

Activity Design Template



Topic/Theme: Shakespearean Digital Narratives

Class/Year Group: Years 9-12 (Ages 14-18)

Subject(s): English

Outline

What is the **challenge** your students will tackle?

Summarise Macbeth 1.3 through images, voice, music, and text by selecting the 10-15 most important lines from this scene. Students find images and sounds to accompany each line and combine them together into a digital narrative. They use the original lines (not paraphrase) and through these key lines, the plot should be clear. Resources available here.

Why is this **meaningful** to the students - what's the hook?

Learning Shakespeare with new, useful and fun technologies, and working together in teams to create projects, helps make Shakespeare more exciting and relevant in their everyday lives. They are learning while having fun!

What are the **key ideas** that the students will remember?

- How the narrative and aesthetic 'styles of language' apply in the real world
- How to use technologies for their learning
- That learning Shakespeare can be fun and relevant

Learning Objectives

What curriculum content will be addressed?

The narrative and aesthetic styles of language; a Shakespearean (or another author's) play (this sample uses Act 1.3 of Macbeth)

By the end of this activity, students will be able to:

- Comprehend, analyse and summarise a Shakespearean scene
- · Create and analyze multimedia texts
- · Identify and use narrative and aesthetic languages.
- Work collaboratively as a team.

How are four key 21st Century Skills addressed?

Creativity: Students will find or create original images to pair with key lines

Communication: Students will present their projects and communicate to an audience through audio and image

Collaboration: Students work in teams to create the project.

Critical Thinking: Students critically analyse the play to select key lines and find suitable images/sounds to match

Reflection

How will you know that they are learning?

Regular meetings with teams/team leaders and observation of teamwork.

Student reflections will indicate what they believed they have learned.

Digital narratives can be assessed for demonstration of skills developed.

In what ways will students reflect on progress?

Students reflect during the plenary session on their individual and team progress and success in completing the task at hand.

Additionally, teams complete a written reflection about their learning and development at the end of the session.







Activity Design Template



Possible Aspects	Description	Time
	Set-up: team formation & icebreakers	10 min
Set-Up	 Warm-up Brainstorm: Write down everything you associate with a witch. Warm-up activity: Using select lines from Macbeth, find a picture, create a Meme, and post on Padlet 	15 min
Warm Up Investigate	 Investigate: All together: Review aesthetic/narrative language with presentation In teams: Identify the aesthetic/narrative language in the summary excerpt of Macbeth 1.1-1.2 (see handout) All together: review tips for reading Shakespeare; read first few lines of Macbeth 1.3 In teams: read the rest of 1.3 	45 min
Plan	Planning: • Students verbally recap the scene for the facilitator before moving on • Students decide how to divide tasks	10 min
Create	 Create: Choose the key lines Decide which images and audio to use Storyboard/write scripts Record and edit digital stories 	50 min
Present	 Present: Groups present their digital stories and answer questions such as: What was your individual contribution? What were your challenges and accomplishments How well did you meet the goals of the task? 	15 min
Reflect	Reflect: Teams complete a written reflection: • How well did you work together? • What did you learn through this activity? • Do you feel more confident with narrative and aesthetic language?	10 min