

Research  
Based  
Curricula



# What Happens in Adaptation? The Fate of Literary Texts

Key Stage 4 English Literature  
Resource 2

2019



# Resource Two

## Overview



Topic	The Relationship between Word and Image
GCSE Modules	Shakespeare – Macbeth
Objectives	<p>By the end of this resource you will have:</p> <ul style="list-style-type: none"><li>✓ Been introduced to a different approach to adaptation through the graphic novel form and to consider the relationship between word and image.</li><li>✓ Developed insights into the function of visual and textual elements.</li><li>✓ An understanding of the process of adaptation and how our reading and interpretation are formed through active engagement.</li><li>✓ Built analytical skills of both text and image, as well as with formulating clear and coherent arguments through critical evaluation and comparison.</li></ul>
Instructions	<ol style="list-style-type: none"><li>1. Read the data source</li><li>2. Complete the activities</li><li>3. Explore the further reading</li></ol>
Context	<p>The data source is taken from Macbeth – The Graphic Novel (Classical Comics, 2008).</p> <p>Macbeth is a play written by William Shakespeare and was first performed in 1606. Set in Scotland and centring around the character of Macbeth and his ambitions, it is described as a tragedy.</p> <p>The extract opens with the first scene of the play and continues with the third scene to follow the first encounter with the three witches and Macbeth's meeting with them, which sets up the events of the play.</p>

# Resource Two Data Source



## Act One Scene One



# Resource Two Data Source



## Act One Scene Three



# Resource Two Data Source



# Resource Two Activities



**Activities** 1. Go over the graphic novel sequence again, before writing a brief response to the following questions:



- a) What information is being given on the different pages? How is it being told? For example, what do we learn about the story and the characters.
- b) How does your process of reading the comic book differ from your reading of the play (or a novel)? Consider how word and images interact. For example, through the positioning of the panels, their sizing and the writing within them.

2. In view of the additional images below depicting the different versions of graphic novel adaptations, make a case for the following: Why you would want to use a graphic novel instead of the original play in class?

- ✓ Include which version you would choose and explain why.
- ✓ Consider how it changes your approach to Shakespeare's work, but also what the negative side of using graphic novel adaptations is.



# Resource Two

## Further Reading



### Explore



1. William Shakespeare, *Macbeth*
2. *Macbeth* (Manga Classics, 2018), William Shakespeare, Julien Choy and Crystal S. Chan
3. Marion Perret, 'Not Just Condensation: How Comic Books Interpret Shakespeare' (2004)
4. Scott, McCloud *Understanding Comics* (1994)
5. Stephen E. Tabachnick, ed. *The Cambridge Companion to the Graphic Novel* (2017)
6. Liam Burke, *The Comic Book Film Adaptation: Exploring Modern Hollywood's Leading Genre* (2015)

### Adaptations to watch:

1. *Macbeth* (2015), dir. Justin Kurzel, starring Michael Fassbender and Marion Cotillard
2. *Throne of Blood* (1957), dir. Akira Kurosawa, starring Toshiro Mifune



[www.researchbasedcurricula.com](http://www.researchbasedcurricula.com)



[www.access-ed.ngo](http://www.access-ed.ngo)



[@\\_AccessEd](https://twitter.com/_AccessEd)



[hello@access-ed.ngo](mailto:hello@access-ed.ngo)



100 Black Prince Road  
London, SE1 7SJ



AccessEd is a non-profit company  
registered in England (#10383890)