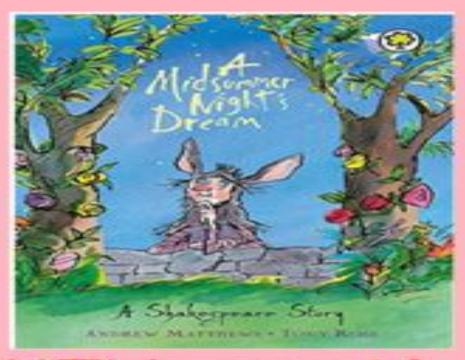
LO: To infer, based on information from a text.

Read p 23 - 33 then read to p 34-41 and complete tasks.





**This must be done on Wednesday at **Home.

LO: To infer, based on information from a text.

Task 1: p 34 - 41





- What is a 'weaver' (pg 34)?
- Replace the words underlined with synonyms: Puck had noticed the actors as he <u>flew</u> by and saw a <u>chance</u> to make mischief.
- What does the verb 'stamping' (pg 41) tell us about how Demetrius is feeling'
- 4. Why have the group of Anthenians gathered in the woods?
- Bottom is a weaver. True or false?
- Use the information on page 36 to draw a picture of Bottom after Puck's spell.

If you finish this section and there is still time, move on to the Spicy/Hot task 1.

<u>Task 1:</u>



- Why is Bottom hiding behind the tree on page 34?
- What might the actors be thinking and feeling when they run away on page 36?
- 3. Why isn't Bottom alarmed by the appearance of a fairy?
- 4. What might Puck be thinking a feeling when Puck sees Titania fall in love with Bottom?
- Can you explain why Bottom starts saying 'hee-haw'?
- Explain why Bottom's voice starts to sounds like 'the squealing of rusty hinges' (pg 38)

Task 2







- What do you think will happen to Titania next?
- 3. Write a prediction and explain what will happen to Demetrius and Hermia; will they marry?



4. Which three words would you use to describe Bottom. Why?

'A Midsummer Night's Dream: A Shakespeare Story' by Andrew Matthews and Tony Ross

Published by Orchard Classics

Ages 7-11

Reasons for selection and synopsis

This comedy follows the adventures of four young Athenian lovers as they venture into an enchanted wood. The King of the Fairies, Oberon, and his wife Queen Titania are at war and a mischievous sprite named Puck is around too to cause mischief and mayhem. As a group of actors also venture into the woods to rehearse a play, a hilarious game of mistaken identity, magic, fantasy and chaos begins. A delightful story!