

## ***Romeo and Juliet* Project Options**

### **English I**

Ladies and Gentlemen:

The time has come for a culminating activity for *Romeo and Juliet*, and to give you the chance to dazzle your classmates and me with your creativity. I have created a list of possible activities/project from which you can choose, or you can do something different, as long as you get my approval. Projects on notebook paper are not accepted. You may work alone or in groups (no more than five people per group, please), and the finished product is due no later than \_\_\_\_\_.

You must complete at least one individual project. Your second project may be group, partner, or individual. If you choose to complete a group or partner project, I expect an accountability sheet in which you list the people in your group and what responsibilities they had in the project. All members of the group must sign this sheet to confirm that the information is accurate.

English I students must complete at least two projects, and English I Accelerated students must complete at least three projects.

#### **Group Project Options:**

- ❖ *All the World's a Stage*—3-5 people—This is your chance to test your skills as a thespian in front of your classmates. Choose one or two scenes from the play and act them out for the class. Your scene should last 5-10 minutes. I do not require that the entire scene be done using the text verbatim; however, I do expect any paraphrasing to be in the spirit of the original, and you should present **ten lines** as they appear in the text. Also, if you use scripts, make sure they do not hamper the interaction between characters. Those are the guidelines; the rest is up to you. I highly recommend using props and costumes. If you have video recording equipment, you are welcome to record your scene and show the film to the class.
- ❖ *The Game is Afoot*—3-4 people—Turn the play into a game to be played. You may choose to turn *R&J* into a board game or game show. You are required to demonstrate your knowledge of *R&J*, as well as make sure that the players have to use their knowledge, in the form of questions to be answered. You have some leeway with this; just make sure the ENTIRE class will be able to play the game.
- ❖ *Sound and Fury Signifying Nothing*—3-5 people—On today's *Shakespringer*, star-crossed lovers and the parents who thwart them. Create a talk show in which the characters express the difficulties they face. You should have Romeo and Juliet as your guests, but the other guests are up to you...remember, we all love surprise guests! You can certainly put a modern spin on things with this option, but be sure to demonstrate your knowledge of the characters and situations in *R&J*. Your skit should last 5-10 minutes. You are also welcome to videotape your production and present the video to the class.

### **Partner Project Options:**

- ❖ *The Verona Times*—2 people—You will be creating your very own newspaper based on the play *Romeo and Juliet*. Your newspaper title and all that the paper contains must be about the storyline. You may have an obituary section, editorial, cartoon, society news, fashion, advertisements, etc. This may be on poster board or made to look like an actual newspaper.

### **Independent Project Options:**

- ❖ *Draw, If You Think You Can Match the Prince of Cats*—Flex your artistic muscles, and depict a scene in pictorial fashion. You may choose to create a comic book ([www.toondoo.com](http://www.toondoo.com)), do a series of sketches, 2 movie posters, tattoos for Romeo and Juliet, or what-have-you. Again, the idea is to display your knowledge of the play through visual representation. Please give me some idea of how you plan to progress if you choose this option.
- ❖ *Dear Diary*—You will represent 1 of the characters from *Romeo and Juliet* by writing a diary for that character. You must include at least 2 entries from each act for a total of 10 entries. Your diary must be representative of the style and culture of Shakespeare's era. You may have to do some research in order to design your diary.
- ❖ *The apple doesn't fall far from...The Family Tree*—Use your imagination to create a unique family tree of the Capulets and the Montagues. Be sure to include all the characters from our character sheet! Think outside the box!
- ❖ *The Soundtrack*—You are in charge of making the soundtrack for a Romeo and Juliet movie and “selling” your soundtrack to the movie executives (the class). You will need a minimum of 7 songs burned to a CD. For each song, you will need a brief introduction (title, artist, why this song fits this particular part of the play, and what/who does this song explain/express/represent) You will need a front/back/slip cover for the CD. The songs you choose can be current, popular songs or old, classical tunes.
- ❖ *Whatever dost thou mean?*—Create a list of 25 unfamiliar words used in *Romeo and Juliet*. Turn those words into a mini-dictionary by defining the word, listing a “today's terminology” for the word, and using the word in a sentence. Your dictionary must be representative of the style and culture of Shakespeare's era. You may have to do some research in order to design your dictionary.
- ❖ *Fakebook*—Create a fake facebook page for both Romeo and Juliet. Be sure to include all the information you would have on a real fb page. Include a 10 message post form the two using today's teenage language. You may have others (friends, relative) make comments as well. You may create this using poster board or using fakebook [www.classtools.net/fb/home/page](http://www.classtools.net/fb/home/page)