








Knowledge Organiser: Yr 10 English;

Literature P1: Macbeth

Plot overview	
Act 1	<ul style="list-style-type: none">Three witches meet on a heath.After a battle, Macbeth and Banquo are praised as brave and loyal warriors by a Captain.Macbeth and Banquo hear the witches' prophecies.Lady M reads her husband's letter and calls upon dark spirits to help her achieve her ambition.When Duncan arrives at Dunsinane, Macbeth tells his wife we won't go through with it. She manipulates him to do it. 
Act 2	<ul style="list-style-type: none">Macbeth has a vision of a dagger before killing Duncan. He is so guilty after that he forgets to leave the daggers. Lady M returns them herself, getting blood on her hands.Macduff finds Duncan's body. Malcolm and Donaldbain flee to England fearing their own murder. Macbeth becomes king. 
Act 3	<ul style="list-style-type: none">Macbeth worries about Banquo and plans to murder him. Macbeth and Lady M switch roles, with Macbeth becoming much more ruthless and bloodthirsty.Banquo is murdered but Fleance escapes. Banquo's ghost haunts Macbeth at the banquet. Lady M steps in to calm him.The witches meet with Hecate. Lennox becomes suspicious. 
Act 4	<ul style="list-style-type: none">Macbeth receives three new prophecies from the witches.Macduff goes to England to join Malcolm. Macduff's wife and children are murdered. Macduff swears revenge.
Act 5	<ul style="list-style-type: none">Lady M starts sleepwalking and picturing blood on her hands.Macbeth, over-confident, mocks his servant for fearing Malcolm's army. When the army cut down branches to hide their numbers, Birnam wood begins to move.Lady M dies by sleepwalking off the castle walls. Macbeth loses all hope. He chooses to fight to the death, killing Young Siward before being killed by Macduff. Malcolm is crowned king.
Historical context (AO3)	
<p>Great Chain of Being: The hierarchy that people in Jacobean times believed in. Kings were thought to be appointed by 'divine right' (chosen by God) and higher than the rest of mankind. Macbeth commits blasphemy when killing Duncan by challenging God's will.</p> 	
<p>The Gunpowder Plot: In 1605 a group of rebels planned to commit regicide. Shakespeare shows how those who commit regicide will be tormented by guilt and suffer a tragic death.</p>	
<p>Witches: King James wrote a book about witches called 'Demonology'. He asked Parliament to pass an anti-witchcraft law before executing a number of witches in the North Berwick Witch Trials.</p>	
<p>Tragedy: a play with tragic events and an unhappy ending, features the downfall of a noble character. At the start of the play Macbeth is an incredibly noble character, and over the play we see his downfall into becoming a villain. Lady Macbeth works in the opposite direction – she transforms from villain to victim.</p>	
Critical vocabulary (AO2)	Literary/Dramatic Terminology (AO2)
Regicide – the murder of a king or queen.	 Motif: A recurring symbol or idea in a text. Bloody hands are frequently used in the play as a motif.
Ambition – your desire, dream or goal.	
Foreshadow – to hint at future events.	
Tyrant – a cruel and controlling leader.	
Duplicious – two-faced, a liar.	Hamartia: A character's tragic flaw. Macbeth's hamartia is his ambition.
Key quotations and analysis (AO1 & AO2)	
1. 'Look like the innocent flower, but be the serpent under't' (1.5)	2. Lady Macbeth's duplicitous nature is revealed here. She juxtaposes the harmless 'innocent flower' with the dangerous and secretive 'snake' to encourage Macbeth to lure Duncan to his death.
4. 'What's done cannot be undone. To bed, to bed, to bed' (5.1)	4. Lady Macbeth's guilt is embodied in her speech here. While earlier in the play she was determined that 'what's done cannot be undone' she now seems to regret this fact.

Leave blank to allow students to glue.



- **Retrieval Practice:** Read over a section of the knowledge organiser, cover it up and then write down everything you can remember. Repeat until you remember everything.
- **Flash Cards:** Using the Knowledge Organisers to help on one side of a piece of paper write a question, on the other side write an answer. Ask someone to test you by asking a question and seeing if you know the answer.
- **Mind Maps:** Turn the information from the knowledge organiser into a mind map. Then reread the mind map and on a piece of paper half the size try and recreate the key phrases of the mind map from memory.
- **Sketch it:** Draw an image to represent each fact; this can be done in isolation or as part of the mind map/flash card.
- **Teach it:** Teach someone the information on your knowledge organiser, let them ask you questions and see if you know the answers.

- **Test:** We will do regular low stakes tests to check your ability to retrieve information from memory.
- **Mark our answers:** Once you have done a low stake test you can mark your work using the knowledge organiser.
- **Improve our work:** Once you have finished a piece of work you may be asked to check your knowledge organiser to see if there is any information on it that you could add into an answer.

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