

Canterbury Performance

Educational Objective: The students will demonstrate their ability to memorize by reciting the Canterbury Tales Prologue in front of the class.

Materials Needed: The Theater and lights

Hook: Play a warm up game – “Extended Sound.” All players stand in the space in a large circle. One player starts by sending a sound, not a word, but a sound to another player and lets it land. Then he, in turn, sends another sound to another player and so on. Focus should be on keeping the sound between the two players. Keep body upright. Keep the sound in the space. Let the sound land. Have them send the sound in slow motion. Send it in fast motion. Let the sound hit you. Next send a word with the same focus. Next send a sentence with the same focus. Discuss how sound occupies space. What space do you want your sound to occupy?

Step 1: Have them sit in the audience. They will now recite the Canterbury Tales Prologue (They should have been working on this for several days). Recite it once together. Now have them each come up on the stage alone and perform. Coach them to fill the space.

Whan that Aprill, with his shoures soote
The droghte of March hath perced to the roote
And bathed every veyne in swich licour,
Of which vertu engendred is the flour;
Whan Zephirus eek with his sweete breeth
Inspired hath in every holt and heeth
The tendre croppes, and the yonge sonne
Hath in the Ram his halfe cours yronne,
And smale foweles maken melodye,
That slepen al the nyght with open eye-
So priketh hem Nature in hir corages
Thanne longen folk to goon on pilgrimages