

1 The balcony scene   → p. 48

WAY 1 

1. Before listening to the audio **match** each Shakespearean word with its modern equivalent.

- | | |
|------------------|--------|
| a. thy • | • will |
| b. thou • | • you |
| c. wilt • | • your |

2. Listen to the audio and **take notes**.

.....

3. Listen again and **guess** what type of scene it is. **Tick** the correct answers.

This is a: a romantic scene a duel scene a poetic scene a ball scene

4. a. Explain what Juliet asks Romeo to do at the beginning of her speech.

.....

b. Say why Juliet considers Romeo's name to be her enemy.

.....

5. Identify the comparison Juliet uses to express her thoughts on names.

.....

6. Sum up Romeo's answer to Juliet's speech.

.....

WAY 2 

1. Read the excerpt from the graphic novel and **take notes**.

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2. Identify:

a. the place:

b. the moment of time:

c. the characters:

3. Read again and **say** why Juliet considers Romeo's name to be her enemy.

.....

4. Identify the comparison Juliet uses to express her thoughts on names.

.....

.....

.....

5. **Explain** what Juliet asks Romeo to do.

.....

6. **Contrast** and **explain** the colours on the left side and on the right side.

.....

.....

.....

TEAMWORK

2 3 4 Join your team, **choose** a document and **complete** the table.    → p. 49

	<i>West Side Story</i>	<i>Noughts and Crosses</i>	<i>These Violent Delights</i>
Similarities
Differences

YOUR FINAL TASK

The draft paper

1. Set the scene. **Fill in** the table with your ideas.

The setting
The time period
What keeps the characters apart
Genre (play, novel, comic book...)

2. Create your characters. **Complete** the prompts.

a. Romeo becomes
Juliet becomes

b. Romeo wants to
Juliet wants to

c. What emotions do they feel?

- nervous scared
- angry excited
- in love other:

3. Plan the dialogue.

a. Choose how they speak: poetic dramatic casual slang

b. Express love and longing without using the word 'love'. (*You can use metaphors*)

Character 1:

Character 2:

c. Add conflict or risk.

Character 1:

Character 2:

d. Express the characters' reactions.

Character 1:

Character 2:

e. Decide on the end of your scene.

.....
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Task
Location
Industry
Possible audience
Salary