

## Ten-point Summary: *Macbeth*

The example ten-point summary and character cards which follow are both for *Macbeth*, and can be used with *Ten Events* (game 14) and *Character Cards* (game 17).

These are the ten events for *Macbeth* used by Coram Shakespeare Schools Foundation.

1. We are in Scotland, in the realm of King Duncan where two royal thanes – Macbeth and Banquo – are returning from war. They meet three witches who predict that Macbeth will become king, and that the children of Banquo will be kings.
2. Macbeth reports the news to his wife, Lady Macbeth, who tells him he must kill King Duncan. King Duncan arrives at the Castle as Macbeth and Lady Macbeth argue over whether to kill him or not.
3. Macbeth kills Duncan as he sleeps.
4. Duncan's son Malcolm is initially blamed for his father's killing and flees in fear, leaving Macbeth to be crowned king.
5. Macbeth has Banquo killed but Banquo's son escapes. Macbeth is haunted by his friend's ghost at a banquet.
6. Macbeth returns to the witches. They tell him to beware Macduff but that he cannot be killed by 'one of woman born', and until Birnam Wood comes to his castle.
7. Macduff flees to England to ask Malcolm to return and fight Macbeth, as Scotland is collapsing under his rule. Macbeth has Macduff's wife and children killed.
8. Lady Macbeth loses her mind and dies.
9. The castle of Macbeth is attacked by soldiers from the army of Malcolm, who prove the prediction of the witches true by using the trees of Birnam Wood as camouflage.
10. Macbeth is killed by Macduff (who we learn was delivered by Caesarean section). Malcolm is crowned king.

### *Making Your Own Ten Events*

Before you begin, you will need to read through your script and decide on the key events of your story – ten is a good number but it could be more.

A key event is a moment that something significant changes and which moves the story forward. You should be able to express the key event in one or two sentences.

If you are developing these ten events with your cast, read them a synopsis of the play so they understand the arc of the story and decide on the key events of the play as a whole group. Then, get them into five groups and ask each group to write two events in a clear, succinct way.

## Character Cards: *Macbeth*

<p><b>Macbeth</b></p> <p>A brave and powerful soldier who finds out that he may become King.</p>	<p><b>Banquo</b></p> <p>An army general, Macbeth's loyal friend.</p>	<p><b>Ghost</b></p> <p>One of the characters, after they die.</p>
<p><b>Witches</b></p> <p>Supernatural beings who can see into the future.</p>	<p><b>Duncan</b></p> <p>The good King of Scotland.</p>	<p><b>Birnam Wood</b></p> <p>A forest in Scotland.</p>
<p><b>Lady Macbeth</b></p> <p>An ambitious noblewoman who wants to be Queen.</p>	<p><b>Malcolm</b></p> <p>The young son of the King of Scotland.</p>	<p><b>Scotland</b></p>