**A Midsummer Night’s Dream 100 Point Project**

**Here is a list of activities on AMSND. You choose….**

Following is a list of project suggestions each assigned a point value, such as 25, 50, 75, or 100. Your work must equal **100 points**. In order to receive the maximum number of points, the project must be of **excellent quality**.

**Projects Worth TWENTY-FIVE POINTS:**

1. Draw and colour a poster illustrating important events in Shakespeare's life from birth to death.

2. Research the life of Elizabeth I and make a poster illustrating important events of her reign.

3. Design a book cover (on poster board) for a new edition of The Complete Shakespeare. Cite the plays that are categorized comedies, tragedies and histories. Include the dates of authorship.

4. Research three London playhouses that were in operation 1592-1610. On a poster name each theatre and list facts about its location, owners, acting companies, dates, capacity and features.

5. Pretend you’re a country gentleman on a visit to London in 1602. You have just returned to your inn after seeing a play at the Globe. Write a letter to your family describing the interior of the Globe.

6. On the faces of a cube, define and give an example from Shakespeare's works of each of the following: metaphor, simile, onomatopoeia, alliteration, assonance, and synecdoche or hyperbole.

7. Use Shakespeare's English to produce a playbill for A Midsummer Night's Dream.

**Projects Worth FIFTY POINTS:**

8. Research Elizabethan songs (Shakespeare's plays) and perform them for the class or on video.

9. Make a diorama of a popular form of entertainment in Shakespeare's day.

10. Research Tudor architecture & make a poster illustrating & labelling a Tudor-style home.

11. Research the clothing of peasants during Shakespeare's time. Draw and dress a man and a woman of that class.

12. Research medicine in Shakespeare's day & prepare a presentation demonstrating a doctor treating patients.

13. Design your own costumes for A Midsummer Night's Dream. Make a poster/booklet illustrating your designs.

14. Write a report on heraldry. Make a replica (not a poster) of Shakespeare's coat-of-arms.

15. Report on the celebration of Midsummer Day in Shakespeare's time. What kind of magic was supposed to take place? Did this festival have special significance to lovers? In which countries is Midsummer Day still celebrated today? What is the background of the name "Puck" (also known as "Robin Goodfellow")?

16. Name 10 individuals who contributed to the development of the Renaissance in England. Make a word search puzzle with answer key. Make notes on the contributions these people made. Write a detailed report on 3 of them.

17. Analyse the status and role of professional writers in Elizabethan England. Write a series of journal entries from the point of view of a sixteenth-century author. (750 to 1000 words)

18. Although women of all classes attended plays in sixteenth century England, females never appeared on stage. Determine the basis of this custom and compose a Shakespearean sonnet (dedicated to Queen Elizabeth I) either defending or attacking the practice of excluding actresses from the theatre.

19. Translate Act I, Scene 1 of Romeo and Juliet into Modern English.

20. Make a papier-mâché model of Bottom's donkey head.

**Projects Worth SEVENTY-FIVE POINTS:**

21. Produce a news program--videotaped--reporting on events that were occurring throughout the world during a day in Shakespeare's time. The program should be around 10 minutes long.

22. As a talk show host, such as Oprah Winfrey or Montel Williams, interview Egeus, Philostrate, Hippolyta, Puck, Quince, Helena, and Lysander about what is happening on this moonstruck midsummer night. Video tape your program. The video should be 25-30 minutes long. [**TWO** students]

23. Research costumes from a Shakespearean play and dress dolls to represent the actors.

24. Make a relief map of England or of London, marking important geographical features and Elizabethan landmarks.

25. Design your own costumes for all the characters in a production of A Midsummer Night's Dream. Draw & label dolls to illustrate your designs.

26. As Shakespeare, deliver a dramatic monologue in which you discuss the central theme of Elizabethan literature (the clash between individuals and the claims of social order) and its influence in A Midsummer Night's Dream.

27. Judge Chaucer's "The Knight's Tale" from The Canterbury Tales as a possible source for A Midsummer Night's Dream. Write an essay comparing/contrasting the two works. Minimum length: 600 words

28. Paint a mural showing the audience at the Globe Theatre one minute before the play is to begin.

29. As an agent for "Ye Ox and Cart Travel Service," arrange a tour of the provinces for the Admiral's company of 1597. Provide an itinerary for your clients, which includes a map of the route, transportation and lodging advice, and information about local halls and inn-yards where plays may be staged.

30. Bottom is one of Shakespeare's most memorable characters. Propose a new TV series featuring the irrepressible weaver, and prepare a storyboard to sell the first episode.

31. In a picture book for children, retell the legend of Theseus and the Amazon queen Hippolyta (sometimes called Hippolyte, Antiope, or Melannipe), which provides the background story for A Midsummer Night's Dream.

32. Costumes were an item of heavy expense in staging a new play. As a costume designer, plan a wardrobe for either Titania or Hippolyta and for either Hermia or Helena. Prepare a watercolor portrait of each costume and specify the fabrics you require. Design three costumes for each character.

33. A Midsummer Night's Dream contains much rhymed verse. Select one scene that, in your opinion, would be better expressed in prose and present the revised version in a puppet show.

34. Using clay/Play-Doh, create a scene from A Midsummer Night's Dream featuring the "mechanicals".

35. Judge Chaucer's "The Knight's Tale" from The Canterbury Tales as a possible source for A Midsummer Night's Dream. Video tape a mock trial in which Chaucer is suing Shakespeare for copyright infringement. The trial should be 20-30 minutes long. Correct legal procedure must be followed. [FOUR students--each evaluated individually]

36. In a picture book for children, retell the legend of Pyramus and Thisbe.

37. Write a biography of the legendary hero Theseus. Prepare it as a children's picture book.

**Projects Worth ONE HUNDRED POINTS:**

38. Build a model of the Globe Theatre, giving attention to detail inside and out.

39. Make a TV presentation of A Midsummer Night's Dream. Draw scenes from the play on a long roll of paper to be turned on rollers within your box TV. You should also make a tape-recorded, condensed version of the events that you portray.

40. Make a working model of a theatre stage to demonstrate how Elizabethan dramatists achieved special effects such as the appearance and disappearance of "ghosts."

41. Critics have often noted the similarities in A Midsummer Night's Dream and Romeo and Juliet. Write an essay in which you distinguish at least five points of resemblance in the plays. [Minimum length: 750 words]

42. In Act II, Scene 1 of A Midsummer Night's Dream, Oberon alludes to the romantic belief that even inanimate nature responds to beautiful music. Compose music to tame "the rude sea" and produce a video for MTV.

43. Make a comic book of A Midsummer Night's Dream. You may cut some of the text, but the comic book should cover the entire play and Shakespeare's language should basically remain intact.

Good luck!