







IDENTIFYING MORAL DILEMMAS

- EVERY STORY OR PLAY INVOLVES SOME DIFFICULT MORAL QUESTIONS (THE SORTS OF QUESTIONS YOU STRUGGLE WITH YOUR CONSCIENCE OVER).
- FOR MUCH ADO ABOUT NOTHING, POSE FIVE DIFFICULT MORAL QUESTIONS AND THEN PROVIDE POSSIBLE ANSWERS TO THOSE QUESTIONS.

COMIC STRIP

- CREATE A TWELVE TO FIFTEEN PANEL COMIC STRIP WHICH ACCURATELY TELLS THE STORY OF ONE PART OF THE PLAY.
- MAKE SURE YOU CHOOSE A SIGNIFICANT EVENT OR HAPPENING.
- IT DOES NOT HAVE TO BE DONE IN COLOR, BUT MAKE YOUR ARTWORK CLEAR.

INVENTING THE CONTEXT

- PRESUMABLY, WILLIAM SHAKESPEARE GOT THE IDEA FOR MUCH ADO ABOUT NOTHING FROM SOMEWHERE.
- YOUR TASK IN THIS ASSIGNMENT IS TO CREATE THE FICTIONAL CONTEXT FOR THIS PLAY.
- WRITE A NARRATIVE (FIVE-HUNDRED OR SO WORDS) WHICH EXPLAINS WHAT WAS GOING ON IN SHAKESPEARE'S LIFE THAT PROMPTED (OR INSPIRED) HIM TO COME UP WITH THE PLOT FOR MUCH ADO ABOUT NOTHING.
- THIS CAN BE WRITTEN IN FIRST (AS SHAKESPEARE HIMSELF) OR THIRD-PERSON (AN OBSERVER).

ILLUSTRATING QUOTATIONS

- CHOOSE FIVE IMPORTANT QUOTATIONS FROM THE PLAY AND CREATE AN ILLUSTRATION FOR EACH ONE.
- THIS MUST BE ORIGINAL ARTWORK.

SHAKESPEARE RE-TOLD

- UPDATE THE SETTING, TIME, STORYLINE, AND CHARACTERS OF THE PLAY TO FIT MEMBERS OF OUR ENGLISH CLASS.
- THINK OF A MODERN RE-TELLING OF THE PLAY AND USE MEMBERS OF OUR CLASS AS THE CHARACTERS.

SONG PARODY

- WRITE A SONG PARODY, USING THE PLOT OF MUCH ADO ABOUT NOTHING, AS YOUR SUBJECT.
- THE PARODY SHOULD BORROW THE TUNE OF A POPULAR SONG AND SUBSTITUTE ITS LYRICS FOR YOUR OWN.
- IF YOU ACTUALLY WANT TO PERFORM IT, NOT ONLY WILL YOU BE REVERED BY YOUR CLASSMATES, YOU MAY BE THE FIRST ACT SIGNED TO COFFIN'S NEW RECORD LABEL.
