

The Canterbury Tales Doll Project

Directions: Using descriptions and details from the prologue to Chaucer's *The Canterbury Tales*, design and create a costume for a Canterbury pilgrim. You might want to use a Barbie doll or a Ken doll as a model for your pilgrim's costume, but you certainly don't have to if you have a better idea. You might even choose to model the costume yourself! You can use any materials available to you including doll clothes or regular people clothes that already exist. Just be sure that Chaucer students can easily tell which pilgrim you have depicted.

This project will be evaluated according to the extent to which you can use the STATED DETAILS as well as the INFERRED INFORMATION about the character to create a costume that will help to bring the character to life. You want yours to look nice, of course, but this project is not designed to be graded on artistic merit alone.

We will draw for characters to ensure that each character gets created. You can certainly trade with another student if you wish (because a trade means that the same characters are still getting created, just by someone different).

You have a full week to work on this project, but you need to ask any questions you have about it early so you can use the majority of your time actually reading the text, thinking, communicating with others, designing, and producing the costumes.

Use the following rubric in your planning and working:

5 = Exemplary 4 = Above Average 3 = Satisfactory
2 = Below Average 1 = Poor 0 = Not attempted

_____ USE OF STATED DETAILS 0 – 5 points for the extent to which the student used the stated details from the text (details such as physical description) to design and present the costume

_____ USE OF IMPLIED DETAILS 0 – 5 points for the extent to which the student used the implied details (such as the character's beliefs and lifestyle) to design and present the costume

_____ ATTENTION TO DETAIL 0 –5 points for the extent to which the costume reflects attention to detail and care in creation

_____ DEVELOPMENT OF CHARACTER 0 –5 points for the extent to which the costume seems to further develop and present characterization (the costume's suitability as a visual representation of the character)

_____ CREATIVE AND/OR EFFECTIVE USE OF MATERIALS 0 –5 points for the extent to which the materials used in the costume creation were creative and/or effective

_____ TOTAL X 4 = % grade