Act	Plot	Feature/other	Quotes
1	<ul> <li>The witches agree to meet Macbeth.</li> <li>Battle between Scotland &amp; Norway King Duncan decides to make Macbeth Thane of Cawdor (he is Thane of Glamis)</li> <li>Macbeth and Banquo see 3 witches and they call Macbeth 3 things</li> <li>Macbeth is the made the new Thane of Cawdor &amp; King Duncan comes to celebrate &amp; names Malcolm (eldest son) as next King (Prince of Cumberland)</li> <li>Lady Macbeth finds a letter and plans</li> <li>Lady Macbeth persuades Macbeth to kill King Duncan.</li> </ul>	<ul> <li>Pathetic fallacy</li> <li>Violent language of the battle</li> <li>Supernatural – rhyming couplets = spell like</li> <li>Soliloquy = spell like = power</li> <li>Imperatives</li> <li>Biblical reference</li> <li>Soliloquy = inner conflict</li> <li>Dental alliteration = 'deep damnation' = will go to hell if he kills</li> </ul>	<ul> <li>'unseamed him from the nave to the chaps' &amp; 'valiant soldier'</li> <li>'Look like the innocent flower but be the serpent underneath'</li> <li>'unsex me here' 'fill me with direst cruelty'</li> <li>'The raven himself is hoarse'</li> <li>'when you darest do it, then you were a man'</li> <li>'vaulting ambition'</li> </ul>
2	<ul> <li>Banquo tells Macbeth that one of the witches predictions have come true.</li> <li>Macbeth sees a dagger and goes to kill King Duncan.</li> <li>Macbeth has Killed King Duncan and Lady Macbeth makes it look like the servants did it.</li> </ul>	<ul> <li>Soliloquy =         supernatural         influence &amp; change of         mental state</li> <li>Foreshadowing –         water/blood/sleep,         insanity</li> </ul>	<ul> <li>'Is this a dagger which I see before me, the handle towards my hand?'</li> <li>'A dagger of the mind'</li> <li>'Neptune's ocean'</li> </ul>

•	Macbeth is nervous and guilty. Lady Macbeth tells him to compose himself or he will give the secret away. King Duncan is found dead by Macduff. Macbeth kills the servants. King Duncan's sons decide something could happen to them and they flee from Scotland – Malcolm to England & Donalbain to Ireland Macduff tells people about Duncan and that Macbeth is the new King of Scotland.	<ul> <li>Darkness = candles are out, stars are out</li> <li>Stage direction – knocking = heart beat &amp; urgent rhythm</li> <li>Pathetic fallacy when Duncan's murder is common knowledge.</li> </ul>	<ul> <li>'A little water clears us of this deed.'</li> <li>'knell'</li> </ul>
3	Banquo begins to suspect Macbeth Macbeth plots Banquo's and Fleance's death Macbeth organises a big dinner in celebration of becoming King. Macbeth doesn't tell Lady Macbeth about his plan to kill Banquo and Fleance. Banquo and Fleance are attacked. Banquo is killed but Fleance escapes. At the feast, Macbeth sees Banquo's ghost. Lady Macbeth tries to cover for Macbeth's outburst. Macbeth decides he must see the witches again. Everyone begins to suspect Macbeth.	<ul> <li>Soliloquy = Banquo's suspicion</li> <li>Persuasion = makes murderers kill Banquo</li> <li>Metaphors for poisoned brain</li> <li>Banquo's ghost</li> <li>Minor characters = unrest with the King</li> </ul>	<ul> <li>'full of scorpions is my mind'</li> <li>'Be innocent of the knowledge dearest chuck'</li> <li>'which of you has done this'</li> <li>'go at once'</li> </ul>

4	<ul> <li>Macduff goes to England to see Malcolm to get an army to attack Macbeth</li> <li>Macbeth sees the witches again.</li> <li>They tell him to be aware of three things: 1.         Macduff, 2. that no man born from a woman can harm him; 3. he can't be beaten until Birnam Wood moves to Dunsinane Hill.</li> <li>Macbeth is told that Macduff has gone to England to find Malcolm.</li> <li>Macbeth decides to have Macduff and his family killed.</li> <li>Macduff's family is killed.</li> <li>Macduff speaks to Malcolm and they agree their plan.</li> <li>Macduff is informed of his family's murder.</li> </ul>	<ul> <li>Pathetic fallacy =         Thunder = witches         spell</li> <li>Rhyme = spell</li> <li>Foreshadowing = first         vision is a head =         Macbeth's beheading</li> <li>Visions 'descending'         after they have         spoken = returning to         hell = supernatural OR         Macbeth going to hell</li> <li>Mid-dialogue =         confused view of lady         Macduff of her         husband going to         England</li> <li>'wren' = Lady Macduff</li> </ul>	<ul> <li>'Beware Macduff'</li> <li>'none of woman born shall harm Macbeth'</li> <li>'Great Birnham Wood to high Dunsinane Hill shall come against him'</li> <li>'your wife and babes savagely slaughtered'</li> <li>'All my pretty ones?'</li> <li>'O Hell Kite'</li> <li>'Dead Butcher'</li> </ul>
		Macduff of her husband going to	

		<ul> <li>Sibilant alliteration = sadness but also violent murders (along with 'twenty trenched gashes' for Banquo)</li> <li>Macduff = grief = repetition, metaphors, short sentences, questions</li> </ul>	
5	<ul> <li>Lady Macbeth begins to go insane and sleep walks and talks about the murders</li> <li>Macbeth is told that an army of 10,000 is coming.</li> <li>The army disguise themselves as Birnam Wood and they march towards Dunsanine Hill.</li> <li>Lady Macbeth dies.</li> <li>Macbeth is told Birnam wood is coming towards Dunsanine Hill. Macbeth now becomes worried</li> <li>Malcolm's army attacks Macbeth.</li> <li>Macduff decides he wants to fight Macbeth.</li> <li>Macduff tells Macbeth he wasn't born (caesarean).</li> <li>Macduff kills Macbeth</li> <li>Malcolm becomes king and makes all the Thanes into Earls</li> </ul>	<ul> <li>Light – candle</li> <li>Blood = guilt</li> <li>Sleep = reliving murder of Duncan</li> <li>Illness- Lady Macbeth and idea that Scotland is ill as a country</li> <li>Witches prophecies</li> <li>Short scenes = intensifies drama</li> <li>Soliloquy – life is worthless</li> <li>Metaphors – view of life</li> </ul>	<ul> <li>'out damn spot'</li> <li>'she should have died hereafter. There would have been a time for such a word.'</li> <li>'Tomorrow, and tomorrow, tomorrow'</li> <li>'out brief candle'</li> <li>'a poor player that struts and frets his hour upon the stage'</li> <li>'a tale told by an idiot'</li> </ul>

Ambition, Loyalty and Betrayal, Good and Evil, Kingship, Supernatural, Reality and Appearance, relationships