A Tale of Two Cities Activities and Projects: Required and Extra Credit

Required Activities and Projects:
1. Read the entire novel and summarize assigned chapters (use handout to prepare written/oral summaries).
2. Complete the Vocabulary for the novel.
4. Develop character descriptions of all characters including physical, mental, and emotional traits.
5. Explore the following themes and find specific examples in the novel of these themes:
   a. The positive or negative nature of revenge
   b. The development or destruction of an individual's character in a crisis
   c. Duty versus desire
   d. Corruption in the ruling class
   e. Honor versus dishonor
   f. Resurrection
   g. Sacrifice
6. Find and document examples in the novel of the following motifs: doubles, shadows and darkness, and imprisonment.
7. List the reoccurring symbols in the novel and what they represent: (1) wine. (2) knitting, (3) the Marquis, and (4) the Gorgon's head.
8. Foreshadowing is used in the novel. Identify five or six examples of foreshadowing.
9. Make notes of Dickens' use of repetition of a single word to achieve an impact.
10. Does the speech of each character match that character's social status? Why or why not.
11. Find examples where Dickens attaches one epithet to each of his characters in the form of a physical trait, gesture, or signature phrase.
12. Find examples of beauty among ugliness or virtue among vices.
13. Students will reenact Charles Darnay's trial in England and his last trial in France.
14. Create a timeline of the action of the novel and map it to a timeline of significant events occurring in England and France at the time.
15. Use scenes from the novel to create a mural depicting the French Revolution. Display the numerous prisons, scenes of rioting, and places of execution. Show various locations where the guillotine was erected.

Extra Credit Activities and Projects:
1. Build models of and research information on one of the following: (1) grindstone, (2) La Guillotine, (3) The Bastille, (4) Tellson's Bank.
2. Draw a storyboard of ghoulish scenes. How might a camera capture the following: (1) the burning chateau, (2) Gaspard's hanging, (3) tumbrils, (4) the guillotine, (5) the Carmagnole, (6) the Concierge, and (7) the fall of the Bastille.