

How to Play

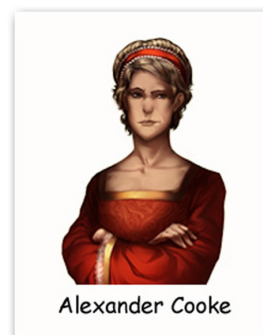
Cue Scripts

Nicholas having seated the people correctly in the theatre is now 'rewarded' with an acting lesson with Burbage. Burbage was a very well known actor in his time and along with Shakespeare he had shares in the theatre itself. Burbage played *Othello*, *Hamlet* and *King Lear* as well as many other leading male roles.

In this game Burbage and Nicholas must work on a piece of witty dialogue from *Much Ado About Nothing*. Burbage gives Nicholas his script and Nicholas must work out when to speak his lines or get insulted by Burbage.

You can choose from a number of versions of Nicholas's script to hand out when the game instructs you to. Whatever version you choose your pupils must listen for their cues and decide when to speak. Click 'Speak' when Nicholas should say his lines.

If you wish to skip the narrative and go straight to the game just click 'skip' in the top right hand corner.



Suggestions for use

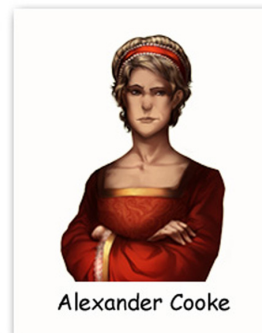
This game involves an extract from *Much Ado About Nothing*. Here we see Beatrice and Benedick together. The two are pretending to dislike each other, but we the audience understand that they are really in love though they won't admit it. The play follows a plot in which their friends trick them into admitting their love for each other, but this extract comes from an earlier scene when they first spar on stage.

Handouts available to support this game:

1. **Version 1** Handouts with the complete script.
2. **Version 2** Handouts which show Beatrice and Benedick's lines and their cues. You can use this for pairs work.
3. **Version 3** Handouts which show only Beatrice's lines and cues all in the same font (slightly harder).
4. **Version 4** Handouts which show just Beatrice's lines, and her cues in italics.
5. **Version 5** Handouts which show just Beatrice's lines, but have her cues marked as cues.

You can play this game in several ways. Here are some suggestions although you may have ideas of your own. If you would like to share your best ideas with us we will list them here.

- a. Introduce the pupils to the idea by pairing them up and giving them Beatrice's and Benedick's cue script – see if the pairs can work out what this is and how to use it to say the lines correctly.
- b. Give out just Beatrice's lines (either version) and explain the concept – get the class to play the game as Beatrice.
- c. As above, but don't explain the concept just see if anyone can work out when they should speak.
- d. You could divide the class in two and ask half to be Benedick alongside Burbage and half to be Beatrice alongside Nicholas. Speaking in chorus. You can choose whether you hear Burbage's lines or not.



Alexander Cooke