

The Merchant of Venice

William Shakespeare

Multiple choice

- 1 b
- 2 b
- 3 b
- 4 b
- 5 a
- 6 b
- 7 a
- 8 c
- 9 b
- 10 d
- 11 c

Words from the story

a

Nouns	Verbs	Adjectives
cargo revenge judgment	afford deserve recognize	shallow childish unfaithful

b

- 1 afford
- 2 cargo
- 3 unfaithful
- 4 recognize
- 5 revenge
- 6 deserve
- 7 childish
- 8 shallow
- 9 judgment

Pronunciation: syllables

- 1 gentlemen (3)
- 2 embarrassed (3)
- 3 daughter (2)
- 4 frightened (2)
- 5 behaviour (3)
- 6 awful (2)
- 7 thieves (1)
- 8 lawyer (2)

Grammar: question tags

- 1 isn't it
- 2 should we
- 3 aren't you
- 4 will he
- 5 wouldn't you
- 6 don't I
- 7 hasn't he
- 8 can it
- 9 have you
- 10 did you

Grammar: *if only...*

- 1 Arragon: 'If only I hadn't chosen the wrong chest.'
- 2 Jessica: 'If only my father wasn't/weren't cruel and a miser.'
- 3 Antonio: 'If only my ships hadn't gone down.'
- 4 Bassanio: 'If only the lawyer hadn't asked me for my ring.'
- 5 Bassanio: 'If only I hadn't given my ring to the lawyer.'
- 6 Bassanio: 'If only Belmont and Portia weren't far away.'
- 7 Launcelot: 'If only Bassanio was/were my master (and Shylock wasn't/weren't).'
- 8 Antonio: 'If only I didn't have a sad role to play in life.'

Vocabulary: verbs and nouns

a

- 1 face danger
- 2 play a trick
- 3 do my best
- 4 keep the promise
- 5 pay attention
- 6 take revenge

b

- 1 keep the promise
- 2 play a trick
- 3 pay attention
- 4 take revenge
- 5 do my best
- 6 face/faced danger

Word focus: noun forms

a

- 1 kindness
- 2 justice
- 3 loss
- 4 cruelty
- 5 laughter
- 6 friendship
- 7 permission

b

- 1 friendship
- 2 laughter
- 3 loss
- 4 cruelty
- 5 permission
- 6 justice
- 7 kindness

Making questions

- 1 Where did Portia live?
- 2 How many chests did the men have to choose from?
- 3 Which chest contained the picture of Portia?
- 4 Who chose the correct chest?
- 5 Why did Bassanio/he borrow the money? / Why did Bassanio ask Antonio/Shylock for help/money?
- 6 How much (money) did Bassanio borrow?
- 7 Whose daughter ran away?
- 8 What did Shylock promise to do/change?