1. Match the characteristics provided with each of the characters:

- Sagacious
- Hale
- Eccentric
- Defiant (x2)
- Hedonistic (x2)
- Disconcerted
- A multitude of dreams
- Shocking
- Horrifying
- Bold
- Solemn

<table>
<thead>
<tr>
<th>Character</th>
<th>Characteristics</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRINCE PROSPERO</td>
<td>Sagacious, Hale, Eccentric, Defiant (x2)</td>
</tr>
<tr>
<td>GUESTS</td>
<td>Hedonistic (x2), Disconcerted, A multitude of dreams, Shocking</td>
</tr>
<tr>
<td>MUMMER</td>
<td>Horrifying, Bold, Solemn</td>
</tr>
</tbody>
</table>

2. Now write your own description of one character, using the words given:

_________________________________________________________________________
_________________________________________________________________________
_________________________________________________________________________
_________________________________________________________________________
_________________________________________________________________________

3. Extension: Create a potential Social Media profile for one of the characters.
Example:

SNAPSTAGRAM

Name: **Prince Prospero**
Website: 
Location: 
Age: 
Likes: 
Dislike: 
Hobbies: 
Favourite Quotes:
1. Match each phrase from the story with an image.

A. "No pestilence had ever been so fatal, or so hideous."

B. "The apartments were so irregularly disposed that the vision embraced but little more than one at a time."

C. "The effect of the fire-light that streamed upon the dark hanging through the blood-tinted panes, was ghastly in the extreme."

D. "And while the chimes of the clock yet rang, it was observed that the giddiest grew pale, and the more aged and sedate passed their hands over their brows as if in confused reverie or meditation."

E. "And these – the dreams – writhed in and about, taking hue from the rooms, and causing the wild music of the orchestra to seem as the echo of their steps."

F. "But the mummer had gone so far as to assume the type of Red Death."
Pestilence: (n) a fatal epidemic disease
Avator: (n) an incarnation or embodiment of something
Profuse: (adj) extreme or plentiful
Dissolution: (n) death
Sagacious: (adj) wise or shrewd
Dominion: (n) territory
Hale: (adj) strong and healthy
Castellated: (adj) with battlements
August: (adj) respected and impressive
Ingress: (n) the act of entering
Egress: (n) the act of exiting
Improvisatori: (n) improviser
Voluptuous: (adj) curvacious
Masquerade Ball: (adj) a party where people wear disguises
Vista: (n) a view
Novel: (adj) new and interesting
Brazier: (n) a pan or stand for holding lighted coals
Gaudy: (adj) extravagant and over the top
Countenance: (n) face
Harken: (v) listen
Sedate: (adj) calm, dignified
Revery: (n) day dream
Folly: (n) foolishness
Disconcert: (v) to unsettle
Decora: (n) norms or requirements of good taste and propriety
Piquancy: (n) interest
Hernani: (n) a play set in 1519 and based in a Spanish court, by Victor Hugo
Wanton: (adj) immodest or promiscuous
Sable: (adj) black
Emphatic: (adj) forcible and clear
Disapprobation: (n) strong disapproval
Out-Herod: (adj) to exceed in violence or extravagance (Herod the Great was a violent Roman Emperor)
Blasphemous: (adj) offensive to God or sacred things
Impetuous: (adj) quick and without care
Cerements: (n) historical waxed clothing for a corpse
Tangible: (adj) perceptible by touch
Habiliments: (n) clothing
Visage: (n) face
Mummer: (n) an actor
Vesture: (n) clothing
Revel: (v) enjoy oneself
Please choose the best option for each of the following questions:

1. What image appears in the red sun at the start of the story? *
   a. A skull
   b. A crow
   c. A question mark

2. What are the symptoms of the Red Death?
   a. Pain, dizziness, bleeding and death
   b. Vomiting, delirium and bleeding
   c. Madness and bleeding

3. How long does it take for someone to die from the Red Death?
   a. Half an hour
   b. 2 days
   c. 3 hours

4. Why did the courtiers weld the bolts of the abbey?
   a. To prevent contagious people from getting in
   b. To stop robbery
   c. To stop people from getting in or out

5. How long did Prince Prospero and his guests live in the abbey before the masquerade ball?
   a. 10 years
   b. 3 or 4 days
   c. 5 or 6 months

6. How many rooms was the masquerade ball held in?
   a. 1
   b. 7
   c. 10

7. What colours were the decorations in the rooms?
   a. Blue, purple, green, orange, white, violet, black
   b. Blue, green, pink, red, black, white
   c. Blue, red, yellow, black, white, gold, silver

8. How many rooms can you see in the animation on page 4? *
   a. 2
   b. 1
   c. 7

9. What colour was the window in the 7th room?
   a. Black
   b. Blue
   c. Red

10. Where did the light in the party come from?
    a. Sunlight streaming through the windows
    b. From candles carried by servants
    c. From braziers in the corridor behind the windows

11. What happens to the man depicted in the stained glass window when you tap him?
    a. He changes colour
    b. His face turns into a skull
    c. He tells you to beware

12. How many times does the clock on page 6 strike? *
    a. 6
    b. 12
    c. 1

13. How did the guests react to the chiming of the clock?
    a. They grew temporarily nervous
    b. They were annoyed by its constant interruptions
    c. They completely ignored it

*For these questions, refer to iClassics iPoe 1
14. How many of the guests' heads wobble when tapped? *
   a. 4  
   b. 5  
   c. 10

15. How do the party guests react to the costume of the masked figure?
   a. They are disappointed  
   b. They are disgusted  
   c. They are excited

16. What colour is the mummer’s cloak? *
   a. Red  
   b. Black  
   c. Grey

17. How does the mummer move amongst the guests?
   a. Slowly and solemnly  
   b. In an agitated manner  
   c. It stands still in the corner staring at Prince Prospero

18. What happens when you tap the image of the angry Prince Prospero?
   a. The page quakes  
   b. His face becomes a skull  
   c. He starts bleeding

19. What does Prince Prospero threaten to do to the mummer?
   a. Lock him in a dungeon  
   b. Cut his head off  
   c. Hang him from the battlements

20. Why don't any of the guests stop the mummer?
   a. A certain nameless awe prevents them  
   b. They are angry at Prince Prospero  
   c. They are scared of catching the Red Death

21. What else happens as all the guests die?
   a. The abbey begins to crumble  
   b. The clock stops and the lights go out  
   c. The mummer laughs evilly

22. What appears in the corner of the penultimate page? *
   a. A blood stain  
   b. A skeleton  
   c. A crow

*For these questions, refer to iClassics iPoe 1
Please answer the questions below with a written response, based on the excerpts from the text provided.

1. **AS THE MUMMER**
   Write a public status to your followers telling them that you’re on your way to Prince Prospero’s party and what you are planning to do. Explain why you are doing this.

2. **AS PRINCE PROSPERO**
   Write a public status to all your followers (and subjects) announcing your plan to move into the Abbey. Explain why you are doing it.

3. **AS ONE OF THE GUESTS**
   Write a private message to another of the guests asking them if they share your feelings of anxiety when the clock strikes. Describe how you feel when the clock strikes and suggest a reason it might be making you feel this way.

4. **AS THE MUMMER**
   Write a public status to your followers telling them that you’re on your way to Prince Prospero’s party and what you are planning to do. Explain why you are doing this.
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