antipholus twins are given happy endings by Shakespeare.
- Discuss the differences in how the Dromio twins and the Antipholus twins are portrayed in the pictures and paintings we've studied.

Lesson 24 Guide: The Comedy of Errors

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Aegeon and Emilia have identical twin baby boys and buy another set of identical twin baby boys from a poor couple to serve as their slaves. As a result of their ship sinking, the family is separated. Aegeon raises one son called Antipholus of Syracuse, and one slave, called Dromio of Syracuse. Aegeon and Emilia's other son, Antipholus of Ephesus, and the other slave, Dromio of Ephesus, are stolen by fishermen and raised in Ephesus. Poor Emilia lives by herself as an abbess, uncertain of what happened to her family. Aegeon travels to Ephesus, where the Duke of Ephesus, who does not like those from Syracuse, demands he either die or pay a thousand pounds. Antipholus of Syracuse and Dromio of Syracuse travel to Ephesus to free Aegeon. The two sets of twins become mixed up, resulting in accusations of thievery, jail time, extra beatings, and allegations of adultery. In the end, the two pairs of twins unite, Aegeon is freed, Antipholus of Syracuse reunites with his estranged wife, Adriana, and Antipholus of Syracuse marries Adriana's sister, Luciana.

Vocabulary

- **Merchant:** A person or company involved in wholesale trade, especially one dealing with foreign countries or supplying merchandise to a particular trade.
- **Adriatic:** Relating to the region comprising the Adriatic Sea and its coasts and islands.
- **Identical Twin:** Either of a pair of twins who, as a result of developing from a single fertilized ovum, are alike in all genetic characteristics (including sex) and typically very similar in appearance.
- **Slave:** A person who is the legal property of another and is forced to obey them.
- **Sixpence:** A coin worth six old pence (pennies), withdrawn in 1980.
- **Centaur:** A creature with the head, arms, and torso of a man and the body and legs of a horse.
- **Coxcomb:** A vain and conceited man; a dandy.
- **Remonstrance:** A forcefully reproachful protest.
- **Headsmen:** A man who was responsible for beheading condemned prisoners.
- **Abbess:** A woman who is the head of an abbey of nuns.
- **Abbey:** The building or buildings occupied by a community of monks or nuns.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

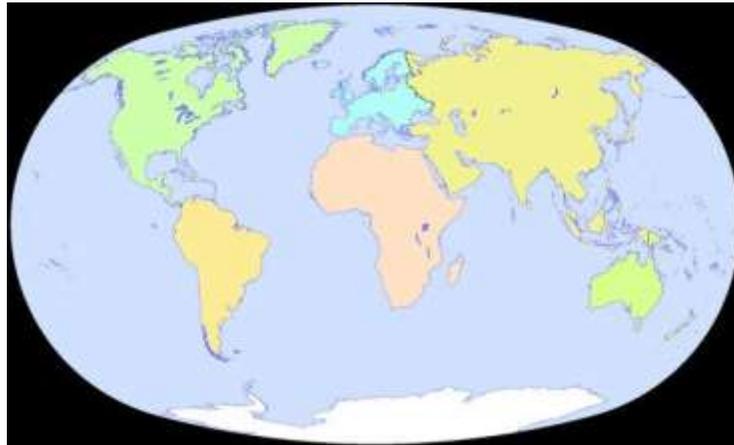
- AEgeon and AEmilia are from Syracuse (Siracusa) on the island of Sicily, Italy.
- Find Siracusa and the Adriatic Sea on the map of Italy.



- Find the western shores of present-day Turkey, where the ancient city of Ephesus was once located.



- Point to the locations of Italy and Turkey on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, from Act V Scene I of 'The Comedy of Errors,' by Francis Rigaud. Find the following: Duke of Ephesus (under parasol), Antipholus Twins (wearing crimson and brown hats), Dromio Twins (mostly bald), Adriana (wearing a turquoise and white gown), Abbess (wearing habit and cross), A Egeon (kneeling, about to be executed for non-payment), Headsman (holding a knife), and Priory (nunnery).

**Activity 6: Rehearse the Play Scenes**

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 106-107 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 25 Guide: *The Merchant of Venice*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Antonio, merchant of Venice, becomes very rich by trading goods with his sailing ships. Antonio's extravagant friend, Bassanio, goes into debt and asks Antonio for money for a plan to woo a rich lady and pay his creditors. All of Antonio's wealth is at sea with his ships, but he decides to borrow some money as his sailing ships will soon return. Antonio approaches Shylock, a rich money lender, for the loan. Shylock offers to lend Antonio the money for three months without charging interest. Shylock, who has been treated horribly by Antonio, tells Antonio if the money is not paid back in the three months, he will take a pound of Antonio's flesh. Confident his ships are returning in a month, Antonio signs the bond. Bassanio takes the money and travels to woo Portia, the lovely rich lady. Any suitor wishing to win Portia's hand in marriage has to guess which of three caskets, one gold, one silver, and one lead, holds her portrait. Princes have chosen unwisely, but Bassanio chooses the lead casket, finds Portia's portrait, and wins Portia's hand. Soon after Bassanio learns that Antonio's ships are wrecked, leaving Antonio financially ruined and unable to repay Shylock. Portia marries Bassanio, gives him more than enough money to pay Antonio's debt to Shylock, and Bassanio returns to Venice. Portia follows after Bassanio, disguising herself as a judge. Antonio and Shylock go to court over the unpaid debt, with Portia serving as judge. When Shylock refuses to accept money as repayment, Portia rules that Shylock can have Antonio's flesh, as long as he does not spill a single drop of Antonio's blood and takes exactly a pound, an impossible feat. Portia rules that Shylock, a foreigner, lose his fortune for trying to take the life of Antonio, a Venetian citizen.

Vocabulary

- Merchant: A person or company involved in wholesale trade, especially one dealing with foreign countries or supplying merchandise to a particular trade.
- Suitor: A man who pursues a relationship with a particular woman, with a view to marriage.
- Cur: A contemptible man.
- Ducat: A gold coin formerly used in most European countries.
- Pound: A unit of weight in general use.
- Flesh: The soft substance consisting of muscle and fat that is found between the skin and bones of an animal or a human.
- Bond: A legal agreement by which a person is committed to make payment to another.
- Woo: Try to gain the love of someone, especially with a view to marriage.

- Casket: A small ornamental box or chest for holding jewels, letters, or other valuable objects.
- Rack: An instrument of torture consisting of a frame on which the victim was stretched by turning rollers to which the wrists and ankles were tied.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

- Parts of the play take place in Venice, Italy.
- Find Venice on the map of Italy.



- Find the location of Venice on the map of Europe.



- Point to the location of Italy on the map of the world.



Activity 5: Take a Trip to Venice

Venice, Italy, is truly a magical place in our world today.



There are no cars or roads for cars in Venice.



Instead, Venice has many canals of water, footpaths, and footbridges, enabling people to travel by foot or by boat.



Venice is also known for its gondola rides, its masks, and its blown glass.



Activity 6: Can You Find It?

During the week, study the illustration, 'Shylock, Bassanio, and Antonio,' by Sir James Linton. Find the following: Shylock (using a cane), Bassanio (wearing hosen), Antonio (holding a purse), Venetian Canal, Venetian Footpath, and Venetian Footbridge.



Activity 7: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 108 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 8: Create a Character Map

- Cut out the relationship connectors on page 109 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 26 Guide: *The Merchant of Venice*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Antonio, merchant of Venice, becomes very rich by trading goods with his sailing ships. Antonio's extravagant friend, Bassanio, goes into debt and asks Antonio for money for a plan to woo a rich lady and pay his creditors. All of Antonio's wealth is at sea with his ships, but he decides to borrow some money as his sailing ships will soon return. Antonio approaches Shylock, a rich money lender, for the loan. Shylock offers to lend Antonio the money for three months without charging interest. Shylock, who has been treated horribly by Antonio, tells Antonio if the money is not paid back in the three months, he will take a pound of Antonio's flesh. Confident his ships are returning in a month, Antonio signs the bond. Bassanio takes the money and travels to woo Portia, the lovely rich lady. Any suitor wishing to win Portia's hand in marriage has to guess which of three caskets, one gold, one silver, and one lead, holds her portrait. Princes have chosen unwisely, but Bassanio chooses the lead casket, finds Portia's portrait, and wins Portia's hand. Soon after Bassanio learns that Antonio's ships are wrecked, leaving Antonio financially ruined and unable to repay Shylock. Portia marries Bassanio, gives him more than enough money to pay Antonio's debt to Shylock, and Bassanio returns to Venice. Portia follows after Bassanio, disguising herself as a judge. Antonio and Shylock go to court over the unpaid debt, with Portia serving as judge. When Shylock refuses to accept money as repayment, Portia rules that Shylock can have Antonio's flesh, as long as he does not spill a single drop of Antonio's blood and takes exactly a pound, an impossible feat. Portia rules that Shylock, a foreigner, lose his fortune for trying to take the life of Antonio, a Venetian citizen.

Vocabulary

- Merchant: A person or company involved in wholesale trade, especially one dealing with foreign countries or supplying merchandise to a particular trade.
- Suitor: A man who pursues a relationship with a particular woman, with a view to marriage.
- Cur: A contemptible man.
- Ducat: A gold coin formerly used in most European countries.
- Pound: A unit of weight in general use.
- Flesh: The soft substance consisting of muscle and fat that is found between the skin and bones of an animal or a human.
- Bond: A legal agreement by which a person is committed to make payment to another.
- Woo: Try to gain the love of someone, especially with a view to marriage.

- Casket: A small ornamental box or chest for holding jewels, letters, or other valuable objects.
- Rack: An instrument of torture consisting of a frame on which the victim was stretched by turning rollers to which the wrists and ankles were tied.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

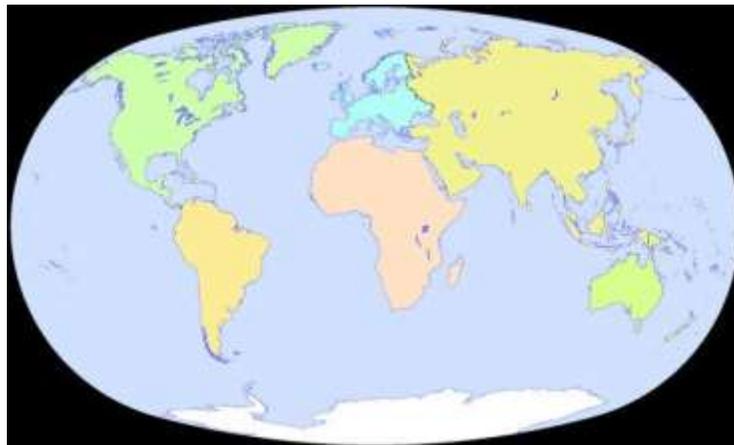
- Parts of the play take place in Venice, Italy.
- Find Venice on the map of Italy.



- Find the location of Venice on the map of Europe.



- Point to the location of Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the illustration, 'Shylock and Jessica,' by Sir James Linton. Find the following: Shylock, Shylock's Daughter Jessica, Purse, Key, Yarmulke (cap), and Tallit (prayer shawl).

**Activity 6: Build the Sets**

- Color, cut out, and laminate the set items on pages 110-111 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 112 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-E on pages 113-116 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-E.

Lesson 27 Guide: *The Merchant of Venice*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Antonio, merchant of Venice, becomes very rich by trading goods with his sailing ships. Antonio's extravagant friend, Bassanio, goes into debt and asks Antonio for money for a plan to woo a rich lady and pay his creditors. All of Antonio's wealth is at sea with his ships, but he decides to borrow some money as his sailing ships will soon return. Antonio approaches Shylock, a rich money lender, for the loan. Shylock offers to lend Antonio the money for three months without charging interest. Shylock, who has been treated horribly by Antonio, tells Antonio if the money is not paid back in the three months, he will take a pound of Antonio's flesh. Confident his ships are returning in a month, Antonio signs the bond. Bassanio takes the money and travels to woo Portia, the lovely rich lady. Any suitor wishing to win Portia's hand in marriage has to guess which of three caskets, one gold, one silver, and one lead, holds her portrait. Princes have chosen unwisely, but Bassanio chooses the lead casket, finds Portia's portrait, and wins Portia's hand. Soon after Bassanio learns that Antonio's ships are wrecked, leaving Antonio financially ruined and unable to repay Shylock. Portia marries Bassanio, gives him more than enough money to pay Antonio's debt to Shylock, and Bassanio returns to Venice. Portia follows after Bassanio, disguising herself as a judge. Antonio and Shylock go to court over the unpaid debt, with Portia serving as judge. When Shylock refuses to accept money as repayment, Portia rules that Shylock can have Antonio's flesh, as long as he does not spill a single drop of Antonio's blood and takes exactly a pound, an impossible feat. Portia rules that Shylock, a foreigner, lose his fortune for trying to take the life of Antonio, a Venetian citizen.

Vocabulary

- Merchant: A person or company involved in wholesale trade, especially one dealing with foreign countries or supplying merchandise to a particular trade.
- Suitor: A man who pursues a relationship with a particular woman, with a view to marriage.
- Cur: A contemptible man.
- Ducat: A gold coin formerly used in most European countries.
- Pound: A unit of weight in general use.
- Flesh: The soft substance consisting of muscle and fat that is found between the skin and bones of an animal or a human.
- Bond: A legal agreement by which a person is committed to make payment to another.
- Woo: Try to gain the love of someone, especially with a view to marriage.

- Casket: A small ornamental box or chest for holding jewels, letters, or other valuable objects.
- Rack: An instrument of torture consisting of a frame on which the victim was stretched by turning rollers to which the wrists and ankles were tied.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

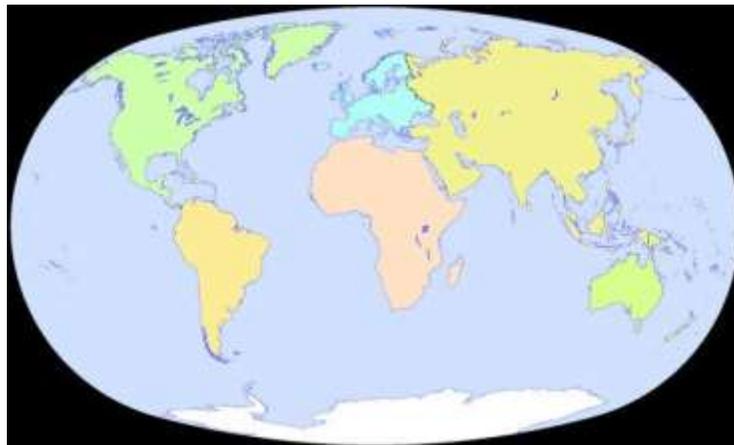
- Parts of the play take place in Venice, Italy.
- Find Venice on the map of Italy.



- Find the location of Venice on the map of Europe.



- Point to the location of Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the illustration, 'Trial Scene,' by Sir James Linton. Find the following: Shylock, Knife, Antonio, Bassanio, and Portia.

**Activity 6: Discuss Shylock's Deal and Portia's Ruling**

- Antonio was cruel to Shylock (spitting on him, disrespecting him), because Shylock was a money lender engaged in usury (charging interest on loans). Historically, some religions and their adherents held that usury was a sin.
- Do you think Antonio was right to be cruel to Shylock for engaging in usury?
- Do you think Antonio's decision to borrow Shylock's money and risk a pound of his own flesh was wise?
- Do you think Shylock was right to pursue his demand for a pound of Antonio's flesh when Antonio failed to pay him back in time?
- Do you think Shylock deserved to lose all of his money?

Activity 7: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 116-117 of 'Third Grade Shakespeare Theater Pages.'

Activity 8: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 28 Guide: *The Taming of the Shrew*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Baptista had two daughters. The eldest, Katharine, was pretty but ill-mannered and cross and consequently had no suitors. The youngest, Bianca, was sweet and beautiful and had many suitors. Unfortunately for Bianca and her suitors, Baptista said Katharine, as the eldest, must marry first. Bianca's suitors convince Petruchio to court Katharine, despite her bad temper. Katharine and Petruchio marry. To teach Katharine a lesson, Petruchio outdoes Katherine in her ill-tempered ways. Eventually, Katharine gives up her cross ways and lives a peaceful, loving life with Petruchio.

Vocabulary

- **Shrew:** A bad-tempered or aggressively assertive woman.
- **Taming:** Make less powerful and easier to control.
- **Cross:** Angry or annoyed.
- **Ill-Tempered:** Irritable or grumpy.
- **Suitor:** A man who pursues a relationship with a particular woman, with a view to marriage.
- **Court:** Be involved with romantically, typically with the intention of marrying.
- **Lute:** A plucked stringed instrument with a long neck bearing frets and a rounded body with a flat front that is shaped like a halved egg.
- **Shabby:** In poor condition through long or hard use or lack of care.
- **Neat's Foot:** Oil rendered from cattle shin bones and feet.
- **Tripe:** The first or second stomach of a cow or other ruminant used as food.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

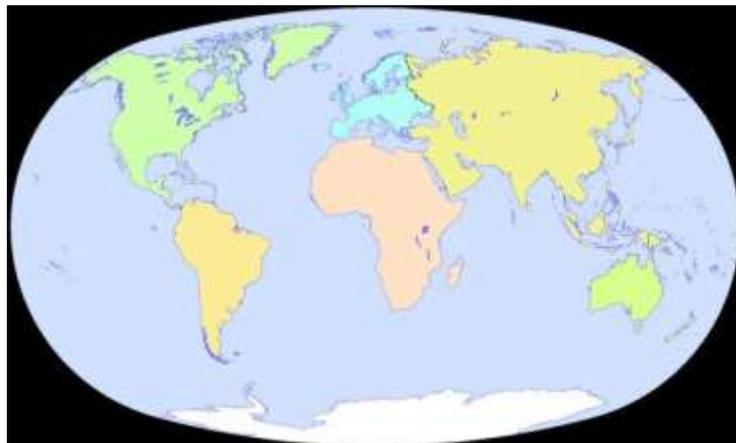
- Parts of the play take place in Padua, Italy.
- Find Padua (Padova), just west of Venice, on the map of Italy.



- Find the location of Padua on the map of Europe.



- Point to the location of Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'The Shrew Katherina,' by Edward Robert Hughes. Find the following: The Shrew, Katherina, Wine Glass, Carafe of Red Wine, Bird of Prey Carving, and Carved Face or Mask.



Activity 6: Cast the Characters

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 118 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 119 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 29 Guide: *The Taming of the Shrew*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Baptista had two daughters. The eldest, Katharine, was pretty but ill-mannered and cross and consequently had no suitors. The youngest, Bianca, was sweet and beautiful and had many suitors. Unfortunately for Bianca and her suitors, Baptista said Katharine, as the eldest, must marry first. Bianca's suitors convince Petruchio to court Katharine, despite her bad temper. Katharine and Petruchio marry. To teach Katharine a lesson, Petruchio outdoes Katherine in her ill-tempered ways. Eventually, Katharine gives up her cross ways and lives a peaceful, loving life with Petruchio.

Vocabulary

- **Shrew:** A bad-tempered or aggressively assertive woman.
- **Taming:** Make less powerful and easier to control.
- **Cross:** Angry or annoyed.
- **Ill-Tempered:** Irritable or grumpy.
- **Suitor:** A man who pursues a relationship with a particular woman, with a view to marriage.
- **Court:** Be involved with romantically, typically with the intention of marrying.
- **Lute:** A plucked stringed instrument with a long neck bearing frets and a rounded body with a flat front that is shaped like a halved egg.
- **Shabby:** In poor condition through long or hard use or lack of care.
- **Neat's Foot:** Oil rendered from cattle shin bones and feet.
- **Tripe:** The first or second stomach of a cow or other ruminant used as food.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

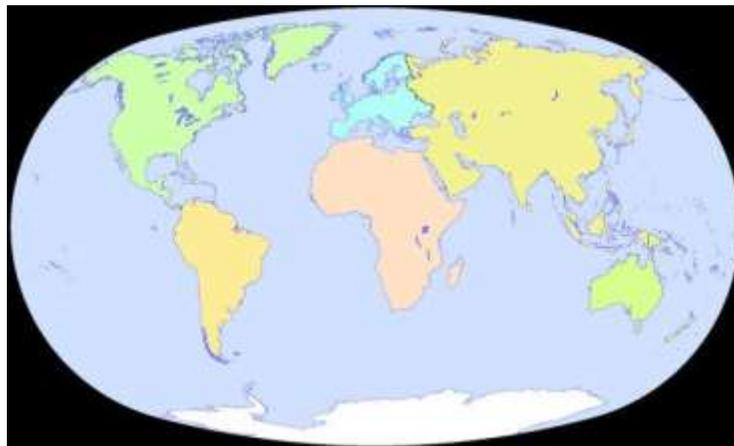
- Parts of the play take place in Padua, Italy.
- Find Padua (Padova), just west of Venice, on the map of Italy.



- Find the location of Padua on the map of Europe.



- Point to the location of Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Scene from Shakespeare's 'The Taming of the Shrew' (Katharina and Petruchio),' by Washington Allston. This scene shows Petruchio threatening the tailor, who has just made a new dress for Katharine. Petruchio claims the dress is not good enough and is about to destroy it. Find the following: The Shrew, Katharine, Petruchio (in red hat), Tailor (holding his head), Dress About to be Destroyed, Measuring String, Scissors, Gold Urn and Bowl, Small Statue, Mountain, and City.



Activity 6: Build the Sets

- Color, cut out, and laminate the set items on pages 120-121 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 122 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-C on pages 123-124 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-C.

Lesson 30 Guide: *The Taming of the Shrew*

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Baptista had two daughters. The eldest, Katharine, was pretty but ill-mannered and cross and consequently had no suitors. The youngest, Bianca, was sweet and beautiful and had many suitors. Unfortunately for Bianca and her suitors, Baptista said Katharine, as the eldest, must marry first. Bianca's suitors convince Petruchio to court Katharine, despite her bad temper. Katharine and Petruchio marry. To teach Katharine a lesson, Petruchio outdoes Katherine in her ill-tempered ways. Eventually, Katharine gives up her cross ways and lives a peaceful, loving life with Petruchio.

Vocabulary

- **Shrew:** A bad-tempered or aggressively assertive woman.
- **Taming:** Make less powerful and easier to control.
- **Cross:** Angry or annoyed.
- **Ill-Tempered:** Irritable or grumpy.
- **Suitor:** A man who pursues a relationship with a particular woman, with a view to marriage.
- **Court:** Be involved with romantically, typically with the intention of marrying.
- **Lute:** A plucked stringed instrument with a long neck bearing frets and a rounded body with a flat front that is shaped like a halved egg.
- **Shabby:** In poor condition through long or hard use or lack of care.
- **Neat's Foot:** Oil rendered from cattle shin bones and feet.
- **Tripe:** The first or second stomach of a cow or other ruminant used as food.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

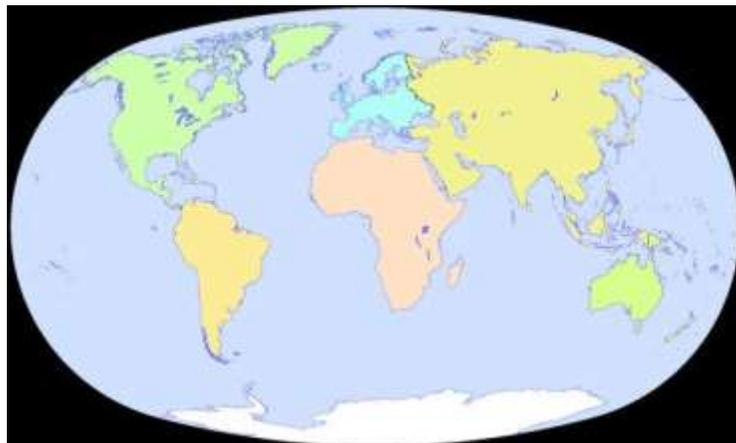
- Parts of the play take place in Padua, Italy.
- Find Padua (Padova), just west of Venice, on the map of Italy.



- Find the location of Padua on the map of Europe.



- Point to the location of Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Petruccio's Wedding,' by Carl Gehrts. Find the following: The Bride Katharina, The Groom Petruccio, Someone Dressed Shabbily, Musicians, Crows, and Steps.



Activity 6: Rehearse the Play Scenes

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 125-126 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 31 Guide: Measure for Measure

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Vicentio, Duke of Vienna, becomes disillusioned when his subjects turn ill-behaved under his mild rule. He appoints the mean-spirited Angelo to act as his deputy, pretends to journey to Poland, and remains in Vienna disguised as a Friar. Upon gaining power, Angelo immediately sentences Claudio to death. Although the sentence is lawful, it is overly harsh given the mild nature of the crime. Claudio's beautiful sister, Isabella, begs Angelo to pardon her brother. Angelo agrees to free Claudio if Isabella will marry him. Isabella refuses and Claudio is soon to die. Duke Vicentio steps in to suggest that Angelo's abandoned fiancé, Mariana, veil herself, pretend to be Isabella, and accept Angelo's proposal in Isabella's stead. The plan works, except that Angelo reneges on the deal and does not pardon Angelo. Duke Vicentio intervenes and orders the Provost to spare Claudio. Eventually, the Duke reveals himself, orders Angelo to marry Mariana, pardons Claudio, and becomes engaged to Isabella.

Vocabulary

- **Dowry:** Property or money brought by a bride to her husband on their marriage.
- **Deputy:** A person whose immediate superior is a senior figure within an organization and who is empowered to act as a substitute for this superior.
- **Friar:** A member of any of certain religious orders of men, especially the four mendicant orders.
- **Nun:** A member of a religious community of women, especially a cloistered one, living under vows of poverty, chastity, and obedience.
- **Reproof:** An expression of blame or disapproval.
- **Provost:** The chief civil officer or lay judge who administers the law of a French or other European town.
- **Pardon:** The action of forgiving or being forgiven for an error or offense.
- **Rive:** Split or crack.
- **Affiance:** Be engaged to marry.
- **Grange:** A country house with farm buildings attached.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

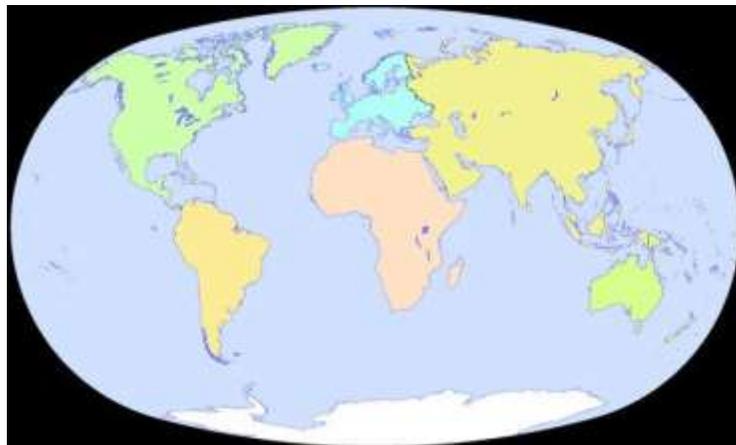
- The play takes place in Vienna, Austria.
- Find Vienna on the map of Austria. Where is Austria in comparison to Italy?



- Find Austria on the map of Europe. Next find Poland, where Duke Vicentio pretended to travel in the play.



- Point to the locations of Austria and Poland on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Claudio and Isabella,' by William Holman Hunt. Why do you think Claudio looks angrily away from Isabella in the painting? Find the following: Claudio, Isabella, Shackle, Lute, and Purse Attached to Belt.

**Activity 6: Cast the Characters**

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 127 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 128 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 32 Guide: Measure for Measure

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Vicentio, Duke of Vienna, becomes disillusioned when his subjects turn ill-behaved under his mild rule. He appoints the mean-spirited Angelo to act as his deputy, pretends to journey to Poland, and remains in Vienna disguised as a Friar. Upon gaining power, Angelo immediately sentences Claudio to death. Although the sentence is lawful, it is overly harsh given the mild nature of the crime. Claudio's beautiful sister, Isabella, begs Angelo to pardon her brother. Angelo agrees to free Claudio if Isabella will marry him. Isabella refuses and Claudio is soon to die. Duke Vicentio steps in to suggest that Angelo's abandoned fiancé, Mariana, veil herself, pretend to be Isabella, and accept Angelo's proposal in Isabella's stead. The plan works, except that Angelo reneges on the deal and does not pardon Angelo. Duke Vicentio intervenes and orders the Provost to spare Claudio. Eventually, the Duke reveals himself, orders Angelo to marry Mariana, pardons Claudio, and becomes engaged to Isabella.

Vocabulary

- **Dowry:** Property or money brought by a bride to her husband on their marriage.
- **Deputy:** A person whose immediate superior is a senior figure within an organization and who is empowered to act as a substitute for this superior.
- **Friar:** A member of any of certain religious orders of men, especially the four mendicant orders.
- **Nun:** A member of a religious community of women, especially a cloistered one, living under vows of poverty, chastity, and obedience.
- **Reproof:** An expression of blame or disapproval.
- **Provost:** The chief civil officer or lay judge who administers the law of a French or other European town.
- **Pardon:** The action of forgiving or being forgiven for an error or offense.
- **Rive:** Split or crack.
- **Affiance:** Be engaged to marry.
- **Grange:** A country house with farm buildings attached.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

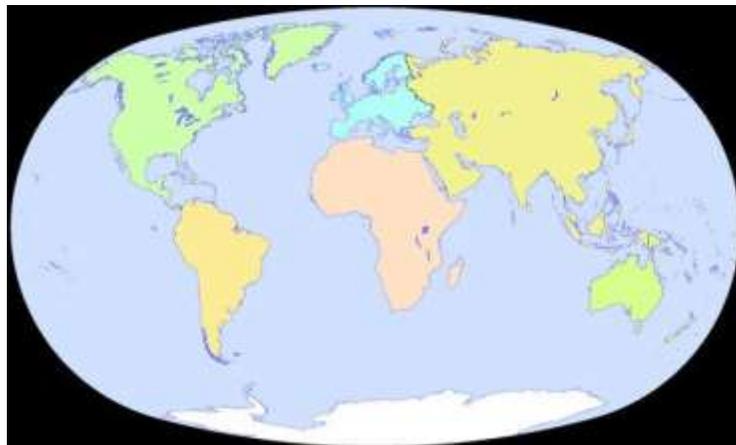
- The play takes place in Vienna, Austria.
- Find Vienna on the map of Austria. Where is Austria in comparison to Italy?



- Find Austria on the map of Europe. Next find Poland, where Duke Vicentio pretended to travel in the play.



- Point to the locations of Austria and Poland on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Mariana,' by Valentine Cameron Prinsep. Find the following: Mariana, Ring, Pendant, Vase, Tulips, and Purse Attached to Belt.

**Activity 6: Build the Sets**

- Color, cut out, and laminate the set items on page 129 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 130 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-D on pages 131-133 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-D.

Lesson 33 Guide: Measure for Measure

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

Vicentio, Duke of Vienna, becomes disillusioned when his subjects turn ill-behaved under his mild rule. He appoints the mean-spirited Angelo to act as his deputy, pretends to journey to Poland, and remains in Vienna disguised as a Friar. Upon gaining power, Angelo immediately sentences Claudio to death. Although the sentence is lawful, it is overly harsh given the mild nature of the crime. Claudio's beautiful sister, Isabella, begs Angelo to pardon her brother. Angelo agrees to free Claudio if Isabella will marry him. Isabella refuses and Claudio is soon to die. Duke Vicentio steps in to suggest that Angelo's abandoned fiancé, Mariana, veil herself, pretend to be Isabella, and accept Angelo's proposal in Isabella's stead. The plan works, except that Angelo reneges on the deal and does not pardon Angelo. Duke Vicentio intervenes and orders the Provost to spare Claudio. Eventually, the Duke reveals himself, orders Angelo to marry Mariana, pardons Claudio, and becomes engaged to Isabella.

Vocabulary

- **Dowry:** Property or money brought by a bride to her husband on their marriage.
- **Deputy:** A person whose immediate superior is a senior figure within an organization and who is empowered to act as a substitute for this superior.
- **Friar:** A member of any of certain religious orders of men, especially the four mendicant orders.
- **Nun:** A member of a religious community of women, especially a cloistered one, living under vows of poverty, chastity, and obedience.
- **Reproof:** An expression of blame or disapproval.
- **Provost:** The chief civil officer or lay judge who administers the law of a French or other European town.
- **Pardon:** The action of forgiving or being forgiven for an error or offense.
- **Rive:** Split or crack.
- **Affiance:** Be engaged to marry.
- **Grange:** A country house with farm buildings attached.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

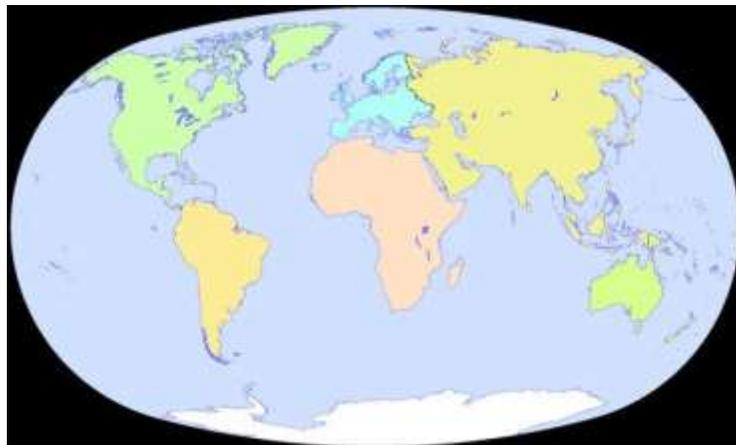
- The play takes place in Vienna, Austria.
- Find Vienna on the map of Austria. Where is Austria in comparison to Italy?



- Find Austria on the map of Europe. Next find Poland, where Duke Vicentio pretended to travel in the play.



- Point to the locations of Austria and Poland on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Isabella Appealing to Angelo,' by William Hamilton. Find the following: Isabella, Angelo, Throne, The Provost (holding pike), Lucio, and Footrest.

**Activity 6: Rehearse the Play Scenes**

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 134-135 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.

Lesson 34 Guide: All's Well That Ends Well

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

When Helena, a poor Doctor's daughter, cures the King of France of his illness, she asks that the handsome Bertram be made her husband in return. Bertram does not love or wish to marry Helena, but consents under pressure from the King. Bertram's friend, Parolles, mocks Bertram over his marriage, and Bertram enlists in the war in Italy to escape Helena. Bertram tells Helena she will only be his wife when she gets the ring from his finger. The King of France gives Helena a ring, which she is to send back to him if she needs his help. Helena follows Bertram to Italy, and there she finds he's been betrayed her by wooing the beautiful Diana. Helena pays Diana to help her with a plan. Diana gets Bertram's ring and in return, Bertram gets a lock of Helena's (pretending to be Diana) hair. Helena also gives Bertram the ring the King of France gave her. Helena spreads a rumor of her death, and Bertram returns to France. A French nobleman, Lafeu, asks the King of France to marry Lafeu's daughter, Magdalen, to Bertram. When Bertram gives Lafeu Helena's ring, the King orders him seized. When Helena appears with Bertram's letter and ring, Bertram finally relents and accepts their marriage.

Vocabulary

- **Countess:** The wife or widow of a European nobleman such as a count or an earl.
- **Pyrenees:** A range of mountains on the border between France and Spain.
- **Prescription:** An instruction written by a medical practitioner that authorizes a patient to be provided a medicine or treatment.
- **Quack:** A person who dishonestly claims to have special knowledge and skill in some field, typically in medicine.
- **Courtier:** A person who attends a royal court as a companion or adviser to the king or queen.
- **Liege:** A feudal superior or ruler.
- **Ennoble:** Lend greater dignity or nobility of character to.
- **Epithet:** A term of abuse.
- **Pilgrim:** A person who journeys to a sacred place for religious reasons.
- **Sovereign:** A supreme ruler.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

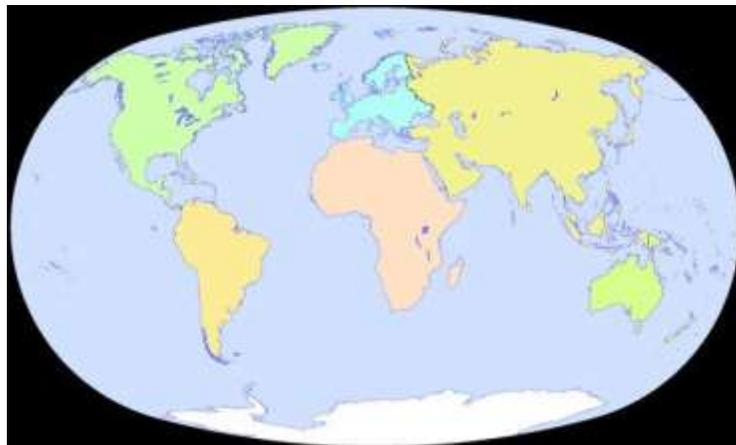
- Much of the play takes place in Paris, France.
- Find Paris on the map of France.



- Zoom in to find Paris, France on the map of Europe. Next find Florence, Italy, where Bertram and Helena traveled in the play.



- Point to the locations of France and Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Helena and the Countess,' by John Masey Wright. Find the following: Countess, Helena, Vase, Open Book, Terrace, Duster, Foot Stool, and Handkerchief.

**Activity 6: Cast the Characters**

- Serve as the casting director and audition actors and actresses for parts in your play.
- Reuse the same laminated actors and actresses you employed for prior plays.
- Color, cut out, laminate, and attach the names of the characters found on page 136 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, cast each character by Velcroing a label to the box under the actor or actress you feel is best suited for the role.

Activity 7: Create a Character Map

- Cut out the relationship connectors on page 137 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, place the relationship connectors between the characters to show their relationships.
- Instructor note: There are multiple ways to create a valid map - if the constructed map makes logical sense in the context of the story, consider it 'correct.'

Lesson 35 Guide: All's Well That Ends Well

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

When Helena, a poor Doctor's daughter, cures the King of France of his illness, she asks that the handsome Bertram be made her husband in return. Bertram does not love or wish to marry Helena, but consents under pressure from the King. Bertram's friend, Parolles, mocks Bertram over his marriage, and Bertram enlists in the war in Italy to escape Helena. Bertram tells Helena she will only be his wife when she gets the ring from his finger. The King of France gives Helena a ring, which she is to send back to him if she needs his help. Helena follows Bertram to Italy, and there she finds he's been betrayed her by wooing the beautiful Diana. Helena pays Diana to help her with a plan. Diana gets Bertram's ring and in return, Bertram gets a lock of Helena's (pretending to be Diana) hair. Helena also gives Bertram the ring the King of France gave her. Helena spreads a rumor of her death, and Bertram returns to France. A French nobleman, Lafeu, asks the King of France to marry Lafeu's daughter, Magdalen, to Bertram. When Bertram gives Lafeu Helena's ring, the King orders him seized. When Helena appears with Bertram's letter and ring, Bertram finally relents and accepts their marriage.

Vocabulary

- **Countess:** The wife or widow of a European nobleman such as a count or an earl.
- **Pyrenees:** A range of mountains on the border between France and Spain.
- **Prescription:** An instruction written by a medical practitioner that authorizes a patient to be provided a medicine or treatment.
- **Quack:** A person who dishonestly claims to have special knowledge and skill in some field, typically in medicine.
- **Courtier:** A person who attends a royal court as a companion or adviser to the king or queen.
- **Liege:** A feudal superior or ruler.
- **Ennoble:** Lend greater dignity or nobility of character to.
- **Epithet:** A term of abuse.
- **Pilgrim:** A person who journeys to a sacred place for religious reasons.
- **Sovereign:** A supreme ruler.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

Activity 3: See the Playwright and Poet William Shakespeare

Study the controversial 'Cobbe portrait' below, which may be a life portrait of Shakespeare.

The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



Activity 4: Map the Play

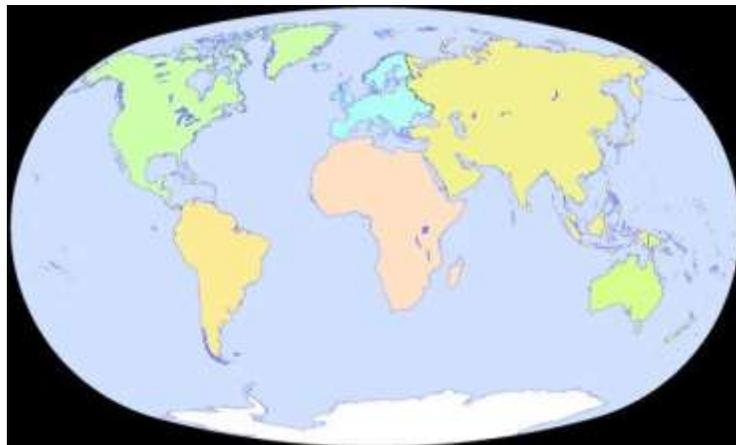
- Much of the play takes place in Paris, France.
- Find Paris on the map of France.



- Zoom in to find Paris, France on the map of Europe. Next find Florence, Italy, where Bertram and Helena traveled in the play.



- Point to the locations of France and Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'Helena and Count Bertram Before the King of France,' by Francis Wheatley. Find the following: Helena, Count Bertram, Person Who Wants to Get Married, Person Who Does Not Want to Get Married, King of France, Courtiers, Throne, and Pike.

**Activity 6: Build the Sets**

- Color, cut out, and laminate the set items on page 138 of 'Third Grade Shakespeare Theater Pages.'
- Set up the scenes in your theater.

Activity 7: Study the Order the Events of the Play

- Print and cut out Group A of events on page 139 of 'Third Grade Shakespeare Theater Pages.'
- Using what you know from reading the story, arrange the events in the correct order.
- Glue the group of ordered events to a piece of construction paper.
- Repeat for groups B-E on pages 140-143 of 'Third Grade Shakespeare Theater Pages.'
- Keep these event orderings for the next activity.

Activity 8: Act Out the Events of the Play

- Use the event orderings from the prior activity, the theater, the laminated characters, and the sets, to act out each group of events.
- The instructor reads aloud events from group A.
- Children build the appropriate set, add necessary characters, and act out the event, moving the characters and inventing their own dialog.
- Repeat for groups B-E.

Lesson 36 Guide: All's Well That Ends Well

Directions

Study the assigned Shakespeare story over the week.

Over the week:

- Read or listen to the story.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.

Synopsis

When Helena, a poor Doctor's daughter, cures the King of France of his illness, she asks that the handsome Bertram be made her husband in return. Bertram does not love or wish to marry Helena, but consents under pressure from the King. Bertram's friend, Parolles, mocks Bertram over his marriage, and Bertram enlists in the war in Italy to escape Helena. Bertram tells Helena she will only be his wife when she gets the ring from his finger. The King of France gives Helena a ring, which she is to send back to him if she needs his help. Helena follows Bertram to Italy, and there she finds he's been betrayed her by wooing the beautiful Diana. Helena pays Diana to help her with a plan. Diana gets Bertram's ring and in return, Bertram gets a lock of Helena's (pretending to be Diana) hair. Helena also gives Bertram the ring the King of France gave her. Helena spreads a rumor of her death, and Bertram returns to France. A French nobleman, Lafeu, asks the King of France to marry Lafeu's daughter, Magdalen, to Bertram. When Bertram gives Lafeu Helena's ring, the King orders him seized. When Helena appears with Bertram's letter and ring, Bertram finally relents and accepts their marriage.

Vocabulary

- **Countess:** The wife or widow of a European nobleman such as a count or an earl.
- **Pyrenees:** A range of mountains on the border between France and Spain.
- **Prescription:** An instruction written by a medical practitioner that authorizes a patient to be provided a medicine or treatment.
- **Quack:** A person who dishonestly claims to have special knowledge and skill in some field, typically in medicine.
- **Courtier:** A person who attends a royal court as a companion or adviser to the king or queen.
- **Liege:** A feudal superior or ruler.
- **Ennoble:** Lend greater dignity or nobility of character to.
- **Epithet:** A term of abuse.
- **Pilgrim:** A person who journeys to a sacred place for religious reasons.
- **Sovereign:** A supreme ruler.

Enrichment Activities

Activity 1: Recite the Play Information

Before and after reading or listening to the story, recite aloud the title and author of the play,

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events aloud in your own words.

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The portrait contains the Latin phrase 'Principum amicitias!' which means 'The alliances of princes!'.



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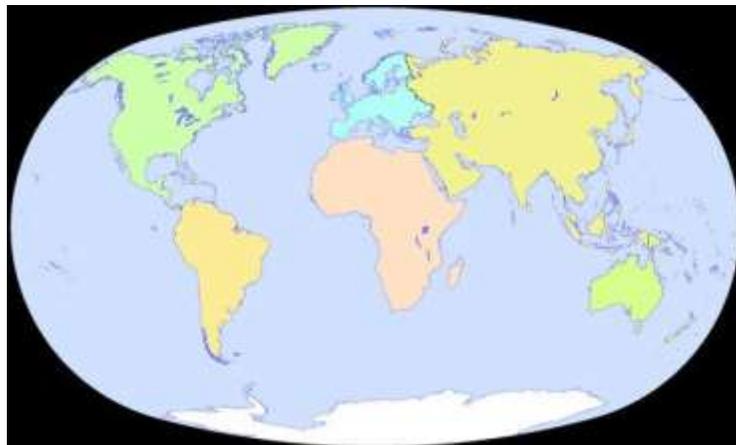
- Much of the play takes place in Paris, France.
- Find Paris on the map of France.



- Zoom in to find Paris, France on the map of Europe. Next find Florence, Italy, where Bertram and Helena traveled in the play.



- Point to the locations of France and Italy on the map of the world.



Activity 5: Can You Find It?

During the week, study the painting, 'All's Well That Ends Well Act V Scene III,' by Francis Wheatley. Find the following: Helena, Bertram, Bertram's Letter, The King of France, Lafeu (holding cane), and Guardsmen.

**Activity 6: Rehearse the Play Scenes**

- Use your theater, props, and characters to rehearse the two abbreviated scenes on pages 144-145 of 'Third Grade Shakespeare Theater Pages.'

Activity 7: Hold Opening Night

- Enact a live performance for family members and/or friends.
- Instructors may need to prompt children to say their lines.
- Important Note – Keep your actors, actresses, and set props safe for future productions.