Script Years 10 - 12: A play titled: "Macbeth"				
			Prologue: sets the scene and provides the audience with the background knowledge they need to understand the play.	
ACT I			Identifies Act Number.	
SCENE I	A desert place.		Scene and setting identified.	
[Thunder and lightning. Enter three Witches]		Sound and lighting effects. Stage directions.		
FIRST WITCH	When shall we three meet again		Dialogue begins. Note: Dialogue is intended	
	In thunder, lightning, or in rain?		from character name for structural purposes and	
SECOND WITCH	When the hurlyburly's done,		for fluency with reading.	
	When the battle's lost and won.			
THIRD WITCH	That will be ere the set of sun.	5		
FIRST WITCH	Where the place?			
SECOND WITCH	Upon the heath.			
THIRD WITCH	There to meet with Macbeth.			
FIRST WITCH	I come, graymalkin!			
SECOND WITCH	Paddock calls.	10	Line numbers indicated	
THIRD WITCH	Anon!			
ALL	Fair is foul, and foul is fair:			
	Hover through the fog and filthy air.			
(Curtain Drawn)	(Exit stage)		Stage directions.	

SCENE II	A camp near Forres.	Scene and setting.
[Alarum within. Enter centre DUNCAN, MALCOLM, DONALBAIN, LENNOX, with Attendants, meeting a bleeding Sergeant]		Stage directions- characters instructed what to do and where to be positioned.
DUNCAN	What bloody man is that? He can report,	be positioned.
	As seemeth by his plight, of the revolt	
	The newest state.	
MALCOLM	This is the sergeant	
	Who like a good and hardy soldier fought	5
	'Gainst my captivity. Hail, brave friend!	
	Say to the king the knowledge of the broil	
	As thou didst leave it.	
SERGEANT	Doubtful it stood;	
	As two spent swimmers, that do cling together	10
	And choke their art. The merciless Macdonwald	
	Worthy to be a rebel, for to that	
	The multiplying villanies of nature	
	Do swarm upon himfrom the Western Isles	
	Of kerns and gallowglasses is supplied;	15
	And fortune, on his damned quarrel smiling,	

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