

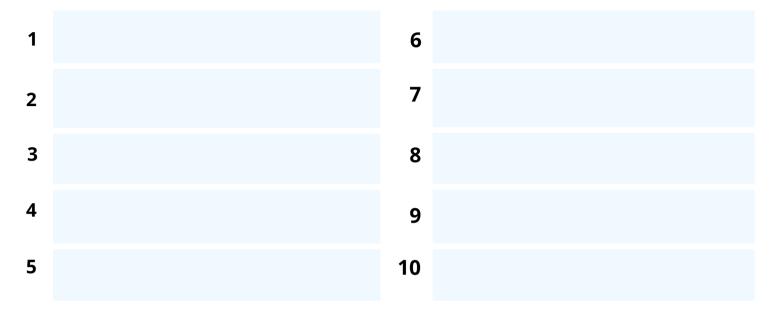
Make Your Own Character Explorer

First, choose a character you find interesting. Learn as much as you can about them, mainly by reading the play.

Your character:		Their play:		
Describe your character and their place in the world of the play:				
Describe the events your character experiences in the play: (Use extra paper if you need more room.)				
Find words or short phrases used in the play to describe your character. These can be spoken either by the character or by others. Use the grid below, filling in the spaces for the number of words you find.				

Some things your character says throughout the play:

Find about 10 brief lines your character speaks throughout the play. If you list them in the order they appear in the play, you'll get a sense of your character's story arc.



Challenging assumptions about your character

Consider traditional interpretations of your character. Discuss any that you'd like to challenge.

Make it your own

Select from the options below to collaborate with Shakespeare to make your own creations. Then, reflect on your discoveries: what did you learn about the character? about yourself?

MOVE

How would your character move? Create your own movement-based interpretation of the text.

Create gestures or statues using your body to express what your character's lines mean to you. You could also speak the lines as you move.

LISTEN

What would your character soundtrack be?

Create a playlist, or perhaps a soundscape: if you like, you could include recordings of the descriptive words and/or the lines you chose.

WRITE

Create a poem, story, or monologue inspired by the list of words that describe your character or by one or more of the lines they speak

MAKE

Create designs for costumes or props. What would your character wear? What does it reveal about them? What objects might your character use or care about? Share your ideas.

Create a drawing, painting, or sculpture inspired by the words used to describe your character and/or by the lines they speak.

