Macbeth Final Project

Due:

A Day: Thursday, February 6

B Day: Friday, February 7

- You may work with up to 4 people, or individually.
- This project is worth 28 points (25 for the project, 3 for self-evaluation)
- Each person will be graded individually

-Group Projects

1. **Act out the trial of Macbeth and Lady Macbeth**

The trial should be filmed and played for the class. The trial should take approximately 10-15 minutes. You are putting Macbeth and Lady Macbeth on trial for their roles in planning and executing the murders of Duncan, the guards, Banquo, etc. You should have one lawyer on the defense (representing Macbeth and Lady Macbeth) and one lawyer for the prosecution (representing the victims). You can play multiple roles: judge, witnesses, etc.

(It is your responsibility to make sure video files are compatible with Classroom technology. If your video doesn't play on the day of presentations you will receive no points. Save your video as an MP4 file, and test it before the due date.)

2. **Film YOUR version of a scene or scenes from Macbeth.**

Your film will debut on the day of presentations. You have directorial control. This means you can choose the setting, the actors (fellow classmates), and the language. You can keep the text in its original form, or you can adopt "a modern" retelling. Your film should be full of your interpretations (including gestures, costumes, props, and sets). The scene or scenes that you choose to use should be around six-ten pages in length. The running time for your film should be around 10-15 minutes.

(It is your responsibility to make sure video files are compatible with Classroom technology. If your video doesn't play on the day of presentations you will receive no points. Save your video as an MP4 file, **and test it before the due date.)**

-Individual Projects

1. **Design a Video Game for *Macbeth***

You can design an actual video game prototype if you are able, but all that is required for this project is a presentation "selling" your video game idea to potential investors. In your presentation you should include some visuals of what the characters look like, the setting of the game, the powers that they have, the levels, etc.

Video game components to be included:

1. A design for the game's box

2. What characters can a player choose from?

3. What are some of the "powers" or abilities the characters have?

4. What obstacles will characters come across in the various levels?

5. Are there bonus rounds? How are points to be collected?

2. **Write a new scene into the play**

Write a new scene into any act of your choosing. This should be at least two pages typed, double-spaced, and written in a style similar to Shakespeare. Include new characters if need be. Title the scene with the appropriate Act and Scene number

3. **Create a playbill (a program for the play)**

This should include

1. A cover design (can be hand-drawn, a collage, pictures from internet, ect.) with the play's title and writer

2. Cast of characters with a brief description of each

3. A letter to the audience from you, the director. This should be an overview of the play, including why you as a director enjoy it, why audiences have continued to enjoy it for the past 500 years, your favorite part, etc.

4. A list of Acts and Scenes, with a brief summary of each act

All projects (except playbill) should be saved to the teacher share folder before your class starts on the due date. If possible, you should also turn in a paper copy of your project into the class basket.