



THE LANGUAGE OF SHAKESPEARE

Choose one of the following situations to write a scene using some of William Shakespeare's language, the Elizabethan tongue. Use at least **twenty** of the vocabulary words listed below. Each character must have at least **ten** lines of dialogue.

1. Write a scene between a mother and her daughter in which a conflict arises because the daughter wants to go out with a boy that the mother dislikes. As the daughter, justify why you should be given permission. As the mother, state reasons why you oppose this.
2. Write a scene between a father and his son in which a conflict arises because the son wants to go to a party being given by a family or person that the father disapproves. As the son, justify why you should be given permission. As the father, state reasons why you oppose this.
3. YOU DECIDE! Come up with your own idea for a scene based on a conflict between two people.

VOCABULARY

By my troth: I swear

Aye: Yes

Nay: no

Prithee: I beg you

Not a wit: Not a bit!

Fie on thee: Shame on you!

How say you, sir?: What?

Come thee hither: Come here

I come anon: See you later

Where be the privies? Where are the restrooms?

Thank thee: Thank you

How farest thee?: How are you?

Tarry and feast: Stay and eat

What be thy title?: What is your name?
What be your pleasure?: What would you like?
Wither goest thee?: Where are you going?
How stands the hour?: What time is it?
What ails thee?: What is the matter?
An: if
Marry: by the Virgin Mary, a mild oath meaning "indeed"
Soft: an exclamation meaning "Wait a minute!"
Withal: with
Heavy: sad, depressed
Thee: you
Nought: nothing
Attend: listen
Counsel: advice
Will: desire
Whereto: to which
Sirrah: used when addressing people of inferior rank, such as
"boy"
Thither: there
Foe: enemy
Hither: here
Discourses: speaks
Thou art: you are
Woo: chase
Doth: does
Adieu: farewell
Woe: misery
Thy: your
Mark: pay attention to
Hie: go
Pray: beg
Plague: curse
Wrought: provided
Would: wish
Tidings: news
Decree: order
Resolve: plan
Methinks: I think
Dispatch: kill
Privy: informed

