HOW TO DRAW YOUR OWN SHAKESPEARE CARTOONS BY MARCIA WILLIAMS

When I was at school I dreamed of being an actor. I loved art and writing, but my best friend was better than me at both of these things - I was better at acting! Anyway, life takes many twists and turns and I ended up writing and illustrating and eventually, rewriting and illustrating Shakespeare's plays. As I began this process I suddenly realized that by creating comic strip versions of his plays, with an audience, I was at last fulfilling my childhood dream: I had become an actor. Only it was better than that: I got to act all the parts, direct the play and be the costume designer - what could be more fun!

Now it is your turn to direct, act and design your Shakespeare play. You will see that I have given you a few tips, but I don't think you will need them because I can already hear the audience shout "BRAVO!"

Speech bubbles

- Speech bubbles always read from left to right.
- Keep the bubbles up at the top of your picture so you have more room for your drawing.
- Write the text first, then draw the bubble around it. Otherwise, you might have trouble fitting the words into your bubble!

Drawing characters

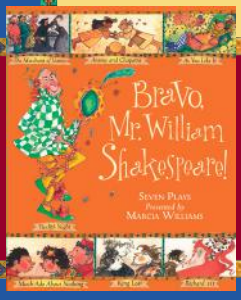
- Make sure each character looks very different so that your reader doesn't get muddled.
- Your characters will look more interesting if you exaggerate some of their features. For instance: if he or she has a big nose, make it a real hooter, and if he or she is tall, make them as tall as a tree!

Telling the story

- There isn't a right way to tell a story. When you retell a story it becomes your own, so tell it YOUR way.
- Keep your sentences short and clear. The words are the bones of the story - you can add flesh and colour with speech bubbles and pictures.

GOOD LUCK!

Marcia Williams



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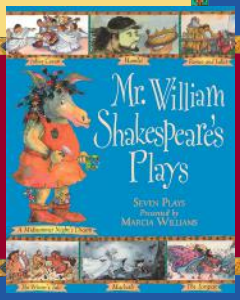


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Draw the pictures to go with the words and make your own comic strip of *The Tempest*.

THE TEMPEST

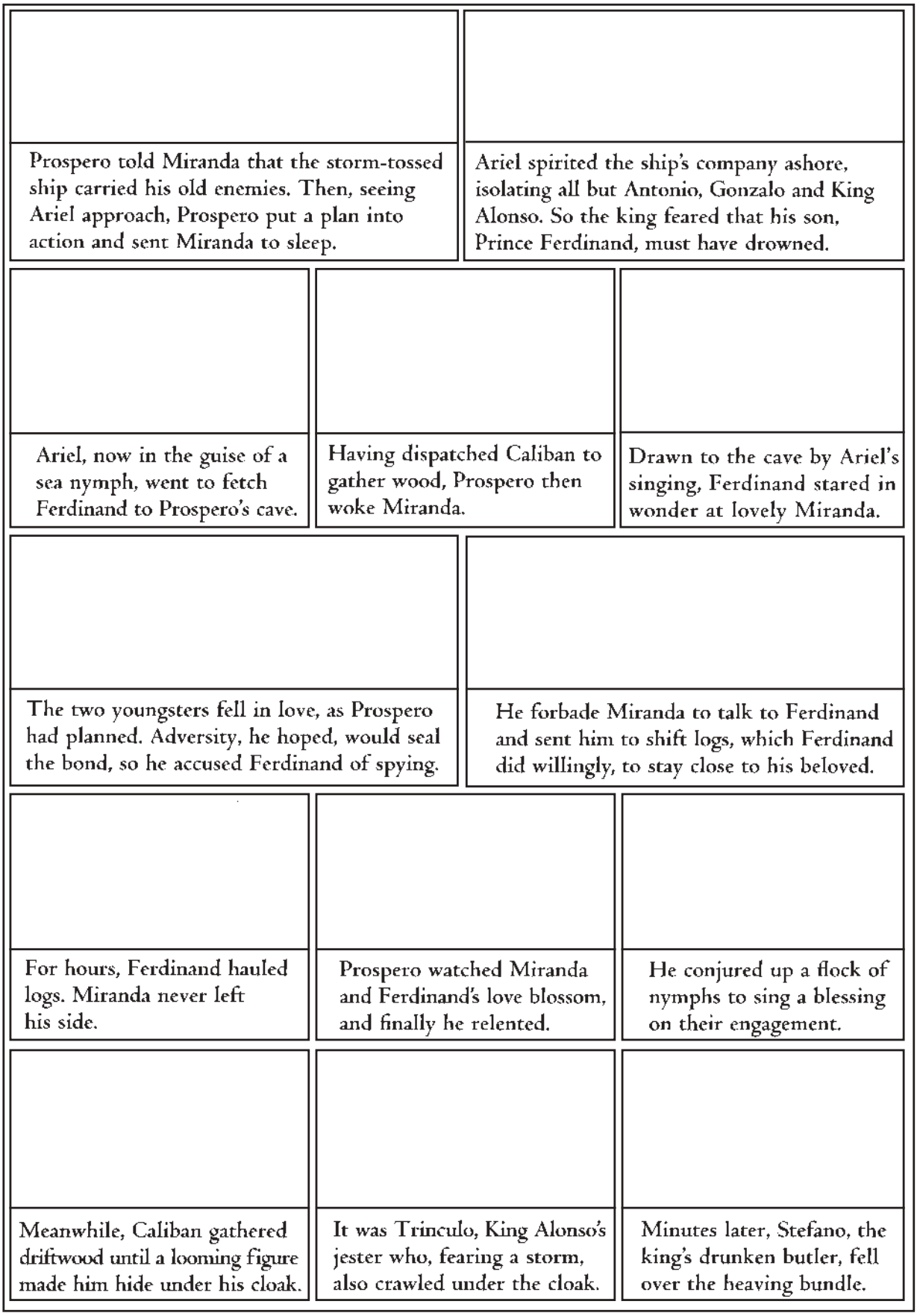
Many years ago on a mystical isle, young Miranda and her loving father, Prospero, watched as a ship foundered in a fierce and terrible tempest. Prospero had been preparing for this moment for years, developing his magic powers from a rare book until he could control the elements. Miranda suspected that her father had caused the storm, but had no idea why such a gentle man should wish to harm anyone. So Prospero revealed how he and his daughter had been cast away on the island, twelve years before.

For then thou wast not out three years old.	*Thy father was the Duke of Milan,*	*Me, poor man, my library was dukedom large enough.*	*My brother, and thy uncle, call'd Antonio…*	*did believe he was indeed the duke.*
The king of Naples… hearkens my brother's suit.	*They hurried us aboard a barque;*	*bore us some leagues to sea.*	*Some food we had, and some fresh water.*	*Here in this island we arrived.*

Prospero had been Duke of Milan until his brother Antonio, aided by Alonso, King of Naples, seized power. Prospero and Miranda were set adrift in a tiny boat, but luckily a friend, Gonzalo, had secreted books and provisions on board. These sustained the pair until they drifted on to an island.

The only inhabitants on this isle were the monster Caliban and the sprites his mother had trapped in trees before she died. Caliban became Prospero's servant, as did Ariel, an airy sprite. Ariel, who was invisible to all but Prospero, had been freed from a tree by Prospero's magic and in return had promised to serve him faithfully for twelve years.

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Prospero told Miranda that the storm-tossed ship carried his old enemies. Then, seeing Ariel approach, Prospero put a plan into action and sent Miranda to sleep.

Ariel spirited the ship's company ashore, isolating all but Antonio, Gonzalo and King Alonso. So the king feared that his son, Prince Ferdinand, must have drowned.

Ariel, now in the guise of a sea nymph, went to fetch Ferdinand to Prospero's cave.

Having dispatched Caliban to gather wood, Prospero then woke Miranda.

Drawn to the cave by Ariel's singing, Ferdinand stared in wonder at lovely Miranda.

The two youngsters fell in love, as Prospero had planned. Adversity, he hoped, would seal the bond, so he accused Ferdinand of spying.

He forbade Miranda to talk to Ferdinand and sent him to shift logs, which Ferdinand did willingly, to stay close to his beloved.

For hours, Ferdinand hauled logs. Miranda never left his side.

Prospero watched Miranda and Ferdinand's love blossom, and finally he relented.

He conjured up a flock of nymphs to sing a blessing on their engagement.

Meanwhile, Caliban gathered driftwood until a looming figure made him hide under his cloak.

It was Trinculo, King Alonso's jester who, fearing a storm, also crawled under the cloak.

Minutes later, Stefano, the king's drunken butler, fell over the heaving bundle.

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Trinculo and Stefano were delighted to be reunited. Caliban, unaware of the shipwreck, thought they had dropped from the moon.	Thinking they must be very powerful, Caliban urged the pair to assassinate Prospero. Ariel overheard and flew off to tell his master.
When the traitor Caliban drew near with his companions, Prospero was ready. Ariel had strewn Prospero's finest clothes before the cave.	Caliban, Trinculo, and Stefano crept up, ready to kill Prospero, but were distracted by the array of handsome garments.

When the murderous trio were half dressed, Prospero unleashed a pack of snarling phantom hounds. Driven by Ariel, the dogs chased the rascals far off across the island. Then Ariel returned to aid Prospero: the time had come for him to settle the score with his brother and King Alonso.

King Alonso, Antonio, and the good Gonzalo had been vainly searching for Ferdinand.	Tired and hungry, they were in despair, but then a table of food suddenly materialized.	Amazed, they were about to eat when Ariel, disguised as a harpy, made the food vanish.
Ariel reminded them of their sins against Prospero. Guilt and fear froze their spirits.	Ariel drew them into a magic circle, where they were held like unwilling statues.	Prospero, in his ducal robes, appeared before them as though risen from the dead.

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Antonio and King Alonso were awestruck into true repentance and begged to be forgiven. At last Prospero's anger was placated.

Prospero released them from the circle and led them, and his old friend Gonzalo, to where Ferdinand and Miranda sat playing chess.

King Alonso was overjoyed at finding his son alive and embraced him warmly. Ferdinand told the king of his wish to marry Miranda. Seeing Miranda's beauty and his son's happiness, King Alonso gave his consent. He hoped the union would heal the rift between Milan and Naples.

Into the midst of their rejoicing came Caliban, Trinculo, and Stefano, urged on by Ariel. Prospero forgave them too, in return for a little hard labor. The party then made themselves comfortable, while Prospero recounted his adventures of the past twelve years.

They all planned to sail to Naples the next morning for the wedding of Miranda and Ferdinand, after which Prospero would return to Milan as its rightful duke. That night, Prospero released his faithful Ariel, who promised him fair winds for their journey. Then Prospero discarded his magic cloak, buried his staff deep in the ground, and threw his book of magic out to sea. After twelve years, Prospero was leaving the enchanted island to Caliban and the sprites. Prospero's tempest had served its purpose, and his dukedom was restored.

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Draw the pictures to go with the words and make your own comic strip of the first few scenes of *Romeo and Juliet*. What do you think happens next?

MONTAGUES CAPULETS

ROMEO *and* JULIET

In the ancient Italian city of Verona, Lord Capulet was planning a party. He was sure no members of the Montague family would turn up, as the Capulets and Montagues had been feuding for years. The quarrel ran so deep that even their servants fought. But Lord Capulet was wrong.

Romeo, Lord Montague's son, and Mercutio, his friend, *did* come – in disguise. He was infatuated with Lord Capulet's niece, Rosaline.

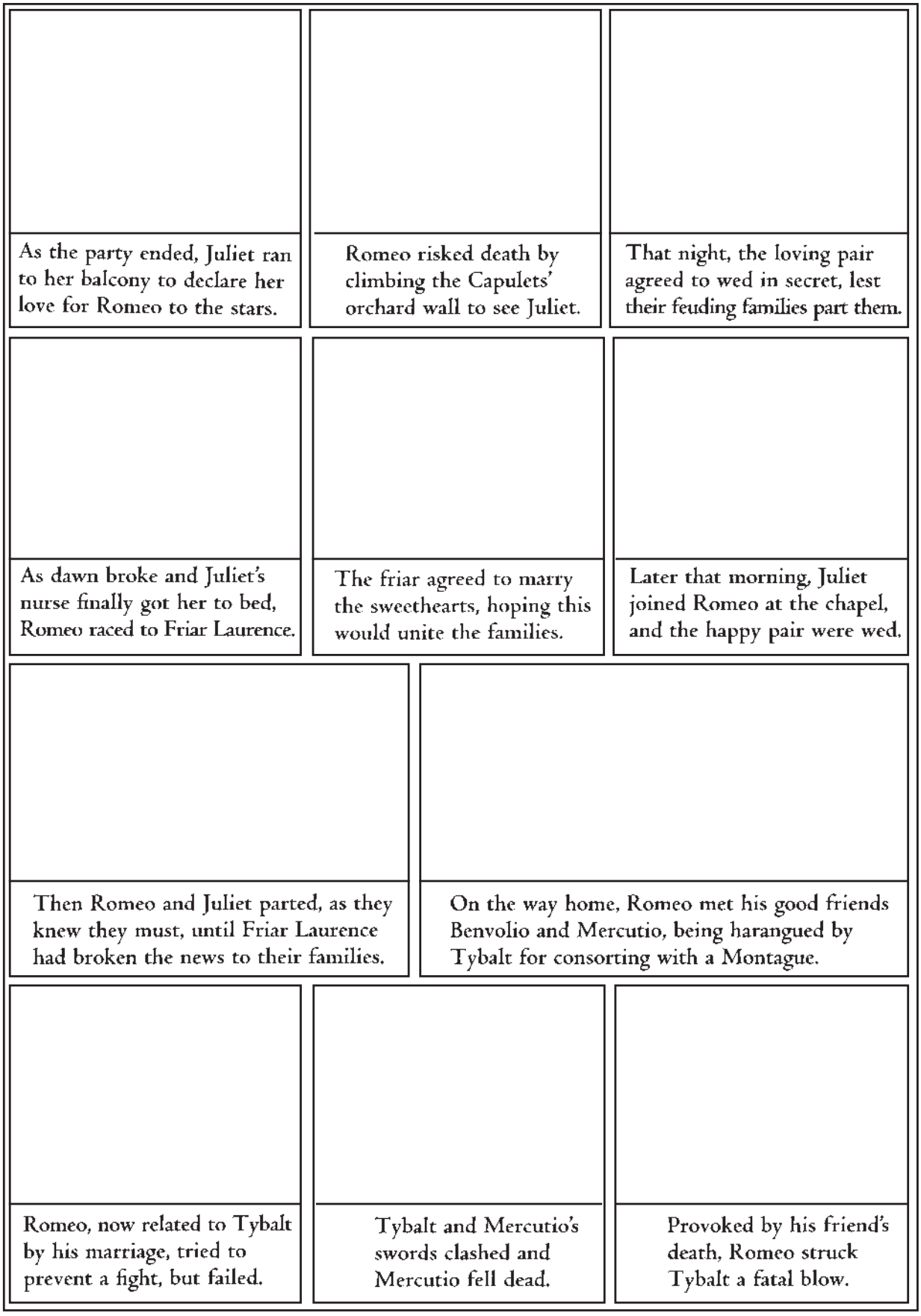
Romeo, however, instantly forgot Rosaline when he saw Lord Capulet's sweet young daughter Juliet. Her beauty stole his heart.

Unfortunately, Romeo was recognized by Lord Capulet's fiery nephew, Tybalt.

But Lord Capulet forbade fighting at his ball and made Romeo welcome.

So Romeo wooed Juliet and soon their love was mutual, despite the feud.

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As the party ended, Juliet ran to her balcony to declare her love for Romeo to the stars.

Romeo risked death by climbing the Capulets' orchard wall to see Juliet.

That night, the loving pair agreed to wed in secret, lest their feuding families part them.

As dawn broke and Juliet's nurse finally got her to bed, Romeo raced to Friar Laurence.

The friar agreed to marry the sweethearts, hoping this would unite the families.

Later that morning, Juliet joined Romeo at the chapel, and the happy pair were wed.

Then Romeo and Juliet parted, as they knew they must, until Friar Laurence had broken the news to their families.

On the way home, Romeo met his good friends Benvolio and Mercutio, being harangued by Tybalt for consorting with a Montague.

Romeo, now related to Tybalt by his marriage, tried to prevent a fight, but failed.

Tybalt and Mercutio's swords clashed and Mercutio fell dead.

Provoked by his friend's death, Romeo struck Tybalt a fatal blow.

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Draw the pictures to go with the words and make your own comic strip of the first few scenes of *Macbeth*. What do you think happens next?

Macbeth and Banquo, two Scottish generals living under the reign of King Duncan, were returning home to Inverness across a bleak heath. They had just bravely defeated an army of rebels much to the delight of the king, who was also Macbeth's cousin.

Suddenly, as if from nowhere, three hideous witches appeared. The first witch greeted Macbeth as Thane (or Lord) of Glamis, which was his correct title. The second greeted him as Thane of Cawdor, which was not, and the third as King of Scotland, an honour held by Duncan.

Just before the witches vanished they also prophesied that Banquo would never be king, but that he would father kings.

As the two generals stood, stunned, news arrived that the king had made Macbeth Thane of Cawdor, in honour of his victory.

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The witches' first prediction had come true! Macbeth sent word to his ambitious wife. Would he, they wondered, soon be king?

When Macbeth reached his castle Lady Macbeth, her mind already fixed on the crown, was plotting King Duncan's death.

King Duncan duly arrived with his two sons: Prince Malcolm, heir to the throne, and Donalbain. They had come to thank Macbeth for his valour in battle. Lady Macbeth played the charming hostess, but secretly urged her husband to kill the king that very night.

In preparation for the evil deed, Lady Macbeth drugged King Duncan's two guards.

Macbeth, agonizing over the murder, saw a phantom dagger hovering before him.

Fearing her husband would fail, Lady Macbeth crept into Duncan's room herself.

But the sleeping king looked so like her own father that she was unable to kill him.

Lady Macbeth summoned her husband, pouring scorn on his own hesitation.

So, reluctantly, Macbeth took the daggers from the drugged guards and slew the king.

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THE TEMPEST

Prospero is telling his daughter Miranda how they came to live on a magical island. What is happening in the background? Colour in the picture and write down what you think everyone is saying. Give the picture a title.

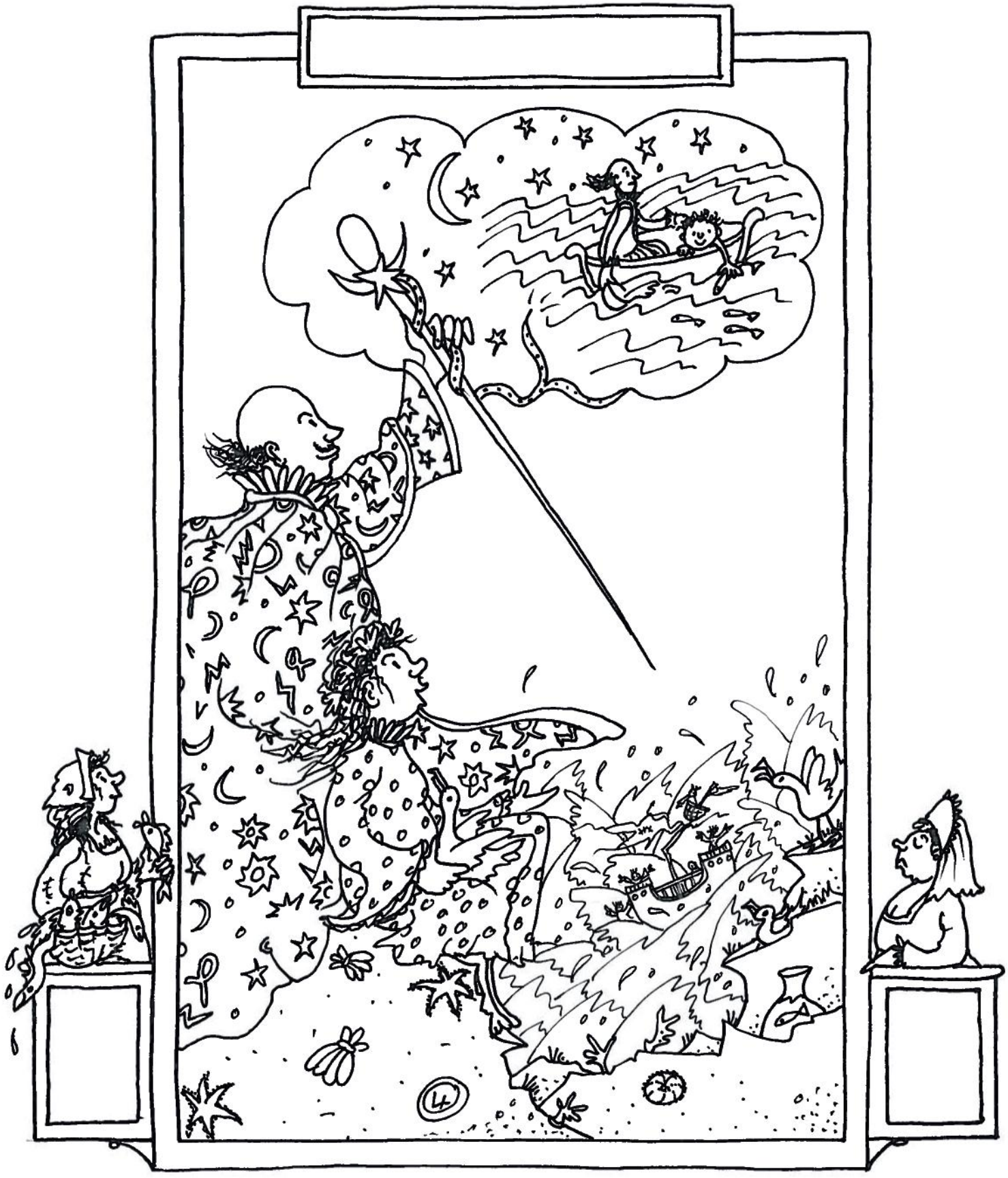


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THE TEMPEST

Prospero has ordered Ferdinand, who has fallen in love with Miranda, to fetch and carry wood. Can you see anyone else in the picture? Colour in the picture and write down what you think everyone is saying. Give the picture a title.



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A MIDSUMMER NIGHT'S DREAM

At the beginning of *A Midsummer Night's Dream*, The fairy King and Queen, Oberon and Titania, are arguing. Colour in the picture and write down what you think everyone is saying. Give the picture a title.



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A MIDSUMMER NIGHT'S DREAM

Puck has put a spell on a man named Bottom, giving him an ass's head. Bottom hasn't noticed yet – but his friends have! Colour in the picture and write down what you think everyone is saying. Give the picture a title.



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MACBETH

Macbeth and his friend Banquo meet three witches on their way home from a battle. The witches predict that Macbeth will become King. Colour in the picture and write down what you think everyone is saying. Give the picture a title.

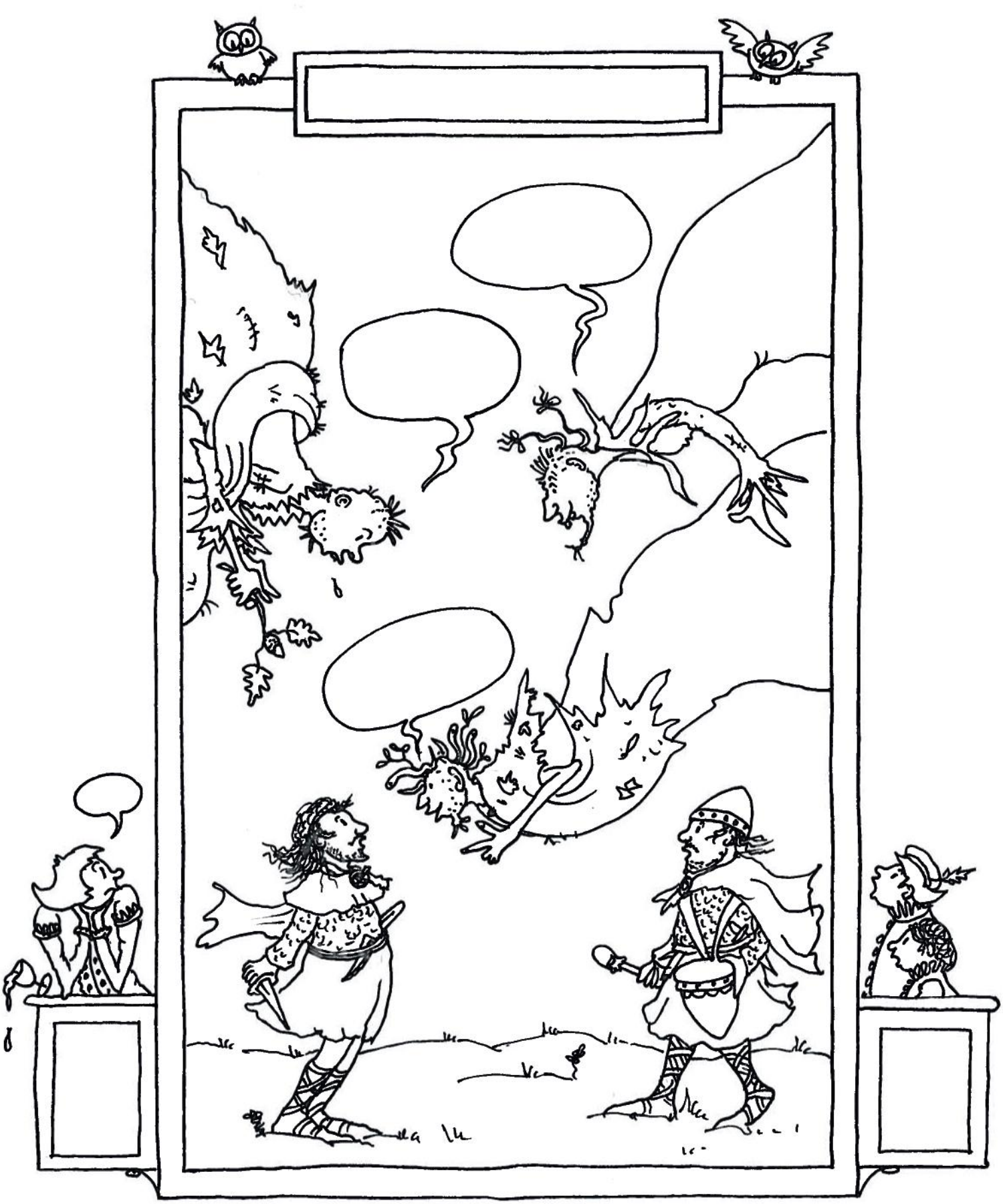


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MACBETH

Macbeth is told by three witches that he will be King until the forest comes to his castle. He thinks this will never happen – but then the watchman sees the trees moving towards them! What is really happening? Colour in the picture and write down what you think everyone is saying. Give the picture a title.

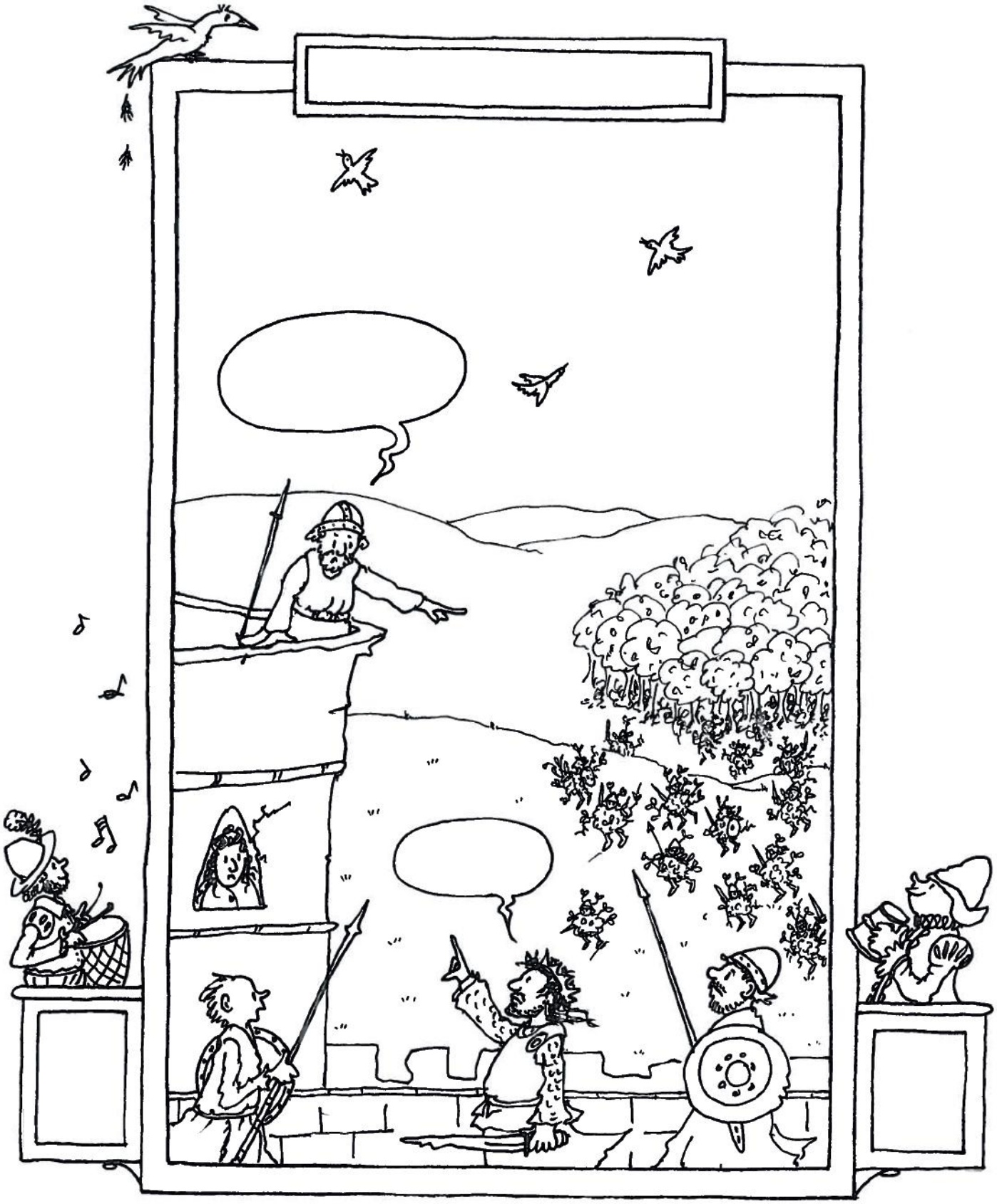


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