Name:

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Humanities

Date:

*Romeo and Juliet* Introductory Notes

**Instructions:** Please follow along with the PowerPoint Presentation and fill in the blanks!

William Shakespeare

* His nickname was “The \_\_\_\_\_\_\_\_\_\_ of Avon”.
* He only had an \_\_\_\_\_\_\_\_\_\_ grade education, but their education was \_\_\_\_\_\_\_\_\_ from ours.
* His wife was named \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (not the actress).
* He wrote three types of plays: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_\_\_\_.

The Theatre

* Was used as \_\_\_\_\_\_\_\_\_\_\_\_\_.
* Had economic \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* The theatre competed with:
	+ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Bethlehem Hospital→ Insane Asylum

Romeo and Juliet

* The play is a \_\_\_\_\_\_\_\_\_\_ which centers around two feuding families, the \_\_\_\_\_\_\_\_\_\_\_\_ and the \_\_\_\_\_\_\_\_\_\_\_.

Literary Devices

Prologue: the \_\_\_\_\_\_\_\_\_\_\_\_\_ to a play, literary work, or musical.

Paradox: a seemingly \_\_\_\_\_\_\_\_\_\_\_\_\_ statement that when analyzed, actually makes sense

Malapropism: the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ use of a word in place of a similar sounding word.

Allusion: A \_\_\_\_\_\_\_\_\_\_\_\_\_\_ to a historical event, cultural norm, or literary work.

Sonnet: A poem of \_\_\_\_\_\_\_\_\_\_\_\_\_ lines.

External Conflict: The struggle between a literary or dramatic character and an \_\_\_\_\_\_\_\_\_\_\_\_\_ force.

Internal Conflict: A struggle a character has \_\_\_\_\_\_\_\_\_\_\_\_\_ herself.

Comic Relief: funny shenanigans meant to break the \_\_\_\_\_\_\_\_\_\_\_\_.

Imagery and Symbolism: In *Romeo and Juliet*, there is a lot of \_\_\_\_\_\_\_\_\_\_ imagery.

Puns: A joke exploiting the two possible meanings of a \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Subtext: The underlying meaning beneath the \_\_\_\_\_\_\_\_\_\_\_\_\_.

Soliloquy: When a character speaks \_\_\_\_\_\_\_\_\_\_\_\_\_\_ on stage in a long speech and no one else hears.

Monologue: A long speech made by a character that \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ hear.

Hamartia: A “\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_” that results in a character’s downfall.

Themes:

* Youth vs. \_\_\_\_\_\_\_\_\_\_\_\_\_.
* Love vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* Love vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* Patience vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* Fate vs. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Iambic Pentameter:

* A line of \_\_\_\_\_\_\_\_\_\_ with metrical \_\_\_\_\_\_\_\_\_\_\_, consisting of one \_\_\_\_\_\_\_\_\_ syllable followed by a \_\_\_\_\_\_\_\_\_\_ one.