

1 The balcony scene



TB → p. 48

DIFFÉRENCIATION

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.

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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.

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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.

.....

.....

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5. Explain what Juliet asks Romeo to do.

.....

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

.....

.....

.....



2 3 4

Join your team, **choose** a document and **complete** the table.



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

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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