





“The Grapes of Wrath”

Useful Vocabulary

			
<i>a handbill</i>	<i>-a picker -to pick oranges</i>	<i>good wages</i>	<i>a peach</i>

Scene #9 « At the camp »

• Understanding the scene

Where ?	
Who ?	
When ?	
Atmosphere +Music	
Topic 1	
Topic 2	
Problem	
Reaction(s)







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• Music , light & Symbols

	Atmosphere (music = light)	Information (characters' details)	Feelings
<u>Beginning</u> <u>of the scene</u>	<input type="checkbox"/> Bright light <input type="checkbox"/> Low light <input type="checkbox"/> No light <input type="checkbox"/> Cheerful music <input type="checkbox"/> sad Music <input type="checkbox"/> No music	Who ?/..... Job ?/..... Origin?/..... Goal ?	
<u>Middle</u> <u>of the scene</u>	<input type="checkbox"/> Bright light <input type="checkbox"/> Low light <input type="checkbox"/> No light <input type="checkbox"/> Cheerful music <input type="checkbox"/> sad Music <input type="checkbox"/> No music	Who ? Coming back from? Origin? Goal ?	
<u>End</u> <u>of the scene</u>	<input type="checkbox"/> Bright light <input type="checkbox"/> Low light <input type="checkbox"/> No light <input type="checkbox"/> Cheerful music <input type="checkbox"/> sad Music <input type="checkbox"/> No music		

• Match → each term with what it symbolizes

 LIGHT	 MUSIC
<ul style="list-style-type: none"> Dark • Low light• Bright sun• Camp fire• No fire • 	<ul style="list-style-type: none"> •Hope •Despair • friends • loneliness •happy life •miserable life •nostalgia
	<ul style="list-style-type: none"> •Hope •Friends •loneliness •happiness •misery/despair • Life • No Life / death