

# Macbeth - Hot Seating in Role

## Role Card for Macbeth

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



## Macbeth Connect Four Question Grid

Do you have evil thoughts?	Do you become a queen?	Are you a good king?
Do you have a brother called Donalbain?	Do you walk in your sleep?	Have you ever hallucinated?

# Macbeth - Connect Four and Hot Seating in Role

I ran a workshop on why it was an inspiration to have a pupil new to English in your Year 10 English class at the NATE regional conference. I mined the collaborative learning archive (there are over a thousand activities!) and showed colleagues a variety of activities developed by English teachers back in the 1990s, all handwritten or typed. You can get quite nostalgic about paste up and growing and shrinking pictures on the photocopier. Workshop participants chose this activity as the first one they would like to see online, so here it is. I cannot find the names of the teacher(s) who developed it, but I know they were either in Rochdale or Brighton. If it is yours, please let us know, and we will put your name on it!

Last updated April 2021

The webaddress for this activity is: <http://www.collaborativelearning.org/macbethhotseat.pdf>

Good for all pupils!

Vital for EAL pupils!

It's empowering to talk an idea through before you write about it!

If you can persuade students to do something simple together they will later jointly attempt something more difficult and challenging.

Our collaborative talk for learning activities are designed to:

- ...build on prior knowledge.
- ...move from concrete to abstract thinking.
- ...ensure everyone works with everyone else.
- ...extend social language into curriculum language.
- ...provide motivating ways to go over the same topic more than

COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

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# Macbeth - Connect Four and Hot Seating in Role

## Teachers' notes

1. Half the class are given a Role Card each. They are to sit in a circle facing outwards or at small tables round the room and read their card carefully. They could work in pairs and share a card if you prefer.
2. The other half are given a Question Grid. They then go to a character with a Role Card and may ask them one question.
3. If they receive a NO answer, they should move on to another character and question them.
4. If they receive a YES answer, the character must reveal their identity. This name can then be written on the question grid in the space below the question. They may then continue to question their character. They can have **two** more questions. However, they must stop if they receive a NO answer and move on to another character.
5. When the questioner has four names in a row on the grid: vertically, horizontally or diagonally, they should take their grid to the teacher or a pupil with a checking role to make sure they have a correct sequence.
6. 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.

You can make six groups, each group with role cards for one character. They can then work together to assemble a new set of questions for their character and write them on the blank grid to try out on the rest of the class.

# Macbeth Connect Four Question Grid

Do you think your husband is weak willed.	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 queen?	Is your father King Duncan of Scotland?	Do you flee to England?	Is 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 fight in a battle?

# Macbeth Blank Question Grid


# Macbeth Role Cards

## Role Card for 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.

## Role Card for 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.
6. You survive.

## Role Card for Duncan

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

## Role Card for 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 Duncan king of Scotland.
6. You survive.

# Macbeth Role Cards

## Role Card for Macbeth

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2. You murder a king and have other murdered.
3. You see a ghost.
4. You have met witches.
5. You are murdered.
6. You hallucinate.
7. You are very ambitious.
8. You have a wife.
9. You become an evil king of Scotland.

## Role Card for 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.
8. You think your husband is weak.

## Role Card for Macbeth

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4. You have met witches.
5. You are murdered.
6. You hallucinate.
7. You are very ambitious.
8. You have a wife.
9. You become an evil king of Scotland.

## Role Card for 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.
8. You think your husband is weak.

These rules can be printed on the back of the Role Cards or separately

### **Role Card Rules**

1. You need to read the information on this card.
2. A questioner will approach you to ask you something about your character.
3. If your answer is NO, they must move on to another character.
4. If the answer is YES, tell the questioner your name. He/she can ask up to two more question but if you answer NO they must stop and move on.

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