

SHAKESPEARE WITH YOUNG ADULTS – Berne January 2010

C MACBETH

1 Story Line

- Sitting in a circle, the students remember – retell the story: One student starts another one carries on adding correcting as they jog along.
- Do it a second time faster and more lively and more accurately ...
- In the third round: As students retell the story, a character mentioned steps into the circle to enact what is being told.
- During all this, the T carefully coaches coaxes moderates ...

2 The Witches (I/1)

- Class read first scene: facts, guesses, questions?
- In trios go off and prepare your rendering of the scene – use props – act it out
- Have groups perform their versions – carefully comment and suggest variations
- Do it again this time working on atmosphere and tone of voice

3 Macbeth's Horror (II/2)

- class read whole scene – settle vocabulary
- split up (a) lines 14 to 34 (b) lines 35 to 44
- outside circle speak the text – two characters in-role take up prompts to repeat
- do it again working up angry mood between M and LM (voice & body!)
- for section b: show images used with body / movement as text is read out

4 Fighting

- put 2 mate students inside circle: ask them to fight from a distance
- underline thrusts, hits and misses with your voice – exaggerate movements
- carefully time your attacks and retributions to your partner's moves

5 Assignment: Imagine some 10 lines spoken by a character in-role ('missing text')

- e.g. Lady Macbeth, Banquo, Fleance, messenger, second witch, third murderer, Greymalkin, Lady Macduff, Duncan, gentlewoman attending LM, servant to M
- e.g. dinner guests 'sit' in two lines eating noisily grotesquely while B as ghost says his text passing slowly between the two lines of absorbed guests (exaggerate – slow motion!)
- follow-up: create a collage – incorporating your various texts to fit enacted 'scenes'; Carefully work on your timing / orchestration / transitions
- T carefully moderating, suggests variations, makes them work on focus / mime / voice
→ MAKE IT BIG!!!

6 Archetypes

- e.g. soldier, monarch, witch, murderer, doctor, servant ...
- walk around feeling into the figure working up mood
- create statue ('freeze') – look at other statues – comment