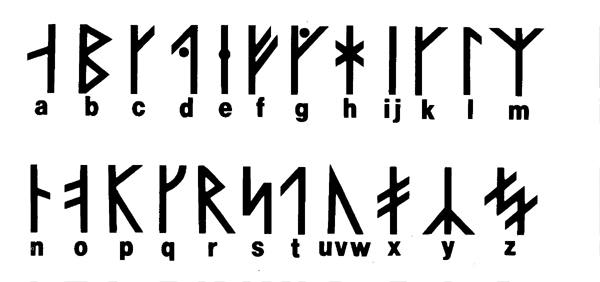
**Mead-Hall Day  
Tuesday 11/24**

This is a group participation grade. Rubric is recurring project rubric. Each member must complete at least one part of the project.

**Part I: Boast  
Directions**—We have read of the many exploits of Beowulf and the many brave thanes among the Danes, Geats and Swedes. We know, too, that the Anglo-Saxons saw nothing wrong with letting the world know who they were, who their noble parents were what great feats they had accomplished and what they planned to do. This boasting was expected. Your assignment is to write a formal boast about you and your clan (group members) and perform it before the class. Tell us your deeds, where you come from, what you plan to do, how you’re not going to take “nothing from no one.” Your accomplishments may be academic, athletic, musical, social, artistic, etc. Lay aside your humility!

* Remember, you are applying to college anyway and will need to brush up on your boasting skills.
* **Guidelines**—Your boast must include all your clan members, be at least 20 lines long, include at least 9 kennings (make sure you use all 4 kinds!) and be heavy in alliteration. Remember to be boastful and proud but not rude to others.

**Part II: Coat of Arms**  
**Directions**—Every great warrior was exceedingly proud of their ancestry and weaponry. Design a shield, a coat of arms, that not only serves as defense but also heralds your bravery and importance to the world. Since this is a group project, choose things that represent your group as a whole.

* **Guidelines**—Must be on a large poster board. Shield should be broken into four parts, include 2-3 symbolic colors, a symbolic animal or item, a short motto written in Nordic Rune (see image below) and be arranged in a meaningful manner. Use the internet to search meanings and examples of shields. Here are a few resources to get you started:
* <http://www.familytreesandcrests.com/heraldry-symbols.htm> (encyclopedia of symbols)

**Part III: Newspaper Article OR Play**

* **Directions**—Create a front page of a newspaper to announce the heroic deeds and death of Grendel. Decide whether or not you will paint Grendel in a favorable or negative light. Will Beowulf be a hero or a bully in your news story? Don’t forget to “interview” those that were there: Hrothgar, Hrothgar’s men, Beowulf, Beowulf’s men (not Grendel…he’s already dead, although you might interview Grendel’s mother or some of the livestock/wild life of the area). Finally, decide how you think Grendel looked as a monster and portray him as that in the large photo on the front page.
* **Guidelines**—Create a news story that is at least 200 words long. Include the What?, When?, Where?, How? and Why? you find in common newspaper articles. Your article must include facts from either/both Beowulf/Grendel and a minimum of 5 quotes from at least 2 different characters. The large “picture on the front must include a picture of Grendel or the fight scene between Grendel and Beowulf or even Grendel’s claw hanging from Herot’s rafters. Include a caption that describes the pictured action. Finally, include at least 5 other newspaper related elements including a clever title for your newspaper.
* **ALTERNATIVE OPTION**: As a group, you can recreate the lead up to and battle with Grendel and his mother. You will need to write a short script, and your characters need to fit with the characters as depicted in Beowulf. Your skit should show both the fight with Grendel and his mother, as well as their deaths and Beowulf’s ultimate victory.
  + **You will then perform this play in class, or you will tape it and show the video in class**.

**Part IV: Monster Creation**

**Directions**—Create a monster that symbolically represents an evil aspect of humankind. You have read of many monsters in Beowulf including sea serpents, Grendel, Grendel’s mother, and a Dragon. It is important to reflect on the purpose of using the archetype of monsters in literature. Mostly monsters are used to personify the negative traits we see in ourselves or each other. In this section, you will do just that! Research different kinds of monsters from various cultures. Using this knowledge, the discussions we have had about monsters in Beowulf and Grendel and your own creativity, create a monster that reflects a personality flaw in yourself or current society. You must literally create this monster from any medium you desire.

**Guidelines**—Monster must be from any of the following media:

* Original sketch with charcoal, crayon, pastels, etc.
* Collage taken from other photography/clip art
* A clay model
* A sculpture made from “found” materials
* A painting
* A computer-generated animation
* Anything else your mind can think of…the more creative and the more work you put into it, the better

In addition, you will need to fill out the “My Monster” form (attached) that tells your audience the background information, personality traits and symbolism in your new monster creation.

**Part V: Anglo-Saxon Food: Optional – Not a part of grade.  
Directions**—We’re turning our classroom into our mead-hall. Let’s make it complete with ale (in the form of sparkling cider and fruit juices ☺), meat, fruits, veggies, bread and cheese. All items must be commercially purchased, not homemade.

* **Guidelines**—Each group might provide a main dish, a side or appetizer, and 1 bottle of sparkling cider or juice. Investigate some food options online. Of course, you may substitute modern-day food in your purchases (ex: chicken for quail, etc). You may start here:
* <http://www.primaryhomeworkhelp.co.uk/saxons/food.htm>
* <http://nvg.org.au/documents/other/anglosaxonrecipes.pdf>

**Part VI: Dress the part! Act the part! We will vote on who has done it best and the winner will receive a prize!**

**Directions**—Find clothing to try and look the part: furs, swords **(tentative)**, gold jewelry, boots, cloaks, etc. Research men’s and women’s fashions online including peasantry, noblemen, and royalty fashions. More importantly, act the part while you are at the mead-hall. Be loud, boisterous and cheerful. Finally, be a ring-giver. Gold rings will be available to each clan on mead-hall day. You are expected to freely give them out to other clans when you like a particular part of their project. The clan with the most rings at the end of the celebration will win extra points!

* **Guidelines**—I can’t wait for this day. It will be full of fun and give us a deeper understanding of the time and life of Beowulf. To make it the best, put all effort into every part of the project and be prepared to fully participate. Finally, Anglo-Saxon’s brought their own cups to the mead halls. Bring a cup (metal if you have it)—something that can be easily beaten on the table without breaking. Instead of clapping, beat the table with your cup/mug when you hear/see something you like.

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***6. Symbolizes (negative aspect of humankind):***

***How?***

***2. Looks like (physical features inspired by other monsters, animals, humans, etc):***

***Because:***

*7. Is the best because:*

***1. Comes from (brief origin or background story):***

**Our Monster’s name is:**

***3. Acts like (personality traits):***

***5. Is afraid of:***

***4. Has the power of:***