Macbeth Connect Four Game



Macbeth is one of the most popular Shakespeare plays that many students study. To give them a greater understanding of the play we have focused on the main characters in a fun game of Connect Four with a twist.

Suitable for students aged 10+

The Learning Outcome will be that students will have gained a better understanding of the main characters in the play.

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Macbeth Connect Four Game

Theme: Macbeth Age range: 10+

Context:

Macbeth is one of the most popular Shakespeare plays that many students study. To give them a greater understanding of the play we have focused on the main characters in a fun game of Connect Four with a twist

Preparation:

Print out the A₄ sheets.

If possible, cover the Character and Rule pages with 'clear pvc self adhesive book cover film' and then cut them into cards.

HOW TO PLAY:

Half the class are given a Role Card each. They sit in a circle facing outwards or at small tables round the room and read their card carefully. They can work in pairs and share a card if you prefer. The other half are given a Question Grid each. They choose a player with a Role Card and may ask one auestion.

If they receive a NO answer, they move on to another player and question them.

If they receive a YES answer, the player must reveal their identity. They may then continue to question that player and can ask two more questions but must stop if they receive a NO answer.

When the questioner has four names in a row on the grid: vertically, horizontally or diagonally, they take their grid to the teacher or somebody with a checking role to make sure they have a correct sequence. The activity can continue until a pupil has completely filled a grid.

Follow up activities:The teacher could ask all 24 questions and discover how many characters can answer YES to them because in lots of cases there is more than one.

Learning Outcomes:

Students will have gained a better understanding of the main characters in the play. If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com, quoting LitMacCFo1.0

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from www.mantralingua.com. Students can use PENpal to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)



Do you become a queen?	Are you a good king?	Are you a soldier?	Do you get murdered?
	••••••		
Do you survive?	Have you planned a murder?	Do you have a brother called Donalbain?	Do you walk in your sleep?
Have you ever hallucinated?	Do you have a son called Fleance?	Are you a thane?	Have you ever seen a ghost?
Are you ambitious?	Do you have evil thoughts?	Do you become a queen?	Is your father King Duncan of Scotland?
		•••••	
Do you flee to England?	ls your father murdered?	Do you commit suicide?	Do you have a wife?
••••••			
Do you murder a king?	Are your wife and children murdered?	Are you an evil king?	Do others admire you?
Do you have two sons?	Have you met a witch?	Do you become an evil king?	Do you have two sons?
		•••••••••••••••••••••••••••••••••••••••	

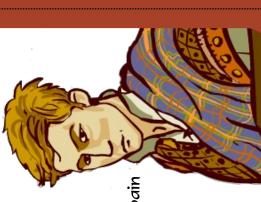
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		•••••••••••••••••••••••••••••••••••••••	

MALCOLM

- 1. You become King of Scotland
- 2. Your father is murdered
- 3. You have a brother named Donalbain
- 4. You flee to England
- 5. Your father is King of Scotland
- 6. You survive



BANQUO

- 1. You are a soldier
- 2. You are murdered
- 3. You have a son named Fleance
- 4. You are admired by others
- 5. You have met witches

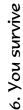


- 1. You are a good king
- 3. You have two sons, Malcolm 2. You are murdered and Donalbain
- 4. You are admired by others



MACDUFF

- 1. You are a soldier
- 2. You flee to England
- 3. Your wife and children are murdered
- 4. You murder a king
- 5. You are a thane





Rules

- 1. You need to read and memorise the information on the Role Card.
- A questioner will approach you to ask you something about your character.

4. If the answer is "YES" tell the questioner your name.

3. If your answer is "NO" they must move on to another character.

He/she can continue to question you until you answer "NO" to one

of their questions.

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MACBETH

- 1. You are a soldier
- 2. You murder a king
- 3. You see a ghost
- 4. You have met witches
- 5. You hallucinate
- 6. You are very ambitious
- 7. You are killed
- 8. You have a wife
- 9. You become an evil King of Scotland



LADY MACBETH

- 1. You become queen
- 2. You are very ambitious 3. You have evil thoughts
- 4. You plan a murder
- 5. You walk in your sleep
- 6. You hallucinate
- 7. You commit suicide

Rules

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- 4. If the answer is "YES" tell the questioner your name.

He/she can continue to question you until you answer "NO" to one of their questions.

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