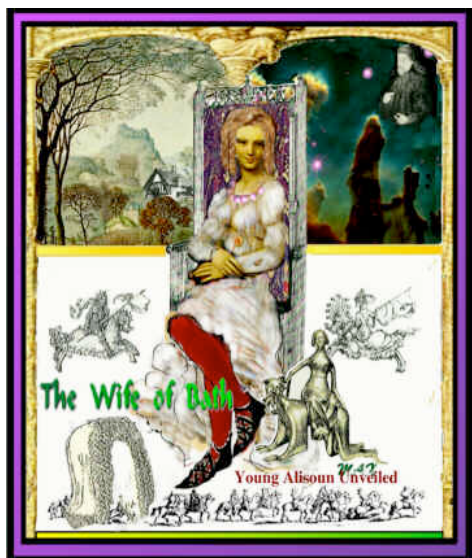


Canterbury Tales Art Project

You will each be assigned a pilgrim from “The General Prologue” of *The Canterbury Tales*.



1. Look in “The General Prologue” and reread the introduction to your character.
2. From the description of your character (and/or from their prologue or tale – see number 4 below), you are to make a doll, sculpture, paper doll, puppet, or an other type model (it must be 3-D) of your pilgrim. Make sure you include all the accoutrements (look it up) associated with your pilgrim. Your pilgrim should easily identifiable to anyone who has the read “The General Prologue” and/or your pilgrim’s tale. **Think small: You representation may be no bigger than 4 inches tall by 3 inches long by 2 inches deep.**



Besides using their physical and mental descriptions, your model should also somehow reflect something from the tale they tell. For instance, if you were doing the Pardoner, you might include 3 small sacks of gold in his hand and/or a framed portrait of death. Again, use your imagination and critical thinking. Perhaps even your choice of medium (sculpture vs puppet for instance) will have something to do with the character. Could, you for instance, EVER see the Wife of Bath as a puppet (maybe with her own hand reaching into the puppet)?

Make sure you know your character’s introduction and story very well (Almost to the point of memorization). Also, if we have talked about your character in class or read the pilgrim’s tale, make sure to work any pertinent information in to your project as well. The prologue and the tale should manifest themselves in your project – throw in as many “inside jokes” on your artwork that would be clear to someone very familiar with your text and prologue – for instance – if you had the Wife of Bath – you could have her appropriate ear bandaged, she should have a gapped tooth, you might have some of the works of St. Paul stuffed in her pocket, and you might have some keys hanging around her waste...



3. If you go to Google on the web and do a search on your tale you should easily find the text of your tale and prologue, which as noted earlier you need to read. Know what your pilgrim’s tale is about and know at least one line from your pilgrim’s prologue.
4. Your name and period must somehow be attached (a piece of tape?) to your pilgrim – in such a way that it won’t easily fall off (if it does, how can I give you credit).
5. Have fun! Let your creativity shine!



6. In addition to your project you must have a one to two (typed) report that 1) summarizes their description in the Prologue 2) summarizes their tale’s prologue 3) summarizes their tale 4) finds 2-4 from either their tale or prologue that help us get an understanding of that character.

These projects are worth 500 points (300 points Art project – 200 points summary), but more may be awarded as extra credit for those who put in additional time and thought. This is not about artistic ability; it is about using your imagination; using the text; and coming to an understanding of your character. They are also about the amount of time you spend on them. These projects are due Friday, November 7 (and will go into the next marking period).