

Knowledge Organiser— THE TEMPEST Year 7



Events Time Line

Act 1

Close to a Mediterranean island, a storm overcomes a ship that carries **King Alonso** of Naples, his son **Ferdinand**, and his brother **Sebastian**. They were on their way home from Tunis to Italy when the storm hit and demolished their ship. Shipwrecked with them are the courtier, **Gonzalo**, and the Duke of Milan, **Antonio**.

From the island, **Prospero**, the former Duke of Milan, and his fifteen year-old daughter, **Miranda**, watch the storm and shipwreck. Miranda fears for the ship's crew, but Prospero assures her that everything is fine.

He decides to open up about his past, telling her how twelve years previously, his brother Antonio had stolen his throne. With the aid of Gonzalo, Prospero had escaped in a boat with the infant Miranda and his books of magic. They travelled to the island, made it their home, and enslaved the only native islander, **Caliban**. The only other inhabitants of the island are the spirits including **Ariel**, whom Prospero had rescued from imprisonment in a tree. Since Antonio was on the boat that is now shipwrecked, Prospero hopes finally to put things right. As Miranda sleeps, Prospero tells Ariel about what to do with the men now that they are on the shore.

The courtiers from the ship are cast ashore unharmed. But the King is near despair, believing that Ferdinand, his son, drowned. Ferdinand has actually arrived safely on a different part of the island where he meets Miranda and they instantly fall in love. Prospero, fearing for his daughter, captures Ferdinand and forces him to carry wood. In the meantime, Ariel seeks his freedom. Prospero promises that he will free Ariel once he has completed all of his tasks.

Act 2

Ariel uses music to lead the courtiers astray, while Sebastian and Antonio plot to kill the King while he is asleep. Their attempt is foiled by Ariel. All the people from the ship become ever more confused

as they wander around. In another part of the island, the timid court fool, **Trinculo**, has come ashore and discovered Caliban. Trinculo hides beside Caliban from an approaching storm, and the ship's butler, **Stephano** finds them.

Acts 3 & 4

Stephano, Caliban, and Trinculo, at Caliban's suggestion, intend to kill Prospero and make Stephano lord of the island. They get very drunk before setting off to the cell to kill Prospero. Ariel, who saw the whole thing in his invisible state, reports this wicked plot to his master. Meanwhile, Prospero has decided to allow Ferdinand and Miranda's marriage.

Prospero and Ariel then set a trap for the three plotters. Stephano and Trinculo fall for the plot and become distracted by gaudy clothes hung out for them. After they touch the clothing, they are chased away by spirits disguised as dogs.

Act 5

Ariel brings all the courtiers to the cell where Prospero reveals himself. Instead of enacting his revenge, he forgives them and accepts the return of his dukedom. Ferdinand and Miranda are betrothed. Sailors come to announce that the ship is safe. Prospero fulfils his promise and frees Ariel while Caliban and the drunken servants are punished. The play ends as all go to celebrate their reunions.

Some Key Themes

justice

freedom & imprisonment

power

loyalty and betrayal

human and inhuman

magic

Key Characters



PROSPERO



MIRANDA



ARIEL



KING ALONSO



FERDINAND



GONZALO



SEBASTIAN



ANTONIO



STEPHANO



TRINCULO



CALIBAN

Some Useful Words & Phrases

- **exploitation:** (noun) using someone—often selfishly—for your own benefits eg Caliban feels exploited by Prospero
- **enslaved:** (adjective/verb) made into a slave; eg did Prospero enslave Caliban or help him?
- **retribution:** (noun) payback for something someone did to you; eg Prospero wants retribution from Alonso
- **usurp:** (verb) to take over someone else's kingdom by force
- **servitude:** (noun) slavery; eg Caliban and Ariel might feel they are in a state of servitude

Some Key Techniques

- **acts:** the main sections in a play; Shakespeare's plays tend to have five acts
- **scenes:** parts of the play which stay in the same place at the same time; like chapters in a book
- **character:** the "people" within the play
- **characterisation:** how Shakespeare creates a sense of his characters
- **aside:** when a character briefly says something which the audience hears but other characters do not
- **soliloquy:** a speech delivered by a single character alone on stage; they often give the audience a privileged insight into the character's thoughts and feelings
- **imagery:** language not used literally; eg metaphors, similes, personification, symbols
- **pathos:** feelings of pity and sympathy
- **subplot:** a secondary plot in the play, adding complications and extra obstacles in the way

Some Context

- The play was first performed in 1611. King James I was on the throne, and the play was used as part of the celebrations of his daughter Elizabeth's marriage.
- At the time, Britain was setting up colonies in North America and meeting the original inhabitants. Many of the characters in the play have ideas about how to rule the island.
- The play may look at ideas of "colonisation" - where European countries took over foreign countries and tried to "civilise" the "savages" they found (often actually just exploiting them).
- There had been an essay "Of the Cannibals" by the French writer Montaigne. This looked at the original peoples of South America. "Caliban" may well come from this.

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Plot Questions

Act 1	<input type="radio"/> What type of transport takes King Alonso and his group to the island? <input type="radio"/> Who magically caused the storm? <input checked="" type="radio"/> Why might Prospero hate Antonio? <input checked="" type="radio"/> Why, when he comes ashore, is King Alonso so upset?
Act 2	<input type="radio"/> What do the evil Sebastian and Antonio plot to do to King Alonso? <input type="radio"/> Who does the court fool Trinculo find on the island? <input checked="" type="radio"/> Who prevents Sebastian and Antonio from carrying out their plot? <input checked="" type="radio"/> What is Trinculo's friend called?
Acts 3 & 4	<input type="radio"/> Who do Caliban, Trinculo and Stephano plan to murder? <input type="radio"/> With whom does Ferdinand fall in love? <input checked="" type="radio"/> What distracts Trinculo and Stephano from their plot? <input checked="" type="radio"/> What chases Trinculo and Stephano away?
Act 5	<input type="radio"/> Who becomes the Duke of Milan at the end of the play? <input type="radio"/> Who plans to get married? <input checked="" type="radio"/> Who is set free by Prospero? <input checked="" type="radio"/> What does Prospero do to his magic books?

Character Questions

<input type="radio"/> Who is Prospero's brother? <input type="radio"/> Who is Ferdinand's father? <input type="radio"/> Who is Antonio's brother? <input type="radio"/> Who is Prospero's daughter? <input type="radio"/> What is the name of the magical spirit who works for Prospero? <input type="radio"/> Who took Prospero's throne from him? <input type="radio"/> Who is the court fool or jester?
<input checked="" type="radio"/> Whom has a mother called Sycorax? <input checked="" type="radio"/> Ariel was trapped inside something when Prospero first came to the island: what? <input checked="" type="radio"/> Who, when she sees a group of other people for the first time in her life, says at the end of the play: "O brave new world / That has such people in 't"? <input checked="" type="radio"/> Who gives Caliban "cramps" and "side-stitches" to punish him when he answers back or doesn't work hard enough? <input checked="" type="radio"/> What is the name of the kind old man who helped Prospero and baby Miranda escape to the island? <input checked="" type="radio"/> Who ends the play by saying he wants to stop using "rough magic"? <input checked="" type="radio"/> Who resents having lost his island to Prospero?

Ideas Questions

<input type="radio"/> Which word best describes what Caliban feels has been done to him? <div style="display: flex; justify-content: space-around;"> enacted intended </div> <div style="display: flex; justify-content: space-around;"> enslaved entrapped </div>
<input type="radio"/> Which word best describes what Prospero wants from his evil brother Antonio? <div style="display: flex; justify-content: space-around;"> retribution redistribution </div> <div style="display: flex; justify-content: space-around;"> recreation resurrection </div>
<input type="radio"/> Which word describes what Antonio did to his brother Prospero when Prospero was Duke of Milan? <div style="display: flex; justify-content: space-around;"> distracted supported </div> <div style="display: flex; justify-content: space-around;"> usurped forgave </div>
<input checked="" type="radio"/> Which word best describes how Caliban feels when asked to do work for Prospero? <div style="display: flex; justify-content: space-around;"> exhilarated exploited </div> <div style="display: flex; justify-content: space-around;"> exempt extracted </div>
<input checked="" type="radio"/> Which character has the best claim to say they are in servitude on the island? <div style="display: flex; justify-content: space-around;"> Gonzalo Miranda </div> <div style="display: flex; justify-content: space-around;"> Ariel Sebastian </div>

Go!
give it a

GETTING IT WRONG IS ABSOLUTELY OKAY.

NOT EVEN HAVING A GO IS JUST A BIT PATHETIC.