

Macbeth

(William Shakespeare)

Through reading this story, the student will be listening and responding to sensory stimuli associated with it. They will use their individual communication systems to communicate whether they want more or to finish, taking some control over their environment and engaging with the supporting adult, who will know how the student communicates.

You will need:

- A cardboard or plastic (or wooden) sword
- Witch's hat
- Grape or pomegranate juice
- King's crown (plastic or make your own using cardboard, tissue paper and glitter)
- Large pot or bowl (for a cauldron)
- A pine branch or pine essential oil
- A tree branch (with leaves on, preferably)
- Sound effects (e.g. Switch, YouTube, MP3): wind blowing; witches cackling and dialogue; Scottish music.
- Atmospheric music for witches' cavern:
<https://www.youtube.com/watch?v=xBhBKbgzr2U>
- A bag to contain all of the above and which the student will explore before the story begins

1. Tell the student(s) that they are going to use:
 - Their ears to listen
 - Their eyes to look
 - Their noses to smell
 - Their hands to feelAdult models pointing to each and supports the student(s) to touch their own.
2. Continue by saying we are going to listen to a story. Show each student their story bag allowing them to feel and smell saying, "*(Student's name), it's story time.*"
3. Support student(s) to feel, touch and smell the story bag as a cue to the activity.
4. Introduce the story, telling the student(s) it is a story about a man who wants to be a king.
5. Read the story slowly, allowing time for the student(s) to lead the session by giving them time to explore.

The Story

Macbeth and his friend Banquo were brave soldiers.

EXPLORE CARDBOARD/PLASTIC SWORD; PLAY FIGHT AS APPROPRIATE.

PLAY HOWLING WIND NOISES USING A SWITCH, YOUTUBE OR MP3.

They met three witches who tell Macbeth he shall be king:

"All hail Macbeth, thou shalt be King hereafter!"

EXPLORE/WEAR A WITCH'S HAT; USE A SWITCH, IF AVAILABLE, TO RECORD AND PLAY THE ABOVE DIALOGUE IN A WITCH'S VOICE.

Macbeth and his wife, Lady Macbeth, planned to kill King Duncan and invited him to their castle.

Lady Macbeth gave the guards wine to make them sleep.

SMELL/TASTE GRAPE OR POMEGRANATE JUICE.

When the time came to kill the king, Macbeth was afraid.

He said, *"Is this a dagger which I see before me, the handle toward my hand?"*

EXPLORE A CARDBOARD/PLASTIC DAGGER (OR SWORD AS ABOVE).

Macbeth was the new king, but he was worried that someone might try to take his crown.

EXPLORE/WEAR A CROWN.

Far away, the witches chanted, *"Double double toil and trouble, fire burn and cauldron bubble".*

STIR LIQUID IN A CALUDRON (A POT OR LARGE BOWL) USING CIRCULAR MOVEMENTS.

Macbeth visited the witches because he was worried that he might be betrayed.

PLAY ATMOSPHERIC MUSIC USING YOUTUBE OR MP3.

The witches told Macbeth he should beware Macduff, another lord.

Macbeth will be safe until Birnam Wood marches on Dunsinane castle.

Sensory Story

ALLOW THE STUDENT TO SMELL PINE ESSENTIAL OIL OR SMELL AND EXPLORE A PINE BRANCH.

Lady Macbeth had become very poorly because of the bad things she had done.
"Out damned spot! Out I say!" Lady Macbeth kept washing her hands to get them clean.

WASH HANDS IN A BOWL OF SCENTED OR SOAPY WATER.

Macduff disguised his soldiers with branches from trees and his army got into the castle.
EXPLORE/HIDE BEHIND BRANCHES FROM A REAL TREE (WITH LEAVES ON, IF POSSIBLE).

There was a battle and Macduff killed Macbeth.

EXPLORE CARDBOARD/PLASTIC SWORD; PLAY FIGHT AS APPROPRIATE.

Malcolm, the old king Duncan's son, was crowned the new King of Scotland.

PLAY SCOTTISH MUSIC ON YOUTUBE/MP3.

Tell the student(s) story time is over; support them to help pack their bags as cue to the end of the session.