



## *Activity One: Vocabulary (15 points)*

In order to fully understand the play, you need to know the meaning of the following words. Define each word.

1. allegory
2. kindred
3. moral
4. mortal
5. pilgrimage
6. reckoning
7. redemption
8. repentance
9. respite
10. reverence
11. salvation
12. sin
13. summon
14. virtue
15. vice



## Activity Two: Viewing Questions (10 points)

The following questions ask you to recall the characters and events of the play -- what happens at the literal level. Answer these questions as you view the film version of *Everyman*.

1. Why does God send Death to summon Everyman?
2. How does Everyman react to the summons by Death?
3. The author of this play used deliberate repetition to drive home major points. In what way do Everyman's encounters with Fellowship and Kindred follow a similar pattern?
4. What happens when Everyman asks Goods to accompany him? Why does Goods think that his presence would adversely influence God's judgment of Everyman?
5. Why is Good Deeds at first unable to accompany Everyman?
6. How does Knowledge help Everyman on his journey?
7. Explain how the play supports the idea that knowledge of one's sin is necessary before one can truly repent.
8. How does the order in which Beauty, Strength, Discretion, and Five Wits abandon Everyman parallel the process of aging?
9. Who follows Everyman into the grave?
10. What does the weakness of Good Deeds reveal about the way Everyman has led his life?

## Activity Three: Creative Thinking (25 points)

Choose ONE of the four creative representation assignments listed below - you may work with a partner on this section ONLY, if you choose.

1.

Consider how you might use costume to identify each of the following major characters. Choose *at least five* characters, describe the costume you have chosen, and explain how each character's costume and behavior might appropriately personify that abstract idea.

Everyman	Goods	Strength
Death	Good Deeds	Discretion
Fellowship	Knowledge	Five Wits
Kindred	Confession	Messenger
Cousin	Beauty	Doctor

For example, Good Deeds could be costumed as a Girl Scout because of the values supported in the Girl Scout Pledge:

"On my honor, I will try:

To do my duty, to serve my country;

To help other people at all times; and

To obey the Girl Scout Laws."

The Girl Scout is supposed to be honorable, religious, patriotic, helpful, and law-abiding. Line 3 of the pledge specifically promises to do good for others, but the other associations are also admirable. Thus, a Girl Scout costume is appropriate to personify Good Deeds

2.

Write your own morality play, EITHER

- basing it upon the seven deadly sins, or seven redeeming virtues. Follow correct play form, as demonstrated in *Everyman*. Name your protagonist allegorically and make sure your play has a moral. Do not merely personify some vices and virtues, having them converse inane -- create a lesson for a modern Everyperson.

Seven Deadly Sins: pride, envy, gluttony, sloth, lust, avarice, wealth

Seven Redeeming Virtues: prudence, justice, temperance, fortitude, faith, hope, charity

OR

- called *Every Student*. Personify the problems Every Student faces during his journey to Graduation and the qualities that help him overcome those problems. Teach a moral by showing how Every Student can succeed.

3.

Choose a scene from the novel. Illustrate the scene in the form of a comic strip, lasting at least 10-15 frames. Utilize color and captions. On the back write the quotation or paragraph from which the project was inspired.

4.

Create a book jacket that could be used for a hardbound edition of your book. Include an introductory summary of the story and a brief biography of the author on the flaps. Your purpose is to persuade readers to buy the book, but you must also be true to the flavor and purpose of the novel. You will want to create a striking illustration for the jacket as well.

## Activity Four: Written Response (25 points)

Choose ONE of the four topics below and construct a textually supported, grammatically sound, well-organized response - you will be graded according to the COMP method (Content, Organization, Mechanics, Presentation) . . .

1. Analyze the changes Everyman undergoes during the play. Consider how and why his personality, values, and attitude toward dying change from the instance of his dialogue with Death to his descent into the grave.
2. In a well-worked-out allegory, each character and event has a meaning that fits together as part of a coherent overall pattern. Looking back over the play as a whole, summarize in your own words the allegorical meaning of each major character. Show briefly how each character lives up to his or her allegorical meaning.
3. "The evil that men do lives after them," Mark Anthony says in Shakespeare's *Julius Caesar*, but "the good is oft interred with their bones." Is that the insight expressed at the end of *Everyman*? Explain why or why not.
4. John Donne's "Meditation 17" includes the following passage:  
*"Any man's death diminishes me, because I am involved in Mankind;  
And therefore never send to know for whom the bell tolls; it tolls for thee."*  
Explain how this quote serves as one theme for *Everyman*. Relate the quote specifically to the play.



# The



# Project

### *The Summoning of EVERYMAN: A Student Guide*

This morality play seeks to answer the important religious question: "What must a man do to be saved?" God sends Death to summon Everyman, who represents all mankind. Good and Evil will be tallied like pluses and minuses in an account book. The play is the story of Everyman's journey to this final reckoning. Along the way, Everyman tries to convince other characters to accompany him in the hope of improving his account. The other characters are also allegorical; that is, each character personifies an abstract idea. The conflict between good and evil is dramatized by the interactions between characters. The play shows us not only how every man should meet death but also how every man should live.

*Everyman* is a dramatized allegory. An allegory is a narrative in which the characters and action, and sometimes the setting as well, have two levels of meaning. The first level is literal -- a man is going on a trip. The second level is symbolic -- Everyman's life is a journey from birth to death, and every man makes this same trip. An allegory must make sense at both levels. All of the literal pieces will fit together to tell a story -- what happens. In addition, all of the symbolic pieces will fit together to teach a

