SHAKESPEARE'S ELEVEN

A FOOTBALL AND LITERACY RESOURCE PACK

Hello everyone!

My name's Matt Oldfield and I have the seriously brilliant job of writing football books for children. You might have seen or read some of my books – I write the *Ultimate Football Heroes, Unbelievable Football* and *Johnny Ball: Football Genius* series.

In this literacy pack you will find lots of fun activities and you'll also learn all about writing match reports and what makes a great motivational team-talk! So, are you ready to kick off with your first challenge?

I wish you luck – you're going to need it!

Matt





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CURRICULUM FOCUS

LESSON ONE – Choose your dream team

FOCUS: Speaking and listening skills, vocabulary

KEY OBJECTIVES:

- I can make a formal presentation.
- I can discuss my ideas with others and explain my thoughts and ideas.
- I can learn to use new words to talk about a specialist subject.
- I can consider and evaluate different viewpoints.

LESSON TWO – Team talk

FOCUS: Speaking and listening skills, non-fiction writing, use of Shakespeare quotes to motivate the team!

KEY OBJECTIVES:

- I can use a range of new and appropriate words to try to inspire and persuade others.
- I can read and select some Shakespeare quotes to use in my inspirational speech.

LESSON THREE – Match report

FOCUS: Non-fiction report writing

KEY OBJECTIVES:

- I can organise paragraphs around a theme.
- I can read my own writing aloud to the class, using appropriate volume and intonation.
- I can use organisational and presentational devices to structure text to guide the reader.
- I can use other similar writing as a model for my own.

LESSON FOUR – Media madness

FOCUS: Write an email, tweet and blog about the match – writing for a range of different purposes

KEY OBJECTIVES:

- I can write clearly and accurately and adapt my language and style of writing for a range of purposes and audiences.
- I can use other similar writing as a model for my own.



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LESSON 1:

CHOOSE YOUR DREAM TEAM

'All the world's a stage,
And all the men and women merely players'

(*As You Like It,* Act II, Scene vii)

William Shakespeare probably didn't mean 'FOOTBALL players', but hey, let's imagine he did!

After all, a version of the sport already existed in the 1500s, and Mr Shakespeare even mentions the game in another of his plays, King Lear, although not in a positive way. When the character Kent is coming up with insults to throw at his rival, Oswald, what does he come up with?

"... you base football player..."



How mean! But wait a second, he might be perfect for your first challenge…

OSWALD SIGNS FOR SHAKESPEARE'S ELEVEN!

It's a good start, but there's still lots more work for you to do. Yes YOU – because congratulations, Boss, you're in charge! As team manager, it's your job to pick the other ten players in the Shakespeare's Eleven starting line-up. You can take Oswald out if he doesn't suit your team's style!

So, what skills are you looking for? Speed? Strength? Bravery? Intelligence? The answer is – all of those and many more! Within a football team, there are lots of different positions, or roles to play, and each requires different strengths and different characteristics.

See the 'positions grid' in this pack.



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Pick Your Team

Right, I think you're ready to meet your potential players. Now, don't be put off by the old outfits they're wearing; we've got fresh new football kits to fit everyone … check out the 'Shakespeare character cards' in this pack.

Woah, that's a lot of different players to choose from, isn't it? As you go about building your Shakespeare's Eleven, position by position, using the grid to help you, here's some advice from the great man himself:

> 'Strong reasons make strong actions'
>
> (*King John, Act III, Scene iv*)

So, how strong are your reasons for picking each player in your team? It's best to make your selections based on whether they have the right characteristics for the role, rather than because you like them/their names/their outfits. As you read through all of the player profiles, keep asking yourself,

'Why should they be in my team?
And why should they play that particular position?'

Hope that helps!

Once you've had a first go at selecting your Shakespeare's Eleven, present your team to a partner and discuss your reasons for picking each player.

But before you make your tough final decisions on who's in and who's not, it's only fair that I introduce you to your opponents. You see, your Shakespeare's Eleven will be taking on …





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Matt's Dream Team

(Warning: contains eleven very famous and talented footballers)
Here goes:



GOALKEEPER

Alisson
(Liverpool & Brazil)

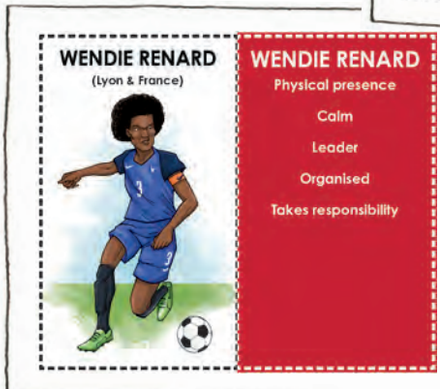
Tall, brave, heroic with his hands and fantastic with his feet.



RIGHT BACK

Lucy Bronze
(Manchester City & England)

Always alert at both ends of the pitch with her running and tackling, and also dribbling and crossing.



CENTRE BACK

Wendie Renard
(Lyon & France)

A tall, calm leader who scores as many goals as she stops in defence.



CENTRE BACK

Virgil van Dijk
(Liverpool & the Netherlands)

Cool, committed, clever and quick – unbeatable at the back.

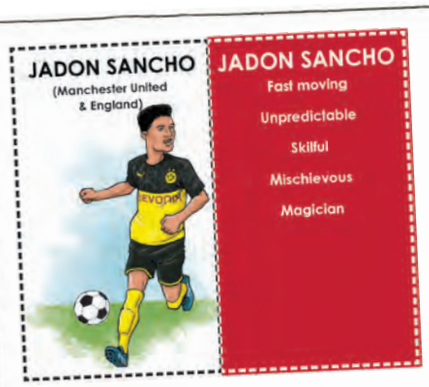
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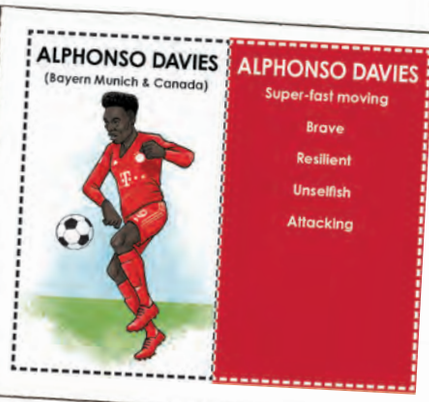
JADON SANCHO
- Fast moving
- Unpredictable
- Skilful
- Mischievous
- Magician

RIGHT WING

Jadon Sancho

(Manchester United & England)

A pacy, unpredictable winger with more tricks than a magician.



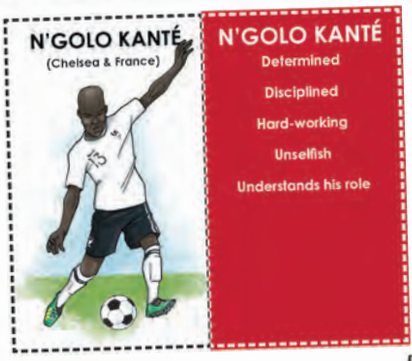
ALPHONSO DAVIES
- Super-fast moving
- Brave
- Resilient
- Unselfish
- Attacking

LEFT BACK

Alphonso Davies

(Bayern Munich & Canada)

Brave in the tackle, brilliant on the dribble, and fast enough to chase down any attacker.



N'GOLO KANTÉ
- Determined
- Disciplined
- Hard-working
- Unselfish
- Understands his role

CENTRE MIDFIELD

N'Golo Kanté

(Chelsea & France)

Determined and disciplined - when it comes to winning the ball back in midfield, he's the best in the business.



KEVIN DE BRUYNE
- Confident
- Creative
- Vision
- Imaginative
- Clever

CENTRE MIDFIELD

Kevin De Bruyne

(Manchester City & Belgium)

A confident playmaker with the vision to make defence-splitting passes that most people don't even spot.



MEGAN RAPINOE
- Mischievous
- Clever
- Creative
- Unpredictable
- Arrogant

LEFT WING

Megan Rapinoe

(OL Reign & USA)

A real big game player who creates lots of chances for her teammates and can score goals of her own too.

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So, there you have it – my dream team! It's a strong line-up, but can your Shakespeare's Eleven beat them? There's only one way to find out…

It's time to pick your final eleven players!

Oh and while you're writing up your team sheet,
feel free to come up with a more exciting name for your football team.
Shakespeare United? Mercutio's Meerkats? Romeo Rovers? Hamlet Hotspur?
You decide because you're the boss!

See the team sheet in this pack.
Once you're ready, it's time to stand up and announce your amazing team to the class.



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Extra Activities



If you're feeling artistic, why not come up with a **COLOURFUL NEW KIT DESIGN** for your Shakespeare's Eleven?



Every football team needs a mascot to a) bring them luck and b) pose for photos with young fans.

So, what will **YOUR MASCOT** be – an animal? A giant actor's mask? Shakespeare himself? You decide!



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Team Sheet

TEAM NAME .....

MASCOT .....

CAPTAIN .....

PLAYERS:

1 .....

2 .....

3 .....

4 .....

5 .....

6 .....

7 .....

8 .....

9 .....

10 .....

11 .....



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Positions Grid



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SHAKESPEARE'S ELEVEN

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LESSON 2:

TEAM TALK

> *'When the blast of war blows in our ears,*
> *Then imitate the action of the tiger.'*
>
> (Henry V, Act III, Scene i)

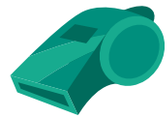
It's almost time for kick-off in our big football battle – your Shakespeare's Eleven versus my dream team. Are you excited? Are you ready to 'imitate the action of the tiger' and grrrrrrab the win? As manager, you might feel pumped up and well-prepared, but what about your players? Now that you've picked your team, your next job is to motivate them and lead them to victory.

Picture the scene: a busy changing room full of kit, drinks bottles and nervous Shakespeare players. After seeing the famous names on my dream team sheet, they're quaking in their football boots, so what they need is a seriously good speech that's going to encourage and inspire them. They're sat around in a semi-circle, already wearing their Shakespeare shirts, and all eyes are on you as you stand in front of them. So, before your players walk out onto the pitch and the match begins, what will your message to them be? Something bold and passionate, like:





'Let's show those fancy famous footballers what Shakespeare's players are capable of!'



Or something much more relaxed and friendly, like:

'Win or lose, just go out there and have fun!'

The choice is yours because your task for today is to write …

THE GREATEST TEAM-TALK EVER!





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Be Inspired

I'm sure your head is already full of awesome ideas for your inspiring speech, but before you get started, here are two YouTube videos that might help:

- https://youtu.be/Jv7EULkarfI
- https://www.youtube.com/watch?v=cGQjam2ocqo&t=194s

And here are two very short team-talks taken from one of my own books, *Johnny Ball: Accidental Football Genius*, which is all about the fictional adventures of a nine-year-old football manager:

'Today's match is going to be super tough, but there's nothing to be nervous about, I promise. Just enjoy it, because you've done so well to get this far. Epic Forest are ... epic, but you're epic too, OK? I believe in you all. Look what you've achieved already by working together as a team!'

'If we're going to win the league title today, we're going to have to work hard and we're going to have to work TOGETHER. So no huffs, and no selfish heroes! When we play like a top team, we win like a top team!'

Both extracts taken from
Johnny Ball: Accidental Football Genius (Walker Books) © Matt Oldfield



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Write Your Own Team Talk

Feeling inspired? Here are my three top tips for writing the greatest team-talk ever:

1. STAY POSITIVE – there's no room for negativity here! Try to praise and encourage your players so that they don't feel under pressure. You could even crack a joke if you think that would help.

2. ASK A QUESTION – that way, you get the players involved and engaged.

3. BUILD UP TO A BIG FINALE – end with something extra-special and motivating.

Right, ready to get writing? Here's a list of some football phrases that you might want to use in your team-talk: https://www.guidetofm.com/match-day/team-talk-examples/

Here are some brilliant quotes that you can borrow from Shakespeare himself:

'Fight till the last gasp'
(Henry VI Part I, Act I, Scene ii)

'...we know what we are,
but know not what we may be'
(Hamlet, Act IV Scene v)

'And all the gods go with you!
upon your sword Sit laurel victory!
and smooth success
Be strew'd before your feet!'
(Antony and Cleopatra, Act I Scene iii)

'O, courage, courage, princes!'
(Troilus and Cressida, Act V, Scene v)

'Things won are done;
joy's soul lies in the doing'
(Troilus and Cressida, Act I, Scene ii)

'Cowards die many times before their deaths.
The valiant never taste of death but once'
(Julius Caesar, Act II Scene ii)

'Each Trojan that is master
of his heart, Let him to field'
(Troilus and Cressida, Act I, Scene i)

'Our doubts are traitors,
And make us lose the good we oft might
win, By fearing to attempt'
(Measure for Measure, Act I Scene iv)

'He which hath no stomach
to this fight, Let him depart'
(Henry V, Act IV Scene iii)

'Some are born great,
some achieve greatness, and some
have greatness thrust upon 'em'
(Twelfth Night, Act II Scene v)

'We few, we happy few,
we band of brothers'
(Henry V, Act IV Scene iii)

'Sound trumpets!
Let our bloody colours wave!
And either victory, or else a grave.'
(Henry VI Part 3, Act II, Scene ii)



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Speak Loud and Proud

Once you've had a first go at writing your motivational team-talk, practise reading it out loud to a partner. Did it go well? Is there anything you could improve for next time?

Then, when you're 100% happy, it's time for you to be brave and perform your inspirational speech in front of the whole class, as if they were the players in your football team.

Remember, your aim is to motivate them, so try to deliver your words with lots of energy and confidence. Who knows, maybe your teacher could even video you!

Extra Activities

Once your manager's team-talk is over, it's time for the captain to say a few words. Choose the player you think will make the best captain and have a go at writing a short speech for your leader on the pitch.

Managers often talk through their plans using a tactics board like the one shown below. Try drawing one for your Shakespeare's Eleven with arrows showing where you want each of your players to move on the pitch.



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A FOOTBALL AND LITERACY RESOURCE PACK

LESSON 3:

MATCH REPORT

> *'When the hurlyburly's done,*
> *When the battle's lost and won.'*
>
> (*Macbeth*, Act I, Scene i)

After your totally inspiring team-talk, it's finally time for kick-off! Sadly, there's no way we can stage the actual match, so instead, you're going to have to use your imagination. 'When the hurlyburly's done', who will win the football battle - your Shakespeare's Eleven or my dream team? Who will be the heroes and who will be the villains, and what will the final score be? With all those unpredictable players on the same pitch, anything could happen: heroic runs, risky tackles, mischievous tricks, clever creativity, funny fails, angry arguments. I'll leave you to decide the details of the match, but two things are guaranteed: 1) lots of goals, and 2) lots of drama!

Oooooh, tell me more…

Today, I've got a brand-new job for you – congratulations, you're now a sports journalist, and your task is to describe all of the football action in an…

AMAZING MATCH REPORT!

'A what?' you might be wondering, but don't worry – a match report is a piece of writing that tells the story of what happened in the game. Here's an example from my book, *Johnny Ball: Undercover Football Genius*

❖BURY TIMES❖

JOHNNY'S ON THE BALL!

TISSBURY PRIMARY WIN THE COUNTY CUP, THANKS TO THEIR YOUNG FOOTBALL GENIUS

Yesterday afternoon, Tissbury Primary lifted the County Cup trophy for the first time in five years, after defeating Epic Forest 2-1 in a hard-fought final. Tabia Haddad and Billy Newland scored the goals for Tissbury, but the true hero of the hour was their young man(ager) with a plan, Johnny Ball, brother of Tissbury Tigers superstar, Daniel. Filling in for the team's usual coach, Martin Mann, the 9-year-old showed off his great football ideas to pull off a sensational cup upset.

With time running out and Epic Forest on the front foot, Johnny entered the field himself and won the game for Tissbury with a devastating display of teamwork.

As Isabelle Johnstone dribbled the ball forward in the final minute of the match, her teammates formed a ferocious line of lions to protect her. Then, after a call from Johnny, the Tissbury players spread out to form a Flying T formation. The extraordinary scene left the Epic defence at sixes and sevens.

"Yeah, it was a pretty good idea, I guess," Newland said after scoring the winning goal, "but the best part was my absolute BANGER of a shot!"

Johnny's football genius has been on display throughout the tournament, leading Tissbury past more talented opponents and all the way to County Cup glory.

"My Johnny-boo has always been a smart little sausage," his mother, Elizabeth, told us proudly. And Mrs Ball wasn't the only one impressed by her son's great ideas. "Johnny's got a brilliant football brain," proclaimed Tissbury Town manager, Paul Porterfield, who was there watching in the crowd. "If he can keep this up, he could be doing my job one day!"

Text @ 2021 Matt Oldfield from *Johnny Ball: Undercover Football Genius*

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Write Your Own Match Report

So, there you have it – a match report!
I'm sure that you can come up with something much more exciting than that,
but I'd like you to use a similar structure, so:

1) HEADLINE

Make this as fun and catchy as you can – alliteration is always welcome!
[Tip: you might want to come back to this bit once you've written the rest of your match report. A lot of journalists only add the headline at the end.]

2) THE MAIN STORY

In your first paragraph, present the essential facts: which team won, what the score was, and what kind of a match it was (for example: easy, entertaining, angry, boring, tense).

3) THE KEY EVENTS

This is where you write about the important moments of the match, such as who scored, who got sent off, and who was the best player on the pitch.

4) QUOTES

These can be from players, managers, supporters, or even the referee. It's more interesting for the reader if they say different things about the match and have opposing points of view.

That's the structure for your match report.

Take a look at:
https://www.vocabulary.cl/english/football-soccer.htm
which has a long list of football language for you to learn and use.



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Match Report Writing Tips

Before you start writing, it's always a good idea to prepare and make a plan. Have a look at the two teamsheets – your Shakespeare's Eleven and my dream team - and decide on the key details of the match: the order of the goals, who scores them etc. Note them down on a piece of paper, so that you can keep looking at them while you're writing your match report.

Remember, your reader might not have watched the game, so when it comes to the key events, make sure your descriptions contain lots of detail. For example, here are some questions you'll need to answer about the first goal:

Who scored and HOW did they score it?

Was it a powerful header, a simple tap-in from inside the six-yard box, or a fantastic, curling free-kick?

Did they 'smash', 'flick', 'slide', 'poke' or 'chip' the ball into the net?

Did the ball land in the top corner, bottom corner, down the middle, or trickle slowly over the goal-line?

Who set the goal up and was it a cross or a pass?

Could the opposition defence have done any better?

How did the goalscorer celebrate?

As much as possible, try to stick to the true facts and avoid making your own judgements. Maybe you think Cristiano Ronaldo is way better than Lionel Messi, but that's not what readers expect to find in a match report. [Don't worry, you'll get a chance to share your opinions in Lesson 4…]

Once you've written a first draft of your match report, give it to your partner to read. Can you think of any ways to improve each other's writing? And if you don't yet have a headline, maybe your partner can help you come up with one.

Teamwork makes the dream work!

(No, sadly that's not a Shakespeare quote).

Having made any final edits, it's time to type up your match report, ready for tomorrow's newspaper!



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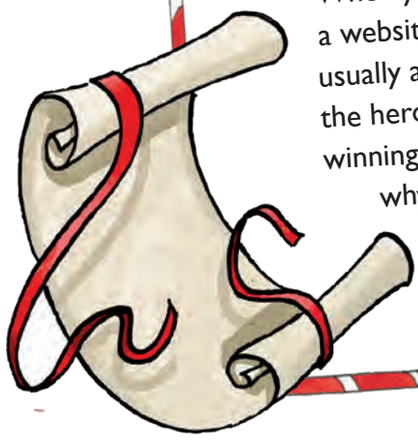
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Extra Activities



When you read a match report on a website or in a newspaper, there's usually a photo to go with it, often of the hero celebrating after scoring the winning goal. If you're feeling artistic, why not **draw a picture to go alongside your writing?**

As well as a match report, a sports journalist might also be asked to write about how well each player performed. Fancy coming up with **your own ratings for the match** between your Shakespeare's Eleven and my dream team? Give each player a rating out of 10 (0=terrible, 10=terrific) and write a few words to explain why you've chosen that number. Here are some useful phrases to help you:

Solid in defence
Critical interceptions
Technical ability
Solid and commanding
Determination to push forward
Lovely passes
Did not put a foot wrong



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LESSON 4:

MEDIA MADNESS

> 'Thou sodden-witted lord! thou hast no more brain than I have in mine elbows'
>
> (*Troilus and Cressida*, Act II, Scene i)

'You don't know what you're doing!'
Football Fans, Forever, Stadiums Everywhere

Back when Shakespeare was writing around 400 years ago, there was no such thing as social media, but as you can see from the quote above, there were still plenty of angry judgements flying around, just like there are today!

We humans have different opinions about everyone and everything, but people seem to get especially passionate when it comes to the game of football. Who's good, who's bad, who should be starting, who should be dropped… fans could discuss these topics for days and days, and often they do!

For this final writing task, you're not a manager or a journalist anymore – instead, you're a passionate Shakespeare supporter with lots of opinions about the match you've just watched. But whether your team had won or lost, I want you to keep things nice and positive, so let's start by setting some rules:

1) NO mean insults
2) NO swearing/bad language
3) NO negative views, UNLESS they're backed up with 'strong reasons'.

Gottit?

Good, you've already written your amazing match report filled with the facts in Lesson 3, so now it's time for you to express your own personal opinions about the big game between your Shakespeare's Eleven and my dream team. Imagine that you were there in the crowd, cheering your team on. Was it an enjoyable experience, or an excruciating one? I want you to consider the following questions:

- What were the positives from your team's performance and what were the negatives? (Remember Rule 3!)
- Who do you think were your star players that should be starting every week?
- Who do you think were your weak links that deserve to be dropped? (Remember Rule 3!)
- Do you feel you picked the right characters and in the right positions?
- What could your team do better next time?

Once you've written down your answers, it's time for you to present them in different ways.

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A Tweet

With a maximum of 280 characters (letters, numbers, spaces and other punctuation) to use, you'll have to keep your writing really short and sweet here. Start by working out:

What will you write the tweet about – your team's overall performance, or a particular player?

Ask your teacher or a grown up to show you some examples of tweets that follow your golden rules.

Once you've decided what your tweet is about, here are three top tips to help you write the perfect tweet:

- Get off to a great start - put the most important words at the beginning of the tweet to catch people's attention.
- Keep your opinions clear, simple and focused – stick to your main point and don't try to stuff in too much information.
- Ask a question – that way, you'll encourage other people to engage and respond.

Oh, and please remember my rules about keeping things nice and positive!



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A Blog Post

Most blog posts are between 300 and 2500 words long, so there's lots more space for you to express all your football opinions. However, if you just write and write without a proper plan, your readers will soon lose interest, so start by working out:

- What is the main topic of your blog post – your team's tactics, a particular player's performance, or a wider issue in the world of football?
- What is the best way to organise your ideas to make them flow and be easy to follow - use sub-headings, arrange them into a list, or as a set of questions & answers?
- Who is your audience – supporters of your particular team, or football fans from all over the world?

Once you've agreed all that, here are three top tips to help you write the perfect blog post:

- Give it a good title – make your heading something exciting and memorable. Questions (for example: 'Which Star Shone Brightest for the Shakespeare's Eleven?') are great for grabbing a reader's attention, and so is a sense of mystery (for example, 'The Shakespeare's Eleven star who shone the brightest').
- Images make everything more interesting – try to include some fun pictures if you can!
- Finish Strong – your blog piece needs a neat ending, where all of your ideas and opinions are tied together in a satisfying way.

When you've finished writing and editing your brilliant blog post, make sure you share it with all your football friends. And if your school has a magazine or a website, send it in and see if they'll display it.



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Extra Activities

We've looked at two different types of writing, but if you'd like to get creative with a camera or a microphone, why not try one of these too?

A Vlog

A 'vlog' is a video blog, where you present your opinions onscreen, rather than just putting words on a webpage. If you'd like to be a famous football YouTuber one day, give it a go! Writing is still required, though, because you'll need a script to follow to make sure your ideas flow well while you're smiling at the camera.

A Podcast

If you like the sound of your own voice, but you're too shy to show your face, why not record a podcast instead! This is your chance to talk and talk about your chosen football topic (again, you should write a script first) and you could even get your classmates to appear on your show as guests!



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SHAKESPEARE'S ELEVEN

A FOOTBALL AND LITERACY RESOURCE PACK

SHAKESPEARE CHARACTER CARDS

ALONSO

King of Naples, prone to sadness



The Tempest

ALONSO

Takes responsibility
Committed
Disciplined
Manipulative
Experienced

ANTONIO

Prospero's brother. Treacherous



The Tempest

ANTONIO

Brave
Resilient
Good communicator
Sly
Manipulative

ARIEL

Surly servant with magic powers



The Tempest

ARIEL

Quick
Imaginative
Risk-taker
Unpredictable
Cunning

THE WITCHES

Three troublemakers



Macbeth

THE WITCHES

Creative
Visionary
Quick
Imaginative
Clever



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WALKER BOOKS

BEATRICE

Outspoken lady who says she'll never marry



Much Ado About Nothing

BEATRICE

Committed

Strong

Witty

Trustworthy

Takes Responsibility

BOTTOM

Wannabe actor who gets turned into a donkey



A Midsummer Night's Dream

BOTTOM

Funny

Outgoing

Confident

Gullible

Foolish

BRUTUS

A politician who loves his country



Julius Caesar

BRUTUS

Noble

Brave

Imaginative

Arrogant

Good Communicator

CALIBAN

Native of the island with anger issues



The Tempest

CALIBAN

Risk-taker

Imaginative

Arrogant

Moody

Troubled

CERES

Goddess of Harvest



The Tempest

CERES

Disciplined

Committed

Good communicator

Takes responsibility

Clever

FALSTAFF

Jolly joker who loves to eat



Henry IV Parts One and Two

FALSTAFF

Drunk

Fat

Lazy

Funny

Cowardly



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WALKER BOOKS

FERDINAND

Prince of Naples, in love with Miranda



The Tempest

FERDINAND

Trustworthy
Committed
Disciplined
Good looking
Innocent

FORTINBRAS

Prince of Norway who gets the last word



Hamlet

FORTINBRAS

Leader
Arrogant
Determined
Sly
Risk taker

GONZALO

Elderly, noble man and faithful friend



The Tempest

GONZALO

Disciplined
Trustworthy
Old
Committed
Nostalgic

HAMLET

Seriously troubled Prince of Denmark



Hamlet

HAMLET

Indecisive
Clever
Troubled
Committed
Quick

HENRY V

Good king and inspiring leader



Henry V

HENRY V

Disciplined
Winner
Determined
Arrogant
Understands His Role

HORATIO

Loyal friend to Prince Hamlet



Hamlet

HORATIO

Unselfish
Brave
Alert
Reliable
Problem Solver

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WALKER BOOKS

HOTSPUR

Hot-headed, quick-tempered young man



Henry IV Part One

HOTSPUR

Fast thinking
Leader
Risk Taker
Brave
Loud

IAGO

Scheming villain who ruins lives



Othello

IAGO

Unpredictable
Imaginative
Arrogant
Mischievous
Manipulative

IRIS

Messenger of the Gods



The Tempest

IRIS

Good communicator
Moody
Good hand-eye coordination
Resilient
Powerful

JUDGE SHALLOW

Foolish old judge who longs for the past



Henry IV Part Two

JUDGE SHALLOW

Old
Almost Deaf
Nostalgic
Funny
Slow

JULIET

Young and in love with Romeo



Romeo and Juliet

JULIET

Imaginative
Creative
Disciplined
Determined
Naive

JUNO

Goddess and Jupiter's wife



The Tempest

JUNO

Takes responsibility
Clever
Arrogant
Risk-taker
Brave



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WALKER BOOKS

KATHERINE

Headstrong older sister



The Taming of the Shrew

KATHERINE

Resilient
Terrifying
Brave
Feisty
Good Communicator

KENT

Still loyal to the king who banished him



King Lear

KENT

Determined
Unselfish
Disciplined
Faithful
Noble

LADY MACBETH

Ambitious wife of the King



Macbeth

LADY MACBETH

Brave
Strong
Impatient
Resilient
Ambitious

LEAR

Bitter old king who gives up his throne



King Lear

LEAR

Old
Mad
Bossy
Determined
Troubled

MACBETH

Insecure king who murders for power



Macbeth

MACBETH

Leader
Risk taker
Arrogant
Indecisive
One-Track Mind

MALVOLIO

Servant who takes himself too seriously



Twelfth Night

MALVOLIO

Vain
Disciplined
Efficient
Uptight
Humourless



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WALKER BOOKS

MERCUTIO

Young mischief maker



Romeo and Juliet

MERCUTIO

Alert

Fast Thinking

Imaginative

Unpredictable

Fast Talking

MIRANDA

Only daughter of Prospero, in love with Ferdinand



The Tempest

MIRANDA

Quick

Clever

Imaginative

Innocent

Outgoing

NURSE

Cheeky nanny who looks after Juliet



Romeo and Juliet

NURSE

Talkative

Witty

Funny

Motherly

Determined

OBERON

King of the fairies



A Midsummer Night's Dream

OBERON

Strong

Mystical

Brave

Powerful

Good Communicator

OSWALD

Servant of Goneril



King Lear

OSWALD

Loyal

Follower

Haughty

Sneaky

Obedient

OTHELLO

Jealous husband of Desdemona



Othello

OTHELLO

Physical Presence

Brave

Leader

Jealous

Takes Responsibility



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WALKER BOOKS

PORTIA

Clever heiress who saves her husband's life



The Merchant of Venice

PORTIA

Committed

Risk Taker

Dependable

Trustworthy

Takes Responsibility

PROSPERO

Power crazy magician who bears a grudge



The Tempest

PROSPERO

Resilient

Good hand-eye coordination

Brave

Bossy

Angry

PUCK

The naughtiest fairy of all



A Midsummer Night's Dream

PUCK

Mischievous

Fast Moving

Imaginative

Unpredictable

Unreliable

RICHARD III

Evil king out to get his own back



Richard III

RICHARD III

Mischievous

Power-Hungry

Unpredictable

Determined

Arrogant

ROMEO

Young and in love with Juliet



Romeo and Juliet

ROMEO

Imaginative

Sulky

Quick

Creative

Fickle

ROSALIND

Heiress with an adventurous streak



As You Like It

ROSALIND

Intelligent

Brave

Leader

Resilient

Organised



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WALKER BOOKS

SEBASTIAN

Alonso's brother, always second in line



The Tempest

SEBASTIAN

Clever
Arrogant
Risk-taker
Cunning
Power-hungry

STEPHANO

Drunken butler with dreams of power



The Tempest

STEPHANO

Committed
Drunk
Funny
Lazy
Cowardly

TRINCULO

A drunken jester



The Tempest

TRINCULO

Arrogant
Drunk
Lazy
Selfish
Slow

TYBALT

Angry young man who's good with a sword



Romeo and Juliet

TYBALT

Hot-Tempered
Arrogant
Rash
Risk Taker
One-Track Mind

VIOLA

A passionate twin who disgusies herself as a boy



Twelfth Night

VIOLA

Brave
Fast Thinking
Risk Taker
Witty
Determined

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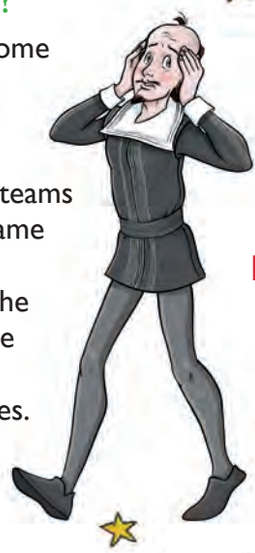
WALKER BOOKS

SHAKESPEARE'S ELEVEN
A FOOTBALL AND LITERACY RESOURCE PACK

APPENDIX - Football Vocabulary

WHAT IS THE MOST POPULAR SPORT IN THE WORLD?

Football… also known as soccer in some countries.
Football is used in British English.
Soccer is used in American English.
Football is basically a game where two teams of eleven players each try to end the game with the most goals. The game is on a rectangular pitch or field and none of the players can use their hands to touch the ball except for one goalkeeper in each team. A game of football lasts 90 minutes. This is divided into two halves of 45 minutes each. There is a 15-minute break between the first half and the second half.



PEOPLE ON THE PITCH/FIELD

Pitch is used in British English.
Field is used in American English.
A football team consists of 11 players on the field at the same time. Two teams play against each other and there is a referee to make sure everyone follows the rules of the game.

Let's look at some of the people involved in a game of football:

Goalkeeper: There is only one goalkeeper on the field for each team. Their main role is to defend the goal and stop the other team from scoring goals. They can use their hands while they are in the goal area. An informal word for goalkeeper is goalie.

The three main positions on the pitch are as a defender near their own goal, in the midfield, which is the centre section, and the forward position where they try to score goals.

Defender: these players play near their goalkeeper to help defend their goal.

Midfielder: a player who plays between the forwards and the defenders. They sometimes help defend, sometimes they help attack, though they spend most of the time in the middle of the pitch.

Forward: an attacking player in a team. When a forward has the main role of scoring goals, he or she can be called a striker.

Substitute: this is a player that does not start on the field with the other players. They sit on the bench until it is time to replace a player on the field that is tired or not performing well. Sometimes substitutes are used as a part of a change in tactics.

Manager: the person in charge of a football team. They are responsible for selecting the team of players for a match and the tactics they should use on the pitch.

The following are responsible for running the game:

Referee: The person responsible for making sure all players follow the rules. The referee uses a whistle to get the attention of the players and to signify a change in the flow of the game such as a foul or the end of the half or match.

Linesman: a person who helps the referee. There are two linesmen, one on each side of the pitch. The general job of a linesman is to let the referee know when the ball has gone out (has crossed the side line or goal line), when a player is offside, or if a player commits an offence. They use a flag to indicate the situation to the referee. Another word for linesman is referee's assistant.



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PARTS OF A FOOTBALL PITCH

The playing surface for soccer/football with its markings to show the area of play is called a soccer field or soccer pitch (or football field or football pitch). It consists of the following:

Bench: the area where substitute players sit and wait to be asked to enter the game.

Centre circle: this is the circle that is 10 yards (9.15 metres) from the centre mark of the pitch. When a team kicks-off at the start of a half or after a goal, players from the opposing team cannot be inside that circle until the ball has been played.

Centre spot: this is the mark in the exact middle of the centre circle where kick-off takes place.

Corner: one of the four corners of the pitch. A corner flag is placed here and it is where corner kicks are taken.

Crossbar: the horizontal bar of the goal. It must be 8 feet (2.44 metres) above the ground.

Goal: The goal consists of two vertical goal posts and a horizontal crossbar. There is normally a net attached to these to help confirm whether the ball has entered between the posts or not.

Goal line: the two short boundary lines at opposite ends of the pitch. The goal posts are placed on the goal line.

Goal post: a goal consists of two vertical goal posts that are 8 yards (7.32 metres) apart.

Halfway line: the marked line that goes across the pitch exactly halfway between the two goal lines.

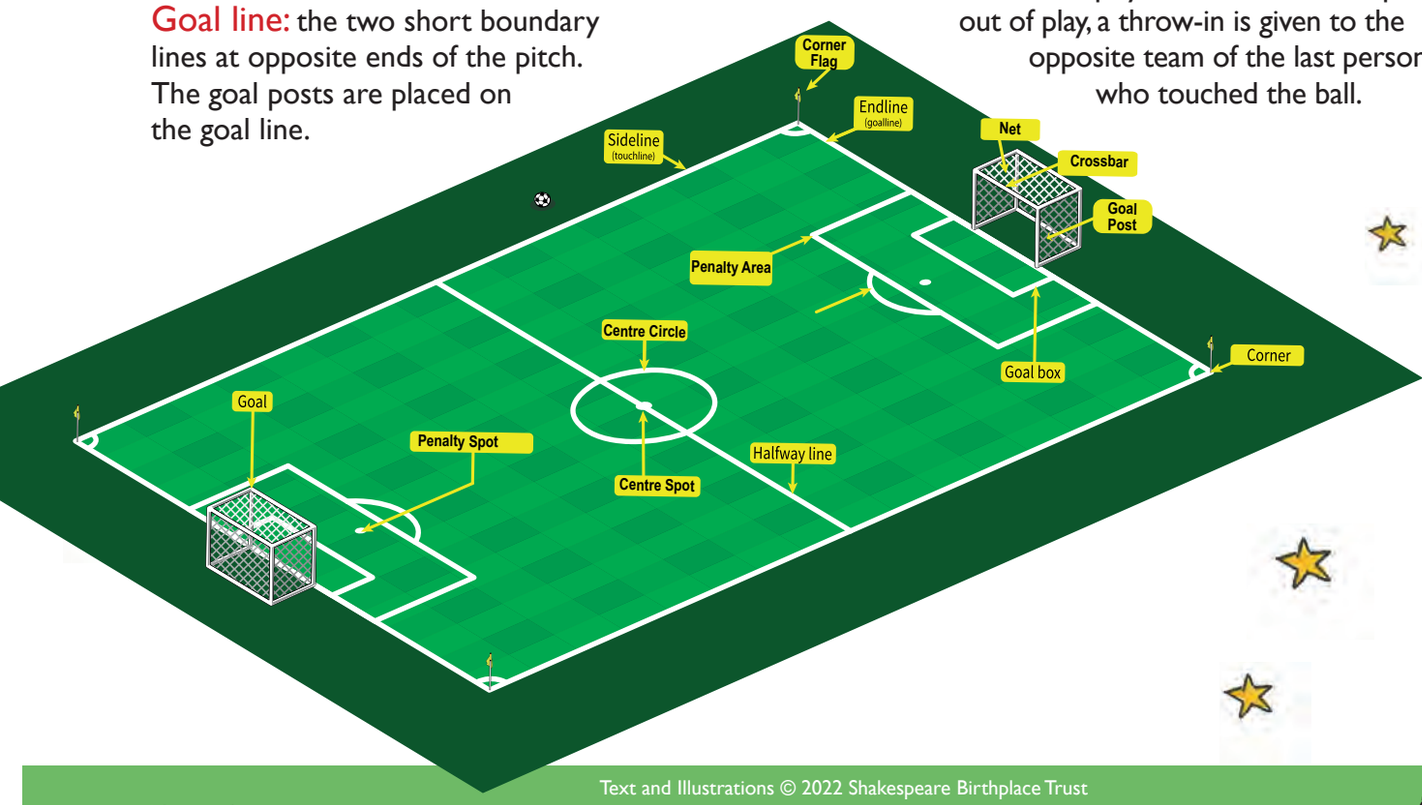
Net: nets are attached to the goal posts and crossbar and are placed behind the goal to make it easier to know when the ball enters the goal.

Penalty area: this is also known as the penalty box. This is the marked area near each goal in which the goalkeeper can use his hands to touch the ball. If a foul happens inside the penalty box, it becomes a penalty instead of a free kick.

Penalty spot: (also known as penalty mark) a white mark in the penalty box from which penalties are taken. This spot or mark is 12 yards (11 metres) from the goal line.

Stands: this is where the fans/supporters sit in the stadium around the pitch.

Touchline: the touchlines are the marked lines going along the longest part of the pitch. A ball must completely cross the touchline to be out of play. If any part of the ball is still on or above the touchline, the ball is still in play. When a ball is completely out of play, a throw-in is given to the opposite team of the last person who touched the ball.



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THINGS THAT HAPPEN IN A FOOTBALL GAME

Bicycle kick: when a player kicks the ball backwards over his own head to try and score a goal.

Clearance: a defensive kick that is intended to remove the ball out of danger from the goal area.

Corner kick: a free kick taken from one of the corners of the pitch. A corner kick is given when the ball touches a defending team's player before going over the goal line (outside of the goal).

Dive: when a player deliberately falls over when tackled, mostly when they aren't even touched. Some unscrupulous players do this act in order to get a free kick or a penalty.

Draw/Tie: when the game finishes with both teams having the same amount of goals scored.

Equalizer: a goal that is scored that brings the game to where both teams now have the same number of goals.

Extra time: two extra 15-minute periods played when the main 90-minute game ends in a draw and a winner is needed in the competition.

Free kick: A player who is fouled by an opponent is given a free kick. If this happens inside the penalty box/goal area, then instead of a free kick, it becomes a penalty.

Foul: an action that is not permitted in the game as it is against the rules. A foul gives the other team a free kick.

Goal: when the ball passes the line between the two goal posts and under the crossbar, it is a goal. The ball must wholly cross the goal line between the goal posts before a goal is scored.

Half time: the short 15-minute break after the first half and before the second half starts.

Handball: when a player touches the ball with his/her hand or arm. The other team receives a free kick or a penalty if this happens inside the goal area.

Hat trick: when a player has scored three goals in the same match.

Header: a shot at goal that involves using the head to guide the direction of the ball.

Injury time: extra minutes added to the end of a half in order to compensate lost playing time due to injury. This is sometimes called stoppage time.

Kick-off: the first kick of the game which signifies the start of the match. It is usually written as kickoff (one word) in American English.

Offside: when a player receives a pass and they are closer to their opponent's goal than one of the opposite team's players excluding the goalkeeper.

Own goal: when a player accidentally helps the ball go into their own goal.

Penalty: a free kick from the penalty spot. This kick is made by one player against the goalkeeper of the opposite team.

Penalty shootout: This happens when the game is tied (both teams have the same number of goals) after extra time in a competition and a winner needs to be decided. Each team takes turns with a penalty kick. The team that gets the most goals after their five shots, wins. If both teams have the same amount of goals after their five shots each, they each have another penalty shot until there is a winner.

Possession: the total amount of time a team is able to keep the ball and prevent the opposition from touching it.



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Red card: if a player gets a red card, they must leave the pitch immediately and cannot play again during the same match. A player is given a red card for dangerous play on the field or if they get two yellow cards in the same match.

Shot: when the ball is kicked or headed in the direction of the opponent's goal in an attempt to score a goal.

Throw-in: when a ball goes completely across the touchline to be out of play, a throw-in is given to the opposite team of the last person who touched the ball. This is the only time a player can use their hands to touch the ball, in this case only to throw the ball back into play.

VAR: This is short for Video Assistant Referees. This system is where the referee can replay the video of events that happened on the field. This can help the referee make decisions such as whether to award a goal or not, give a penalty, or give a player a red card.

Wall: when some players from one team stand together in a line to create a barrier or "wall" between the ball and the goal when there is a free kick.

Yellow card: A yellow card is given as punishment for a serious foul in the game. When the same player receives two yellow cards in a match, then it becomes a red card and that player must leave the game immediately.

VERBS USED IN FOOTBALL

To concede (a goal): when a team receives a goal against them.

To cross: to pass the ball from one side of the pitch to the opposite side or into the goal area.

To dribble: to move the ball along with your feet as you go up the field.

To head: to use your head to make the ball go in a certain direction.

To kick: to strike the ball with your foot.

To mark: to guard an opposing player to try and stop them from receiving the ball from their teammate or to make it difficult for that player to use the ball how they want.

To pass: when a player kicks (or heads) the ball to another player on their same team.

To score (a goal): to get a goal.

To shoot: when the ball is kicked in the direction of the opponent's goal in an attempt to score a goal.

To substitute (to sub): to replace one player on the field with another player that was on the bench.

To tackle: to challenge and try and take the ball from an opposing player.

To volley: to kick a moving ball before it hits the ground.



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WALKER BOOKS

WHAT DO YOU WEAR IN FOOTBALL?

Teams get changed in the locker room, which is sometimes called the changing room.
But what does a football player wear?

Armband: the captain wears an armband to let the referee know that he/she is the captain.

Boots: special leather shoes, in this case used for playing football.

Gloves: the goalkeeper wears gloves on his hands to make it easier to stop the ball.

Kit: the football kit refers to the whole uniform that a player wears.

Shin pads/shin guards: protective plastic coverings that protect a player's shins from getting hurt should they get kicked. The shin is the lower front part of the leg.

Shirt/jersey: the top part of a team uniform that a player wears. It has a number on the back with the player's name above that number. The goalkeeper wears a different colour from all the other players on the pitch.

Shorts: short trousers that only reach to the knees or thighs.

Socks: a piece of clothing that covers the foot. In football, socks are long and go up to the knee.

Studs: small projections fixed to the base of footwear that help the player to not slip over on the pitch. Sometimes studs are called sprigs.

THE SOCCER BALL/FOOTBALL

The ball is round and made of leather or similar material. The ball used in professional football leagues and in the FIFA World Cup is called a size 5 ball. It has a specific size (circumference: 68-70cm/27-28in) and weighs (410-450g/14-16oz).

THE FIFA WORLD CUP

The FIFA World Cup is an international football soccer competition held every four years between the 32 qualifying nations. The winning country becomes the world champion.

In 2014 the competition was held in Brazil and Germany was the champion.

In 2018 the competition was held in Russia and France was the champion.

In 2022 the competition will be held in Qatar and the champion will be...





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