

Midsummer Nights Dream Hot Seat

Are you in love?	Do you get married?	Do you have any dreams?
Do you run away to the woods?	Are you an actor?	Do you fall in love with a new person?
Do you have magic potion put into your eyes?		



Role Card for Puck

- 1) You are Oberon's servant.
- 2) You are very mischievous.
- 3) You turn Bottom into a donkey.
- 4) You put the magic potion into Lysander's eyes! (not Demetrius' eyes!!).
- 5) You cause chaos!
- 6) You take the spell off Bottom when Oberon tells you to.

Midsummer Nights Dream

This hot seating or hot circulating activity was devised by Caroline Campbell at Nottingham Bluecoat School and has worked well with her Year 8 English classes. This activity was last updated 6th April 2016.

The webaddress for this activity is:

<http://www.collaborativelearning.org/mndhotseat.pdf>

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 once.

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.

17, Barford Street, Islington, London N1 0QB UK Phone: 0044 (0)20 7226 8885

Website: <http://www.collaborativelearning.org>

BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops and conferences worldwide but mainly in the UK. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening. They provide teachers ideal opportunities for assessment of spoken language.

*They provide scaffolding for differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills. We strongly endorse the principles of the Learning Without Limits group to which we belong.

*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

*They are generally work effectively over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

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There are a variety of ways of doing this activity depending on how well your class get on together.

1. Students work in groups of four. Each one receives a different role card. The question grid is chopped up into cards which are shuffled and placed upside down in a pile in the centre. Students take turns to pick a card and can ask anyone else in the group a question. If the person answers "Yes", the questioner can keep the card. If "No", the card must be put back at the bottom of the pile.

2. Half the class receive role cards with the role card rules written on the back. They can sit anywhere around the room. The other half of the class receive a question grid. They can go to any role card person and ask a question. If the answer is "Yes" the role card person can tell the questioner who they are and they can write this name on their grid. The questioner who manages to get four names in a row or manages to fill their grid first is the winner.

Midsummer Nights Dream - Role cards

Role Card for Hermia

- 1) You are in love with Lysander
- 2) Your father wants you to marry Demetrius
- 3) You are friends with Helena
- 4) You have golden hair
- 5) You run away into the woods to marry Lysander
- 6) You get lost in the woods
- 7) You have a fight with Helena
- 8) You marry Lysander
- 9) You think it was all a dream

Role Card for Helena

- 1) You are in love with Demetrius
- 2) You are friends with Hermia
- 3) You have black hair
- 4) You tell Demetrius that Hermia has gone to the woods
- 5) You follow Demetrius into the woods and tell him you love him
- 6) You are terrified when Lysander tells you he loves you
- 7) Demetrius also tells you he loves you
- 8) You have a fight with Hermia
- 9) You marry Demetrius
- 10) You think it was all a dream

Role Card for Lysander

- 1) You are in love with Hermia
- 2) You run away into the woods to marry Hermia
- 3) A magic potion is put into your eyes so that you fall in love with the first thing you see!
- 4) You fall in love with Helena and forget all about Hermia
- 5) You marry Hermia after the magic is taken off you
- 6) You think it was all a dream

Role Card for Demetrius

- 1) You think you are in love with Hermia
- 2) You follow Hermia and Lysander into the woods
- 3) You tell Helena that you don't love her
- 4) A magic potion is put in your eyes so that you fall in love with the first thing you see!
- 5) You fall in love with Helena
- 6) You marry Helena
- 7) You think it was all a dream

Midsummer Nights Dream - Role cards

Role Card for Oberon

- 1) You are King of the fairies
- 2) You live in the woods outside Athens
- 3) You have had an argument with Titania but really you love her
- 4) Your servant is called Puck
- 5) You tell Puck to put magic potion into Demetrius' eyes so that he will fall in love with Helena
- 6) You correct all of Puck's mistakes and make the lovers fall in love with the right person
- 7) You break the spell on Titania so that she doesn't love a donkey anymore
- 8) You stop arguing with Titania and fall in love with her again

Role Card for Puck

- 1) You are Oberon's servant
- 2) You are very mischievous
- 3) You turn Bottom into a donkey
- 4) You put the magic potion into Lysander's eyes! (not Demetrius' eyes!!)
- 5) You cause chaos!
- 6) You take the spell off Bottom when Oberon tells you to

Role Card for Titania

- 1) You are Queen of the fairies
- 2) You live in the woods outside Athens
- 3) Your servants include Cobweb and Mustardseed
- 4) You have had a fight with Oberon but really you love him
- 5) A magic potion is put into your eyes so that you fall in love with the first thing you see!
- 6) You fall in love with a donkey!
- 7) You fall in love with Oberon when the spell is taken off you
- 8) You think it was all a dream

Role Card for Bottom

- 1) You are a weaver
- 2) You are practising for a play for Theseus and Hippolyta's wedding
- 3) You think you are a great actor
- 4) You are turned into a donkey by fairies
- 5) Your friends are afraid of you and leave you on your own in the woods.
- 6) You sing very badly!!
- 7) You enjoy being fed hay by fairies
- 8) Puck changes you back into a human
- 8) You think it was all a dream

Midsummer Nights Dream

These rules can be printed on the back of the role cards.

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 continue to question you until you answer NO to one of their questions.

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Midsummer Nights Dream - Question grid

Are you in love?	Do you get married?	Do you have any dreams?	Are you a fairy?	Are you a weaver?	Are you a human?	Do you have a fight?
Do you run away to the woods?	Are you an actor?	Do you fall in love with a new person?	Do you live in the woods?	Do you like being fed hay?	Do you get lost?	Do you have a fairy servant called Cobweb?
Do you have magic potion put into your eyes?	Are you King of the Fairies?	Do you have any servants?	Do you ever love Hermia?	Do you fall in love with a donkey?	Are you mischievous?	Do you turn someone into a donkey?
Do you ever love Helena?	Does your father want you to marry Demetrius?	Are you friends with Hermia?	Do you have a servant fairy called Puck?	Do you break the spell on Titania?	Do you have black hair?	Are you Queen of the Fairies?