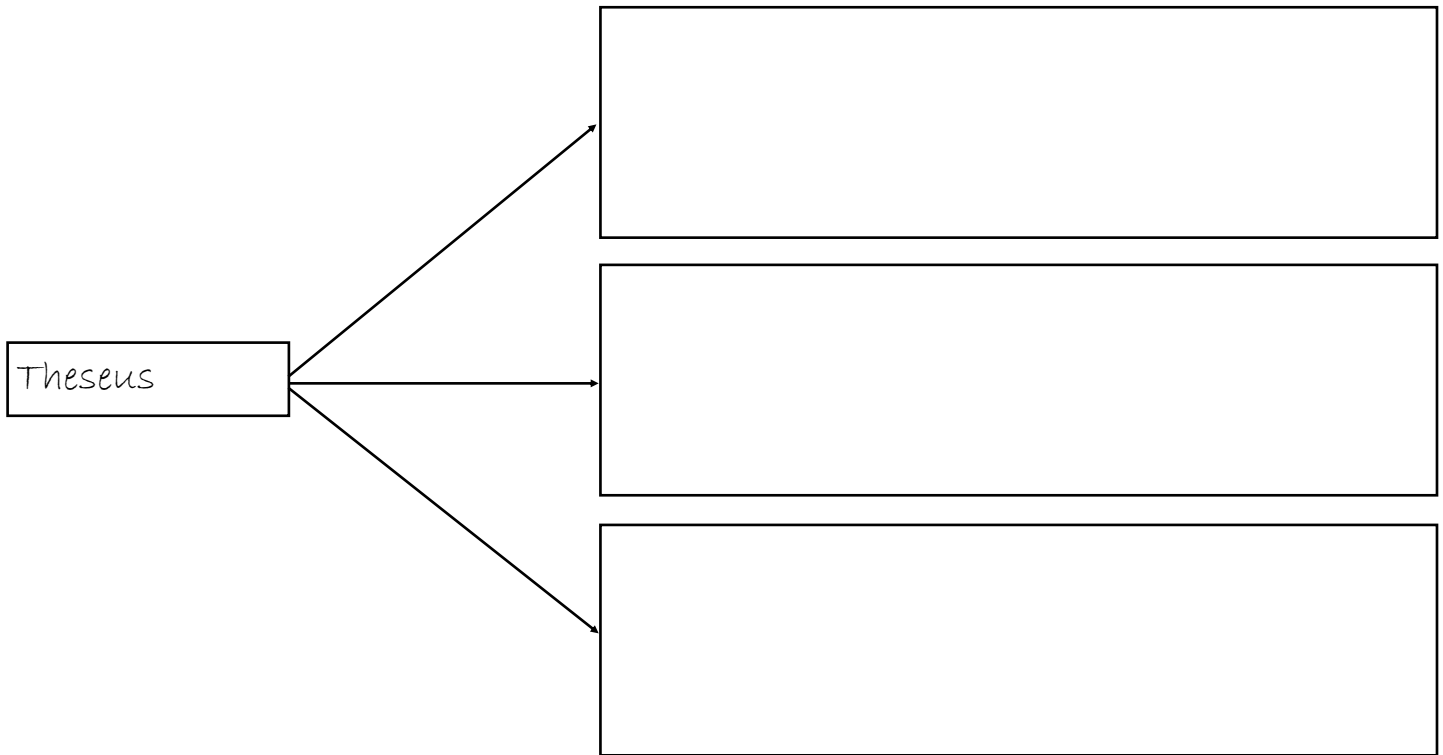
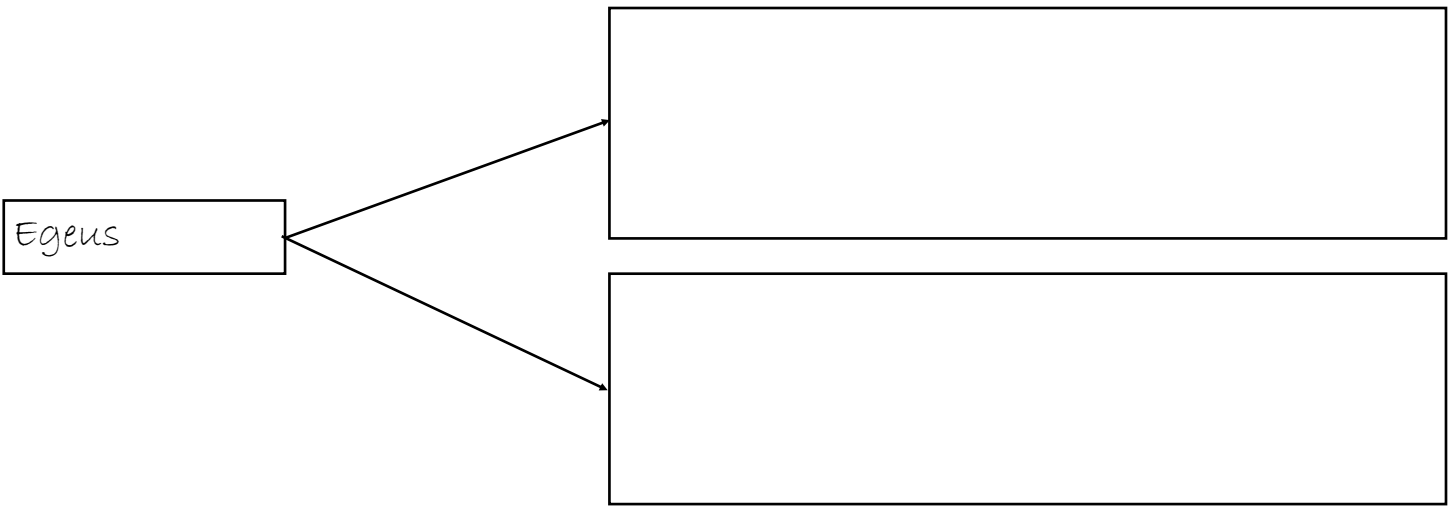


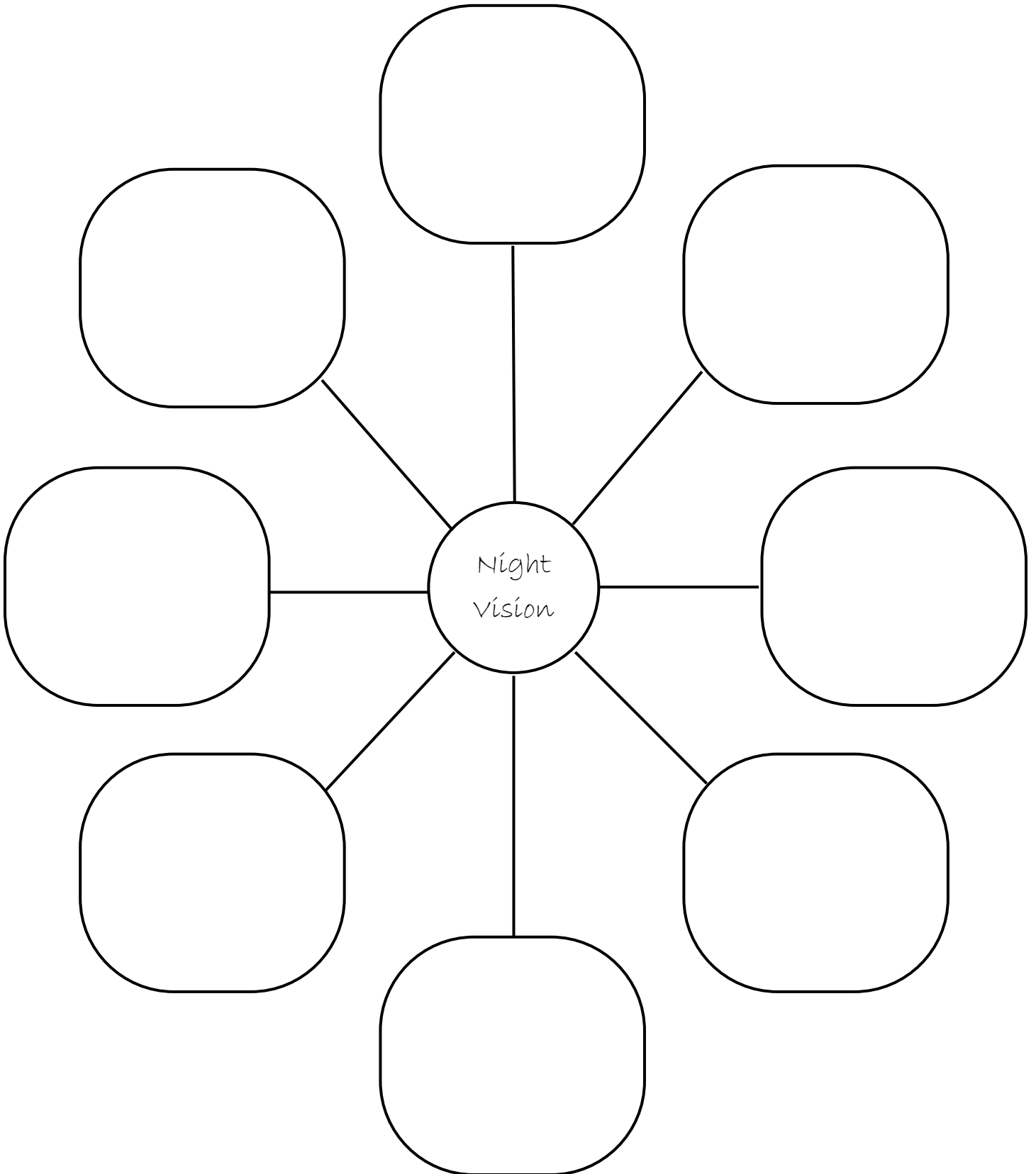
Hermia's Dilemma

Graph the options given to Hermia from the following characters:



Night Vision

Scan through Act 2 and look for references or images related to the night or to eyes/vision. Copy one item/phrase with the line number in each bubble below.



A Midsummer Night's Dream Act 3 Scene 1

Character Types

Identify each character as Flat or Round. For round characters, list at least 2 opposing characters traits that show their depth of character. Then, predict whether or not you think this character will be static or dynamic.

	Flat or Round?	Static or Dynamic?
Hermia		
Helena		
Lysander		
Demetrius		
Oberon		
Titania		
Robin (Puck)		
Fairies		
Theseus		
Hippolyta		
Egeus		
Bottom		
Quince		
Other Tradesmen		

A Midsummer Night's Dream Act 3 Scene 2

The Turning Point

The climax, or turning point, arrives at the end of Act 3. Write a sequence of main events, in chronological order, leading up to the climax.

Climax:

Robin

Oberon orders Robin

Lysander & Demetrius

Helena & Hermia

Robin & Demetrius

Oberon & Robin realize:

Titania falls in love with Bottom.

A Midsummer Night's Dream Act 4

Character Reactions

In Act 4, many of the characters “wake up.” Summarize each character’s reaction to what happened that night.

Titania	→	
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Lysander	→	
----------	---	--

Demetrius	→	
-----------	---	--

Hermia	→	
--------	---	--

Helena	→	
--------	---	--

Bottom	→	
--------	---	--

Creating Humor

Record an example (quote & citation) of each of the following devices that Shakespeare uses to create humor in his play within a play.

1. Ridiculous metaphor, simile, or imagery	
2. Excessive alliteration	
3. Breaking the fourth wall	
4. Using the wrong word or name	
5. Repeating a word excessively	
6. Mockery from the audience.	