

English 2 Study Guide

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Macbeth Table of Contents

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1. Scene Guides

Act 1

Scene 1: An Open Field

Characters	Three witches
Action	The three witches meet in an open field and talk about the war.
Problem/ Solution	The witches want to meet with Macbeth which is kind of concerning, but the audience won't find out until later. Because the beginning scene was filled with a dark sense, we can suggest that this may be a problem.

Scene 2: King Duncan's Camp at Forres

Characters	King Duncan, Malcolm, Captain, Lennox, Ross
Action	The news that Macbeth has beaten Macdonwald was announced to King Duncan by the Captain. The Captain states how Macdonwald's head was cut off and put onto Macbeth's sword. Because Macbeth beat Macdonwald, King Duncan sent Ross (the thane) to crown Macbeth as the new Thane of Cawdor.
Problem/	There is no problem in this scene, but there is a solution which is that Macbeth

Solution	would now be stated as the new Thane of Cawdor because he helped Scotland win the war against Norway.
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Scene 3: Upon the Heath

Characters	Three witches, Banquo, Macbeth, Ross, Angus
Action	The witches are discussing what they have experienced since they last saw each other. Macbeth and Banquo come across the witches and if we remember from scene 1, the witches wanted to talk to Macbeth so now was their chance. The witches said that Macbeth is now the thane of Glamis (he already had this title) as well as the thane of Cawdor (new title). Following that, they said that Macbeth would be the new king. To Banquo they stated that his children will be sitting on the throne. After talking to the witches, Macbeth and Banquo continue to walk and then come across Ross and Angus where they state that Macbeth is now Thane of Cawdor, confirming the witch's prophecies.
Problem/ Solution	There is no exact problem yet, but the audience can begin to see that there may be a problem in the future between Banquo and Macbeth.

Scene 4: Duncan's Camp At Forres

Characters	Macbeth, Banquo, Malcolm, King Duncan,
Action	King Duncan hears about the news that the original Thane of Cawdor was executed. Malcolm, Cawdor's son, is pronounced king now by Duncan because of the execution and at the same time Macbeth is pronounced the next Thane. With this news, Macbeth pretends to be happy, but in reality he is quite upset because there is now someone preventing him from getting the throne. In the same evening, Duncan and Macbeth made plans for dinner at Macbeth's house to celebrate.
Problem/	Problem: Because Malcolm is now king, there is a problem for Macbeth

Solution	because now, Malcolm is standing between Macbeth and the throne.
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Scene 5: Macbeth's Castle at Inverness

Characters	Macbeth, Lady Macbeth, messenger
Action	Lady Macbeth receives a letter from Macbeth which explains the big news and states that Duncan is coming for supper. Lady Macbeth wants her husband to seize the crown, and so she begins devising a plan so that Macbeth can be king. When Macbeth arrives home, he tells his wife about Duncan and how he is supposed to leave the next day, but Lady Macbeth tells her husband that Duncan will never see tomorrow because of her plan to kill him.
Problem/ Solution	Problem: The problem to Lady Macbeth and Macbeth is that Macbeth cannot be announced as king right away because Malcolm is standing in between. Solution: Lady Macbeth devises a plan to kill Duncan, but another problem comes from that which is whether or not Macbeth can rise to the occasion and be brave enough to kill Duncan.

Scene 6: Macbeth's Castle at Inverness

Characters	Duncan, the Scottish Lords, Banquo, Lady Macbeth
Action	Duncan has arrived at Macbeth's castle as well as the Scottish lords, and they are greeted by Lady Macbeth.
Problem/ Solution	There is no direct problem during this scene because not much happened, however, the audience should start to suspect that there will be a problem in the next scene.

Scene 7: Macbeth's Castle at Inverness

Characters	Lady Macbeth and Macbeth
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Action	Macbeth is pacing back and forth trying to convince himself to kill Duncan, but because he is seen as Duncan's kinsman and host, he is hesitant. Macbeth then decides not to kill Duncan because there is no true reliable motive, but then Lady Macbeth enters and says that they should kill him. Lady Macbeth told Macbeth that once Duncan is asleep, they will get the chamberlains drunk so they are unaware of what is happening. Once everyone is drunk, the Macbeth's will kill Duncan and plant it on the guests.
Problem/ Solution	Problem: Duncan will be killed during the party and Macbeth may chicken out and decide not to kill which is a problem for Lady Macbeth.

Act 2

Scene 1: Macbeth's Castle at Inverness

Characters	Banquo, Fleance, Macbeth, Lady Macbeth
Action	Everyone is asleep except the Macbeths and Banquo and his son. When Macbeth and Banquo encounter each other, Banquo tells Macbeth that he has been feeling uneasy because of the prophecies by the witches. After the conversation, Macbeth keeps seeing a vision of a bloody dagger which could be because he is planning on killing Duncan.
Problem/ Solution	Problem/Solution: Macbeth is hallucinating and seeing a floating dagger which could either motivate him to kill or can discourage him. Also, Banquo is beginning to think deeply into the prophecies, which could make Baanquo an enemy of Macbeth.

Scene 2: Macbeth's Castle

Characters	Lady Macbeth and Macbeth
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Action	Lady Macbeth does her part in the plan and makes sure that Duncan's men are drugged. Macbeth does the killing and comes out with bloody hands, feeling guilty from his action. Because he felt guilty, he forgot to plant the dagger onto the men, so Lady Macbeth gets angry and finishes her husband's task by framing Duncan's men. As this occurs, someone knocks on the castle door.
Problem/ Solution	Problem: King Duncan just got murdered and there is a possibility that someone saw which can get Macbeth in trouble. Solution: The Macbeths finally killed and planted the daggers, so everything is going as it should.

Scene 3: Macbeth's Castle

Characters	Macbeth, Porter, Lennox, Macduff, Lady Macbeth, Donalbain
Action	The Porter answers the mysterious knocking and Macduff and Lennox enter. Macbeth enters and guides Macduff to the King's room so he can wake him and next thing we know, Macduff comes out screaming, claiming that the king was murdered. As a response, Macbeth kills the guards out of rage for "killing the king" even though Macbeth did. The two sons of the king, Malcolm and Donalbain enter and realize that they might be killed next, so they decide to flee from Scotland.
Problem/ Solution	Problem: The King was found murdered and so now many questions will arise as a result. Solution: The plan by the Macbeths worked out because the King died and Macbeth will now be pronounced king.

Scene 4: Outside Macbeth's Castle

Characters	Ross, an old man, Macduff
Action	This scene serves as comic relief because it is a scene away from all of the

	drama. Ross and an old man discuss the events that have happened the past few days. They both talk about how the horses of Duncan have gone wild and an owl killed a falcon. Macduff comes and tells Ross that Malcolm and Donalbain have fled which makes them possible suspects and Macbeth has now been pronounced king.
Problem/ Solution	Problem: People are noticing change in the environment in Scotland which can reflect the truth about the murder. Solution: Macbeth achieved his goal and is now king.

Act 3

Scene 1: Castle at Forres

Characters	Banquo, Macbeth, servant, the guests (2 murderers)
Action	Banquo is now realizing that the prophecy for Macbeth has come true twice, so Banquo believes the witches, but he is also suspecting Macbeth for murdering Duncan. Macbeth is now realizing as well that Banquo can overthrow the Macbeth family, so Macbeth hires two men to kill Banquo and his son Fleance.
Problem/ Solution	Problem: Banquo is starting to suspect that Macbeth killed Duncan and Banquo is a threat to Macbeth. Macbeth is starting to let his fears consume him which is causing him to do unimaginable actions. Solution: The solution to MACBETH's problem is that he has a plan to kill Banquo.

Scene 2: A Room in the Castle

Characters	Lady Macbeth and Macbeth
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Action	Macbeth and Lady Macbeth both feel guilty about murdering Duncan, and as a response Macbeth tells his wife about his plan to kill Banquo and his son because they are seen as threats and their presence is what is making the king and queen discontent. Macbeth says that once Banquo is gone, they will no longer feel the pressure of guilt riding on their shoulders. Macbeth tells Lady Macbeth to be nice to Banquo to draw all suspicions away.
Problem/ Solution	Problem: Macbeth and Lady Macbeth feel an overwhelming amount of guilt because of Duncan's murder which is affecting their actions.

Scene 3: Outside the Castle

Characters	Murderers, Banquo, Fleance
Action	On their way to the palace, Banquo and Fleance are jumped by three murderers (an additional one was added by Macbeth) and Banquo is killed. However, Banquo tells his son to run and so Fleance escapes.
Problem/ Solution	Problem: Macbeth's plan failed because Fleance is still alive, so therefore the prophecies of the witch may still come true.

Scene 4: The Great Hall of the Castle

Characters	Macbeth, Lady Macbeth, 1st Murderer, Guests
Action	King Macbeth has his ceremony, but before he learns that Fleance has escaped. Hearing this news has shaken Macbeth and affected the way he acted for the rest of the night. Macbeth then began hallucinating and kept seeing Banquo's ghost so as a result, Macbeth would talk to Banquo in front of all of his guests, making a fool out of himself. Lady Macbeth then stepped in and attempted to excuse his behavior because no one could see the apparition. Later on, Macbeth continues this, so Lady Macbeth sends everyone home.

Problem/ Solution	Problem: Macbeth's guilt is getting to him and is making him hallucinate, which shows that he is losing his mind and can reveal the truth.
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Scene 5: The Forest

note: this scene is sometimes cut out, so you may or may not have read it, therefore, it is not as important and relevant

Characters	Three witches and Hecate
Action	Hecate, the head of the witch tribe, scolds the three witches for revealing to Macbeth his future. As a response, Hecate states that she shall give him another prophecy tomorrow.
Problem/ Solution	Solution: the solution to the witch's problem is to give Macbeth another prophecy the next day.

Scene 6: The Castle at Forres

Characters	Lennox and another lord
Action	In Scotland, Lennox is talking to another lord about the recent deaths (Duncan and Banquo) and they state how Banquo's death was blamed on Fleance, but Lennox suspects that Macbeth killed them. There is also news that Macduff and Malcolm are gathering troops in England and a war against Macbeth will be started.
Problem/ Solution	Problem: Lords are suspecting Macbeth of the murderers, and there will now be a war against Macbeth, meaning that his plan has failed.

Act 4

Scene 1: The Witches' Cave

Characters	Three witches, Hecate, Macbeth
Action	Macbeth visits the witches again and the witches show Macbeth three apparitions (THESE ARE IMPORTANT!!). The first apparition is a severed head floating in the air which tells Macbeth to warn Macduff (used as foreshadowing). The head is supposed to represent Macbeth's head because his head is supposed to be cut off by Macduff later on. The second apparition is a bloody child that is telling him that no one who was born from a woman can defeat Macbeth. The child once again represents Macduff because as a child, Macduff was ripped from the womb of his mother, so therefore he was not born from his mother, and can defeat Macbeth (foreshadowing again). The last apparition is a child crowned with a tree and the child tells Macbeth that he is safe until Birnam Wood moves to Dunsinane Hall. The child is supposed to represent King Malcolm who is gathering troops to defeat Macbeth. After the apparitions, Macbeth learns that Macduff has fled to England to gather troops, so Macbeth plans to murder Macduff and his family.
Problem/ Solution	Problem: The apparitions serve as a warning for Macbeth which makes him grow more uneasy about the situation. Because of the newly learned information, Macbeth plans to kill more innocent people, in order to grow his power.

Scene 2: Macduff's Castle at Fife

Characters	Ross, Lady Macduff, Macduff's child, murderers, and a messenger
Action	Ross tells Lady Macduff and her child that Macduff has fled out of the country (to kill Macbeth, but his family does not know), but does not tell her why. A messenger then comes in and states that Lady Macduff is in danger, but she refuses to do anything about it. Murderers sent by Macbeth then come into the Macduff household and murder both the child and Macduff's wife.

Problem/ Solution	Problem: Macbeth is killing innocent people to increase his power, but he is really just making more enemies and giving people more reason to kill him.
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Scene 3: England, King Edward's Court

Characters	Macduff, Malcolm, and Ross
Action	Malcolm suspects that Macduff is working for Macbeth because he left his family with no warning. To see if Macduff is truly loyal, Malcolm tests Macduff to see if he is loyal to Scotland. Macduff passed Malcolm's test and the two of them team up to conquer Macbeth. Ross then comes in, informing Macduff that his wife and child have been murdered, which increased Macduff's motive to kill Macbeth.
Problem/ Solution	Problem: Because Macbeth killed Macduff's family, Macduff will attack Macbeth even stronger now because he has more reason to.

Act 5

Scene 1: Macbeth's Castle at Dunsinane

Characters	Doctor, Lady Macbeth, and gentlewoman
Action	Since the recent murders, Lady Macbeth has been sleepwalking, so a doctor is called to diagnose and cure her. When the doctor comes, Lady Macbeth is holding a candle while sleepwalking and even begins citing words to herself that she said to Macbeth before the murderers, giving herself away. She reveals details about the deaths of Lady Macduff, Banquo, and Duncan and starts to wash her hands (washing off the blood supposedly). The doctor realized that he cannot help her and he refuses to speak up about what he heard.
Problem/ Solution	Problem: The guilt that Lady Macbeth feels is consuming her which caused her to put herself and Macbeth in danger because she confessed the truth about the murder of Duncan, Banquo, and Lady Macbeth.

Scene 2: Outside Dunsinane

Characters	Menteith, Caithness, Angus, and Lennox
Action	The Scottish men who are getting ready to attack Macbeth gather and discuss that Malcolm, his uncle Siward, and Macduff are on their way to attack. They then state that they plan to meet them at Birnam Wood (foreshadowed by the apparitions). While the troops are teaming up, Macbeth is fortifying Dunsinane.
Problem/ Solution	Problem: The troops led by Malcolm and Macduff are on their way to Macbeth to avenge the deaths of Duncan, Banquo, and Lady Macbeth.

Scene 3: Inside Macbeth's Castle

Characters	Macbeth, Doctor, Attendants, and Seyton
Action	Macbeth is warned by his servant that there are 10,000 soldiers outside his castle. Macbeth claims he is not afraid because the prophecies say that only someone who was not born can defeat him, and he believes that Macduff was born from a woman (not true because he was ripped out from his mother's womb). Macbeth tells Seyton to help him with his armor and then asks the doctor how his wife is and if he could cure Scotland somehow.
Problem/ Solution	Problem: The troops have arrived at Macbeth's castle.

Scene 4: Birnam Wood

Characters	Malcolm, Menteth, Siward, Soldiers, and Macduff
Action	The soldier's have arrived at Birnam Wood which was a part of the prophecies stated by the witches. The men discuss their plan, and they want to hide by taking a branch and holding it as they walk to disguise themselves. They also learn that Macbeth wants the soldiers to lay siege.

Problem/ Solution	<p>Problem: Macbeth's reign is getting closer to an end.</p> <p>Solution: The troops devised a plan to help disguise themselves and they are getting closer to defeating Macbeth.</p>
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Scene 5: Inside Macbeth's Castle

Characters	Macbeth, messenger, and Seyton
Action	A women cries off stage and Seyton goes and checks it out. Seyton comes back and tells Macbeth that his wife died, but Macbeth is literally numb to the news and shows no emotion. A messenger then comes in and tells Macbeth that the forest of Birnam wood is moving closer to the castle.
Problem/ Solution	<p>Problem: Macbeth's wife died and the soldiers are getting closer and closer to the castle.</p> <ul style="list-style-type: none"> - The death of Lady Macbeth can be seen as a solution as well because she no longer has to go through pain and she has now been put out of her misery.

Scene 6: Outside Macbeth's Castle

Characters	Malcolm, Siward, and Macduff
Action	The men are now near the castle and they decided to throw down their branches and continue their path to show Macbeth who they truly are.
Problem/ Solution	Problem: Macbeth's reign is about to be over.

Scene 7: Inside Macbeth's Castle

Characters	Young Siward, Macbeth, Malcolm, Macduff, and Siward
Action	Young Siward finds Macbeth and Macbeth kills him, making him seem more

	powerful. After killing Young Siward, Macbeth states that he is not afraid of “no man of woman born.” Siward reports to Malcolm that the English troops are beating Macbeth’s troops.
Problem/ Solution	Solution: Macbeth feels stronger because he killed Young Siward and feels like he can kill anyone now.

Scene 8: Outside Macbeth’s Castle

Characters	Macbeth, Macduff, Malcolm, Siward, and Ross
Action	Macduff finds Macbeth and they began battling it out. Macbeth tells Macduff that he tried avoiding him because he feels guilty about his family. Macbeth is overly confident because of what happened with Young Siward, but then Macduff tells Macbeth he was cut out of his mother’s womb, which begins to make Macbeth worry. Macbeth does not surrender however and continues battling Macduff. Meanwhile, Ross, Malcolm, and Siward are talking, and the news is broken to Siward that his son has died. Macduff then comes out with Macbeth’s head on his sword, declaring victory. Because of the victory, Malcolm can now be king.
Problem/ Solution	Solution: Macbeth is officially dead, and Malcolm is now king like he was always meant to be.

2. Characters List:

1. Duncan: King of Scotland, looks like Lady Macbeth’s father in his sleep.
2. Malcolm: Duncan’s eldest son; Almost captured in the battle that rages at the beginning of the play, he is rescued by the captain.
3. Donalbain: Duncan’s second son; After his father’s murder, he suggests to Malcolm that they quickly leave → goes to Ireland
4. Macbeth: Thane of Glamis and then became Thane of Cawdor; he became king after Duncan was murdered; he killed Duncan, Banquo, Lady Macduff, and Young Siward

5. Banquo: Scottish Thane; Macbeth's co-general in the wars; got a prophecy that his children would be king; killed by Macbeth
6. Macduff: Thane of Fife; Commanded by Duncan to visit him early in the morning at Macbeth's castle; he discovers the King's body; kills Macbeth
7. Lennox: a young Thane attending Duncan
8. Ross: Thane who brings Duncan news of the Norwegian invasion and of Cawdor's complicity in it; breaks the news about the death of Young Siward and Lady Macbeth
9. Menteth: one of the four Thanes who leaves Macbeth when Malcolm invades
10. Angus: Thane who goes with Ross to bring Duncan news of the victory over Norway; brings Macbeth the announcement of his accession to the rank of Thane of Cawdor.
11. Caithness: one of the four Thanes who leaves Macbeth as well
12. Fleance: Banquo's son; escapes death; is blamed for his father's death
13. Siward: Earl of Northumberland; veteran soldier for the English; Malcolm's uncle
14. Young Siward: during the battle, he is killed by Macbeth
15. Seyton: Macbeth's chief servant when his thanes abandon him; helps Macbeth prepare for war
16. Doctor of Physic: called in by Lady Macbeth's waiting-gentlewoman because she was sleepwalking; he heard her confess about the murders
17. Porter: at Macbeth's castle, he got extremely drunk during the feast for Duncan; answered the door for Macduff and Lennox
18. Old Man: is disturbed by the unnatural phenomena that accompany Duncan's murder; talks about the strange events with Ross
19. Lady Macbeth: a ruthless woman; more ambitious than her husband; she pushes Macbeth to murder Duncan; dies in the end
20. Lady Macduff: Macduff's wife; her husband disappeared which made her worry about him; her son was killed in front of her
21. Gentlewoman: A Waiting-Gentlewoman of Lady Macbeth's who saw Lady Macbeth sleepwalk; she called in a doctor to see her
22. First Witch: leader of the trio of witches
23. Second Witch: speaks of present things, rather than past or future.
24. Third Witch: can predict the future and can start up wind

25. Hecate: leader of the witches
26. First Apparition: shape of a head wearing a helmet, warns Macbeth of Macduff.
27. Second Apparition: tells Macbeth that he won't die at the hand of a woman born
28. Third Apparition: tells Macbeth not to fear defeat until Birnam Wood comes to Dunsinane
29. Servant: brings to Lady Macbeth the news of both Duncan and Macbeth's approach (in the beginning of the play)
30. Messenger: warns Lady Macduff that she should flee, but does not tell her why
31. Soldiers: part of Malcolm's army and they cut down Birnam Wood to camouflage themselves as they approach Dunsinane; they beat Macbeth's troops which allows Malcolm to be king
32. Macbeth's Messenger: one of the guards appointed by Macbeth; he was supposed to keep a lookout and he told Macbeth that it looked like Birnam wood was moving towards Dunsinane

3. Themes

1. Things are not what they always seem
 - a. Malcolm's loyalty to Macbeth was a lie as seen when Malcolm was testing Macduff.
 - b. The apparition (specifically the second one) tricked Macbeth into thinking he was invincible.
 - c. Macbeth invited Duncan for a "celebration," but it ended up being a death sentence.
2. Blind ambition
 - a. Can be seen with Macbeth when he killed Duncan, Banquo, and Lady Macduff
 - b. Lady Macbeth also was ambitious to increase her power and her husband's so she made plans to kill people
3. Power corrupts
 - a. Can be seen when Macbeth murdered Duncan, someone who trusted him/
Banquo, someone who also trusted him/Lady Macbeth, an innocent lady
 - i. Proof that power can corrupt is that Macbeth basically turned his back on everyone who cared about him just for the crown.

- ii. Consequences: Almost all of Scotland turned their back on Macbeth, guilt, hallucinations (Banquo's ghost)
 - b. Can also be seen with Lady Macbeth because she urged Macbeth to kill Duncan right when she found out that he would be king if Duncan died
 - i. Consequences: sleepwalking, filled with guilt, died, hallucinations
- 4. Suspersion changes human behavior
 - a. After hearing about the prophecies, that was the only thing Macbeth could think about, which caused him to do unforgivable actions. Even after his actions, he went back to the witches to find out more about his future, because he was invested in it.
 - i. Before hearing about the prophecies, Macbeth was seen as a hero, and then he turned into a traitor.

4. Important Terms

1. Allusions: comparing/alluding a scenario to something else → in the case of Shakespeare, it's usually mythological and Biblical
 - a. Sergeant compares a bloody scene of death on the battlefield to Golgotha (place where Christ died)
2. Simile: use "like" or "as" to compare things
 - a. "Looks like the innocent flower" (Act 1, scene 5).
3. Metaphor: comparison with no "like" or "as"
 - a. "I have begun to plant thee, and will labor To make thee full of growing" (Act 1, scene 4).
4. Personification: giving human like features to an in-animate object o
 - a. "If chance will have me King, why, chance may crown me, without my stir" (Act 1, scene 3).
5. Alliteration: repeating the same letter or sound at the beginning of a word
 - a. "But now I am cabined, cribbed, confined, bound in" (Act 3, scene 4).
6. Symbol: an item, person, event, or concept can represent something
 - a. The presence of birds = superstition theme

7. Foreshadowing: warning of something that will happen later
 - a. All three apparitions warned Macbeth of the future events that will come to him.
8. Comic relief : a brief act or dialogue that is used to reduce the intensity and tension of the scene → meant to make the audience laugh
 - a. Can be seen with the Porter when he opens the door after the mysterious knocking
9. Dramatic Irony: type of irony where audience understands the character's actions, but the characters don't
 - a. After hearing the apparitions, Macbeth felt confident that he was safe, but the audience knows that this is not true because we have heard other people talk and we know what is coming.
10. Situational Irony: result of a situation is the opposite of what the audience/characters thought would happen
 - a. Macbeth thought he would enjoy being king, but he didn't because he was filled with guilt after killing Duncan.
11. Verbal Irony: when a character speaks, their intention is different than what they say
 - a. When Duncan was killed, Macbeth said he was mad and had no reason to live, but the audience knows his true intentions.
12. Blank Verse: normal verse with a natural rhythm → iambic pentameter
 - a. "I am afraid to think what I have done" (act 2, scene 2)
13. Free Verse: verse with no rhyming or rhythm → opposite of blank verse
14. Rhymed Couplet: lines that are the same length and rhyme
 - a. "Which now suits with it, while I threat, he **lives**:
Words to the heat of deeds too cold breath **gives**" (Act 2 scene 1)
15. Diction: choice of words used throughout the play.
16. Cajole: to persuade someone to do something
17. Paradox: contradiction
18. Satire: mockery to expose people's stupidity
 - a. Used by Macbeth when fighting Young Siward and Macduff → mocked them because he thought he could kill them since they were born from their mother's womb, but that turned out not to be true for Macduff.

19. Aside: other characters are not able to hear, but the audience can
 20. Dialogue: conversation between two or more people
 21. Monologue: a long speech by one person (person can be alone and talking to themselves or they can be talking to someone else)
 22. Soliloquy: when a character is alone, they may talk to themselves out loud for the audience to hear
 23. Stage directions: in scripts, it can be found italicized and it tells the actor where they should go and when
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Julius Caesar Table of Contents

1. Summary of each Act/ Scene
2. Character List
3. Understanding Ethos, Logos, and Pathos + connecting them to the reading
4. Important Rhetorical Devices

Short Summaries of Each Act/Scene

Act 1

Scene 1: Flavius and Marullis, two tribunes of Rome witness people closing their shops so they can celebrate Julius Caesar's victory over Pompey the Great. Flavius and Marullis don't like Caesar because they believe he is too powerful and instead they support Pompey so with anger they tear down the decorations that were used to honor Caesar.

Scene 2: The Feast of Lupercal takes place where the feast is used to restore and renew order in the nation. When Caesar, Calpurina, Antony, Brutus, and Cassius enter, Caesar tells Antony to touch Calpurnia to restore her fertility. Later on, a Soothsayer warns Caesar to "Beware the ides of March" which means that he should beware March 15. Caesar however ignores the soothsayer and continues with the feast. In a different shot, Brutus and Cassius can be seen talking to each other and Cassius claims that Brutus is acting strange. Brutus states that his problem is with Caesar and Cassius suggest that they conspire against Caesar and murder him. When the feast ends, Casca passes by and he begins explaining in prose (important to pay attention to this) what

had happened to Caesar during the Feast. According to Casca, he denied the crown three times and then had a seizure (fell sick).

Scene 3: Cicero and Casca meet up and talk about the terrible weather which we can connect to the mood of the play right now which is dark and evil. Cassius convinces Casca to join the conspiracy and he does. Cinna joins them and is instructed by Cassius to throw a message in Brutus's window to convince him to join the conspiracy. Cinna plants forged letters in Brutus's window so he knows that the assassination would be an honorable thing to do for Rome. **Cassius, Casca, Cicero, and Cinna are all against Caesar. ****

Act 2

Scene 1: Brutus is still brooding about the conversation he had with Cassius in Act 1 Scene 1. Lucius then (Brutus's servant) brings Brutus the letters sent by Casca to slain Caesar. Brutus thinks deeply about killing Caesar and thinks he should because he's abusing his power. Cassius then comes and is joined by Trebonius, Decius, Casca, Cinna, and Metellius. They all discuss their plot and who else they should add to the group. Brutus agrees to kill Caesar, but does not agree with sealing with an oath because he believes he is killing Caesar for the good of Rome. Portia, Brutus's wife, comes in and is worried about her husband and she wants him to know that he can trust her with anything. To prove her loyalty and strength, she stabs herself in the leg and Brutus plans to explain everything to her later.

Scene 2: Caesar wakes up in the middle of the night and is unable to sleep because he is still thinking about the Soothsayer. Calpurnia, his wife, had a bad dream about death and begs him to stay home. She dreams that Caesar is a fountain of blood and that he's sleeping. To see if these omens are bad, Caesar has animals sacrificed and because there was no heart found in the animals, it was indicating that Caesar should not leave the house. Caesar decides to listen and stay in, but Decius (remember he's a part of the group who wants to kill Caesar) comes to pick up Caesar. Decius was sent by Brutus to convince Caesar to go to the Senate so when Caesar tells him why he is not leaving, Decius urges him to leave because his explanation is silly and people will make fun of him.

Scene 3: Artemidorus wrote Caesar a letter informing him about the people conspiring against him. The letter tells Caesar to beware Brutus and everyone else and he plans on giving it to

Caesar when he sees him next. The audience doesn't know how Artemidorus knows about the group, but it shows how not everyone disapproves of Caesar.

Scene 4: Portia tells Lucius that she knows about the plan. The Soothsayer joins them and tells Portia that he is going to see Caesar at the Senate to warn him again, but he doesn't know what will happen. Portia thinks that the Soothsayer knows more than he says so she sends Lucius to find out the truth.

Act 3

Scene 1: Artemidorus sees Caesar and tries to give him the letter, but Caesar refuses to read it. To distract Antony, Trebonius pulls him away. Metellus Cimber petitions Caesar to lift his brother's banishment, but Caesar refuses to and is immovable. The conspirators join Caesar and Casca first stabs Caesar and Brutus stabs Caesar last (in total, Caesar got stabbed 33 times). Antony then finds Caesar and pays his respect to him and begins to bond with the conspirators. Antony tells the group that if they killed Caesar for good reason then the murder was the right thing to do. Antony shakes hands with them and makes peace with them. As a result, Antony asks if he can speak at Brutus's funeral and even though Cassius disagreed, Brutus agreed to allow him to speak. Octavius Caesar's servant comes to Antony and tells him that Caesar left Rome and will arrive if it's safe again. Antony begs forgiveness from Caesar and plans to avenge Caesar's death.

Scene 2: During Caesar's funeral, Brutus and Cassius speak and explain to the plebeians that the murder of Caesar was done for Rome. Brutus also gives his speech and explains that Caesar was ambitious and the murder was necessary. After getting the plebeians on their side, Marc Antony enters to talk. The plebeians all agreed with Brutus so they had very little interest as to what Antony had to say. Antony convinces the citizens that Caesar was wrongfully murdered and that those who killed him should be punished. Antony also reads Caesar's will which shows how much Caesar loves Rome and all of the citizens because he left each man some money and property. The citizens then change their mind and agree with Antony to avenge Caesar's death. Antony then finds out that Brutus and Cassius left Rome and Octavius returned.

Scene 3: Cinna the poet goes to Caesar's funeral but is attacked by the plebeians for Caesar's death. The plebeians thought that he was Cinna the conspirator, but he was not and still got attacked even after revealing his identity. ****This scene is used as comic relief**

Act 4

Scene 1: A Second Triumvirate is made with Antony, Octavius, and Lepidus. The three discuss who they should kill and while Lepidus fetches the will, Antony tells Octavius how he doubts Lepidus. Octavius supports Lepidus though.

Scene 2: The conspirators join each other at a campsite. Brutus is suspicious of Cassius because of his recent behavior and is beginning to lose trust in him. When Cassius comes to Brutus, he says that he is annoyed by Brutus because he has done him wrong. Cassius and Brutus then go in a tent and privately talk.

Scene 3: In the tent, Cassius and Brutus argue and get mad at each other, showing a tear in their friendship. Brutus gets mad at Cassius for accepting bribes and the two argue and fight over that. Cassius then tells Brutus to kill him, but then they both apologize to each other. Cassius then breaks the news to Brutus that his wife has suicided and then they debate on whether or not it's best to march to Phillipi. They then go to sleep and Brutus has his servant play a song for him. Everyone falls asleep except Brutus because Caesar's ghost haunts him and tells him that they will meet again at Phillipi.

Act 5

Scene 1: Antony, Octavius, and Lepidus go to Phillipi and meet Brutus, Cassius, and their army. The two armies insult and taunt each other, but they don't fight yet. Cassius tells Brutus that they may not speak again after the battle if they lose and so they both say farewell to each other. The two armies part away and meet again later.

Scene 2: The battle begins with Brutus sending Messala to Cassius. Brutus wants Messala to fight Octavius.

Scene 3: First Battle: During the battle, Antony's troops are surrounding Cassius's which makes Cassius lose hope. Pindarus mistakenly tells Cassius that Titinius has been captured and because Cassius was afraid of losing, he has Pindarus stab him. Pindarus stabs him and then runs away. The report that Pindarus received was fake and Titinius and Messala comes back and sees Cassius's body. Messala leaves and tells Brutus about the murder of their friend, and Titinius takes the sword on Cassius and stabs himself with it as well.

Scene 4: The fight continues and Young Cato is killed. Lucilius pretends to be Brutus and gets captured by Antony's army. Antony recognizes Lucilius and does not kill him because he believes he can turn him into an ally rather than an enemy.

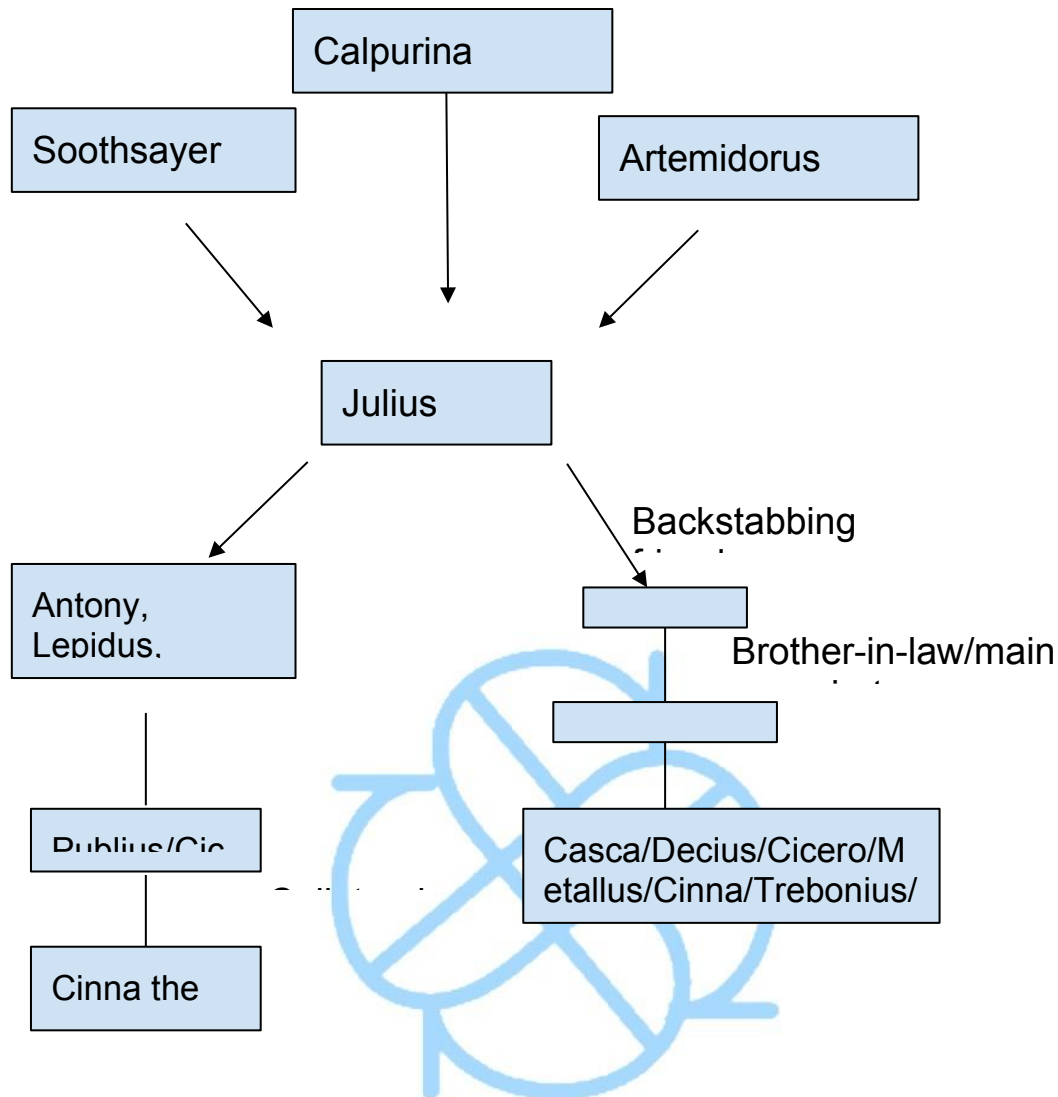
Scene 5: Second Battle: Brutus talks to Volumnius, Clitus, and Dardanius and he asks them to kill him. After they refuse to kill him, Brutus goes to Strato and while Strato holds up the sword, Brutus runs into the sword. Antony and Octavius enter and they tell Brutus's men that Brutus had a noble fight and he was the only one to kill Caesar for Rome and not for his own sake.

2. Character List

1. Flavius/Marullus: want to protect the Plebeians from Caesar's tyrannical rule; they remove ornaments from Caesar's statues during the feast
2. Caesar: gets killed after ignoring many signs; becomes leader of Rome after defeating Pompey
3. Casca: witnessed Caesar deny the crown and have a seizure; first conspirator to stab Caesar
4. Calpurnia: Caesar's wife; has dreams that warn Caesar he is about to be killed; dreamt that Caesar is a fountain of blood
5. Marc Antony: offers Caesar the crown at the feast of Lupercal; best friends with Caesar and is part of the 2nd Triumvirate; avenges Caesar's death
6. Soothsayer: warns Caesar during the celebration about the "Ides of March" and at the Senate House right before he got killed
7. Brutus: magistrate of Rome; joins the conspiracy because he cares about Rome and doesn't want Caesar to become a tyrant; in the first battle, he defeats Octavius
8. Cassius: brother in law of Brutus; main conspirator; he suicides in the first battle and gets defeated by Antony
9. Cicero: senator/famous orator; also a conspirator against Julius Caesar
10. Cinna: Cassius demands him to place forged letters in Brutus's window
11. Lucius: Brutus's young servant
12. Decius: conspirator who persuades Caesar to attend the Senate so he can get killed; said that Caesar's reason for backing out was silly
13. Metellus Cimber: asks Caesar to pardon his brother's banishment; conspirator

14. Trebonius: thinks Antony should be spared so he lures Antony out of the Senate House
15. Portia: Brutus's wife and daughter of Marcus Cato; says that her family has made her strong so she stabs herself in the leg; commits suicide
16. Artemidorous: gives Caesar a letter with the names of the conspirators, but Caesar ignores it
17. Cinna The Poet: gets accused of being a conspirator; gets attacked by plebeians
18. Octavius: heir of Caesar; part of the second Triumvirate with Antony and Lepidus; defeats Cassius and Brutus in the battle
19. Lepidus: also part of the second Triumvirate
20. Lucilius: pretends that he's Brutus at the 2nd Battle; captured by Antony
21. Pindarus: tells Cassius that Titinus had died even though he didn't; Cassius asks Pindarus to kill him with the sword used to kill Caesar
22. Titinius: guards tent at Sardis during the argument between Brutus and Cassius; commits suicide after seeing Cassius dead in front of him
23. Messala: gets captured by Antony; reports Cassius's body
24. Young Cato: Portia's brother; brother in law of Brutus; gets killed during the battle
25. Clitus/Dardanius: Brutus's servants; refuse to kill Brutus
26. Volumnius: Brutus's friend who also refuses to kill Brutus
27. Strato: Brutus's soldier; helps kill Brutus by holding out the sword

CHARACTER MAP (TO SHOW HOW EVERYONE IS CONNECTED)



3. Ethos, Logos, Pathos + connecting it to the reading

- used mainly in argumentative writing
- Ethos: appeal of credibility; speaker uses this to make their audience trust them and to appear more likeable
- Pathos: appeal of emotions' speaker uses this to make the audience feel emotions like sorrow, anger, happiness, etc
- Logos: appeal of logic; speaker uses this to make the audience see the facts and obvious answer to a problem

** Antony's and Brutus's speech used ethos, logos, and pathos to convince their audience to support them ** with this knowledge, whose argument do you think was most effective?

	Ethos	Logos	Pathos
Antony's Speech	<p>"Friends, Romans, Countrymen, lend me your ears" → shows he is one of them</p> <p>"I speak not to disprove what Brutus spoke, But here I am to speak what I do know."</p>	<p>"I thrice presented him in a kingly crown, which he did thrice refuse. Was this ambition?" → used facts to help the audience understand the truth</p> <p>"To every Roman citizen he gives— To every several man— seventy-five drachmas."</p>	<p>"Look in this place, run Cassius' dagger through, see what a rent the envious Cassius made; Through this the well beloved Brutus stabbed. And as he plucked his cursed steel away. Mark how the blood of Caesar followed it." → making the audience feel sad and feel sympathy"</p> <p>"My heart is in the coffin there with Caesar, And I must pause till it come back to me."</p>
Brutus's Speech	<p>"Believe me, for mine honor, and</p>	<p>"Censure me in your wisdom and awake your sense that you may the</p>	<p>"Not that I loved Caesar less, but I loved Rome more."</p>

	<p>have to respect to mine honor” → used his social standing to make him sound credible</p>	<p>better judge” “Would you rather that Caesar be alive and you be slaves? “</p>	
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4. Important Rhetorical Devices

- Alliteration: consonant sounds being repeated → usually at the beginning of words
- Anaphora: repetition of a word or phrase at the beginning of a sentences or clause
- Antithesis: juxtaposition (opposition) of ideas or words
 - “Not that I loved Caesar less, but I loved Rome more.” (Act 3, Scene 2)
- Aporia: questioning oneself
- Aposiopesis: a pause in the middle of a sentence → gives a dramatic effect
- Apostrophe: turning from general audience to a specific group
- Asyndeton: absence of conjunctions between words
 - “Are all thy conquests, glories, triumphs, soils,/Shrunk to this little measure?”
- Conduplicatio: repeating key words → similar to repetition → usually to emphasize a pt
- Euphemism: using a pleasant expression instead of a harsh one (saying “he passed away” instead of “he died”)
- Hyperbole: also known as an overstatement; exaggeration for emphasis
- Irony: when words mean something different than what is actually said
- Metonymy: only naming a part of an object
- Paralipsis: faking to ignore something, but really you’re drawing attention to it
- Polysyndeton: emphasize rhythm with conjunctions → used to emphasize something
 - Can be found a lot with Shakespeare’s writing

- Synecdoche: substituting the large whole with a small part or vice versa
 - “The hospital worked together to revive him” → the hospital is the larger part, but it’s referring to the doctors and nurses
 - Understatement: downplaying something → opposite of hyperbole
-

Argumentative Writing

Argumentative writing is a very important type of writing and because we went over rhetorical devices that can help make your argument stronger, I’m also going to show you guys how to write and format an argumentative paper.

Introduction → can be 1-2 paragraphs

- If you’re arguing about a reading (like Julius Caesar), then you want to include the author and title and a short summary.
- If you’re arguing about an issue (like racism), then explain your stance on the issue
- STATE YOUR CLAIM AT THE END OF THE INTRODUCTION
 - Make sure you include the question you are being asked and the main ideas you will be talking about
- ** background information always helps strengthen your writing because it provides the readers with more information about the topic.

Background Paragraph → 1-2 paragraphs + optional

- If you don’t put background information in your introduction, then you can put it in the background paragraph.
- Can include: summary, key terms, and explanation of topics you will be discussing

Supporting Evidence Paragraph 1 aka Body Paragraph 1 → layout is usually how most pieces are written

- Topic Sentence: sentence explaining what you will be talking about
- Explain Topic Sentence If Needed
- Introduce Evidence
- State Evidence

- Explain Evidence: explain how you interpreted the evidence and how it connects to your argument and the main point of your paragraph.
- **Repeat the evidence part a few times if needed**
 - **It's best to have at least 2 pieces of evidence in each paragraph**
- Concluding Sentence: end your paragraph by tying everything that you talked about together and connecting it to your next paragraph

Supporting Evidence Paragraph 2 aka Body Paragraph 3

- **Same thing as the first body paragraph**
 - **Repeat the layout for all body paragraphs!**

Counter Argument Paragraph → anticipate the reader's objections here and acknowledge the counterargument

- Discuss some rebuttals people can have on your stance.
- What arguments may your readers bring up? Discuss that here and try to refute them with your own evidence and facts.
- **Ethos, logos, and pathos can help strengthen your argument especially in this paragraph. Bringing in facts will make you sound more credible and it will help with logos. If you use personal experiences, that will also help you sound more credible and it can trigger people's emotions which can convince your audience to support them.**
- **ALWAYS BE RESPECTFUL! KNOW WHO YOUR AUDIENCE IS!**
- **Specifically in this paragraph, you need to make sure you know who your audience is so you know how you should set up your argument.**
 - **Example: Marc Antony in Julius Caesar knew who his audience was and knew what it would take to persuade his audience to support him. He was respectful, used personal experiences, showed Caesar's will, and addressed them as friends. Because of this, Antony's argument can be seen stronger than Brutus's.**

Conclusion

- Sum up your essay here

- Restate your stance on the argument and restate your reasons why → basically restate your claim
- **This can be in a separate paragraph or in the conclusion, but you should always answer the “so what” question.**
 - You should explain why we should care about the paper and why it’s important to you. You want your readers to hear the larger point you are trying to address.
 - You can introduce new information and evidence here if you want, but don’t do anything random. Add evidence and topics that grow from your argument.

