

Individual Learning Packet

Teaching Unit

Everyman

by Anonymous

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Everyman

Objectives

By the end of this Unit, the student will be able to:

1. identify the use of metaphor in character, setting, and events.
2. infer the author's views on certain abstract qualities by how they are portrayed in the play.
3. discuss character changes in some of the allegorical figures.
4. compare abstract allegorical characters to types of people, objects, and actions.
5. identify the moral or lesson of *Everyman*.
6. identify a morality play and its defining characteristics.
7. write a close prose analysis and interpretation of a portion of the poetic verse of *Everyman*.
8. list and discuss the "seven deadly sins."
9. discuss the importance of each character and why they are necessary to teach the lesson of the play.
10. define *allegory* and identify ways in which characters in the play are allegorical.
11. define *characterization* and identify how the entities are characterized based on their prescribed names.
12. recognize the importance and the place of morality plays in the overall context of English literature.

Everyman

1. What announcement does the Messenger make to the audience?

2. What does God see in the world of man?

3. What has God done for mankind? How has God been treated in return?

4. What adds to man's problems?

5. How is God going to deal with this problem of mankind?

6. What does God say has happened to man?

19. What does Everyman want Death to do? How does Death reply?

20. Who does Everyman seek out first in this time of difficulty?

21. What question does Fellowship ask? How does Everyman reply? In this allegory, what type of person does Fellowship represent?

22. Why is Everyman concerned about telling Fellowship what is wrong? What human fear does this represent allegorically?

23. To what lengths does Fellowship say he will go for Everyman? When does this change?

24. Why is Fellowship concerned? What is Everyman's reaction?

61. Who are the people Everyman is to summon now? Who are the Five Wits?

62. What does Good Deeds say these characters should do?

63. What do Strength, Five Wits, Beauty, and Discretion say to Everyman?

64. What does Everyman say he will do?

65. Why does Knowledge send Everyman to Priesthood?

66. What does Five Wits say about the priest?

79. How does Good Deeds reinforce this idea?

80. Before Everyman descends into the grave with Good Deeds, what does Everyman say?

81. What does Knowledge say?

82. What does Angel say has happened to Everyman?

83. How does the Doctor reinforce the moral of Everyman's allegorical journey?
