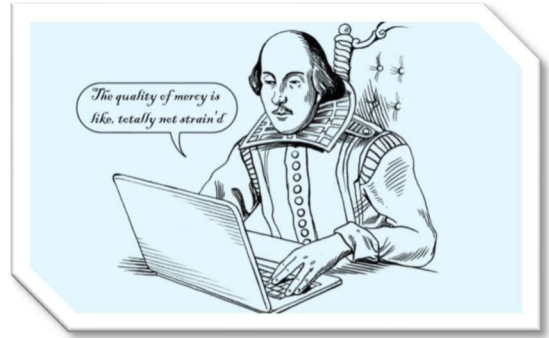


MERCHANT OF VENICE: INTERTEXTUAL NARRATIVE ASSIGNMENT

Year 10 English



Learning Intentions: To appreciate the timelessness of classic literature and reflect on how the issues of *Merchant of Venice* are relevant to our current society. To understand how to adapt a narrative's themes, values, beliefs, and assumptions. To understand how language can be used to empower or disempower people and reflect the social position of characters.

YOUR TASK: Write a creative narrative that is an intertextual adaption of Shakespeare's *The Merchant of Venice*.

Your story should have a similar basic plot, explore some of the same main themes and ideas, and contain some of the same key symbols, BUT it must have some key differences too. **Don't just write the EXACT same story in a different setting. Explore how the different setting CHANGES the story.** It must be a narrative rather than a play – so it should include description and action as well as dialogue.

Suggestions for elements to change:

- Set in another time period (doesn't have to be present-day – could be 1944 or 3023).
- Set in a different place – America, Australia, Narnia, Mars...
- Swap the gender of the characters.
- Swap the perspective – look at a different character's point of view or explore the backstory of a less developed character.
- Swap humans for something else (sentient animals, wizards, aliens...)
- BOSS LEVEL: incorporate elements from another text from the canon of literature, creating multiple levels of intertextuality.

Your narrative should include a minimum of four main characters:

1. A villain or antagonist like Shylock, who is misjudged or discriminated against in some way. They should have some sympathetic traits, but some unpleasant traits too.
2. A character like Antonio who is prejudiced against the villain and treats them unfairly but is kind and generous to friends and relatives.
3. A character like Bassanio, who is charming but weak and bad with money.
4. A character like Portia who is smart and capable but limited in power.

You may also add other minor characters as you need – try and make them the same type of character as they are in *Merchant of Venice*.

Your narrative should explore some of the key themes and symbols from *The Merchant of Venice* that we have gone through in class (look at PowerPoints for ideas). You should aim to use language, especially dialogue, that shows that the protagonist has more power in society than the antagonist, who is unable to defend themselves.

MARKING RUBRIC

A = WOW! B = Meets expectations well C = Satisfactory D = On the way

Performance Standard	A	B	C	D
Adaption <ul style="list-style-type: none"> Well-chosen setting and context that are sufficiently different to the original while providing a good opportunity to explore the themes and ideas of narrative in depth. Details are incorporated or changed skilfully and logically to fit the new context. 				
Themes <ul style="list-style-type: none"> At least 2 key themes of the original are explored in depth. 				
Symbols <ul style="list-style-type: none"> Incorporates symbols from original play. Uses symbols successfully to help expand on themes or ideas in the text. 				
Characters <ul style="list-style-type: none"> Characterisation demonstrates a good understanding of the original characters' qualities, attributes, motivations etc. Characters are realistic and show depth and complexity. 				
Language & Power <ul style="list-style-type: none"> Language used illustrates the power relationships in the original text. Effective use of language and dialogue to demonstrate power, social position and influence of characters. 				
Style <ul style="list-style-type: none"> Sophisticated and fluent description and dialogue used to create an engaging narrative. Text is proofread with few or no editing mistakes. 				