

Weeks One and Two: The Gothic and the Prologue.

'Strange things happen to your mind in those regions of eternal snow.'

- Captain Walton delivers a monologue where he explains how an expedition to the Arctic Circle led to a chance meeting with a man named Victor Frankenstein.



Week Three: Act One. 'What have I done?'

- The audience is taken to Ingolstadt. We meet Frankenstein and Clerval in Frankenstein's laboratory.
- Frankenstein describes how he hopes to use the electricity conducted by a huge lightning storm to achieve something unthinkable.
- Frankenstein's cousin, Elizabeth, arrives with bad news.
- Elizabeth and Frankenstein argue as he would rather pursue his experiments than return home and support his family.
- Frankenstein's experiment is a success but at what cost?



Week Four: Act Two. 'I shall be terror and hatred and revenge – revenge!'

- The audience is taken to a cottage in the forest
- The Monster, who has been wandering alone, enters the cottage, which belongs to Felix and Agathe.
- Felix leaves Agathe alone and we learn that she is blind.
- The Monster looks in a mirror and is horrified by his own appearance. His reaction alerts Agathe to his presence and they have a very moving conversation.
- Felix returns and misunderstands what is happening. He scares the Monster away.



Gothic	A style of writing that is characterised by elements of fear, horror, death, and gloom, as well as romantic elements, such as nature, individuality, and very high emotion.
Play	A dramatic composition or piece; drama.
Prologue	A separate introductory section of a literary, dramatic, or musical work.
Monologue	A monologue is a speech presented by a single character, most often to express their mental thoughts aloud, though sometimes also to directly speak to the audience.
Act	An act is a way to divide an opera, play, or other drama. Each act is a group of scenes that form an important part of the story.
Scene	A scene is a part of an act, defined with the changing of characters, environments, time and other specific elements.
Stage directions	An instruction in the text of a play indicating the movement, position, or tone of an actor, or the sound effects and lighting.
Conventions	A common way of showing something in art or writing. For example, a convention of a Gothic novel is the presence of a curse or prophecy.
Dehumanisation	The process of depriving a person or group of positive human qualities.



Week Five: Act Three. 'You are my God. You made me, and you owe me happiness'.

- Frankenstein and Elizabeth discuss their concern for their brother, William, who has gone missing.
- Elizabeth has been having strange dreams about monstrous figures.
- William suffers a tragic fate at the Monster's hands.
- The Monster demands that Frankenstein make him a wife. They agree on two years to complete the project.

Week Six: Act Four. 'Your sufferings have begun. How does it feel?'

- The play moves forward two years.
- Elizabeth and Clerval sneak into Frankenstein's laboratory to see what he has been doing.
- They discover the Monster's Bride and Clerval vows to destroy it.
- The Monster appears and tragedy strikes.
- The Bride is not viable and, as a result, the Monster swears to torment Frankenstein for eternity.

Week Seven: The Epilogue, 'All I want now is oblivion...'

- We return to where we started, with Captain Walton reflecting on the strange tale that Frankenstein shared with him.
- The Monster makes a final appearance.



Conscience	A person's moral sense of right and wrong.
Discrimination	The unjust or prejudicial treatment of different categories of people, especially on the grounds of race, age, sex, or disability.
Lookism	Prejudice or discrimination on the grounds of a person's appearance.
Prejudice	Forming an opinion before becoming aware of the relevant facts.
Rising action	Rising action in a plot is a series of relevant incidents that create suspense, interest, and tension in a narrative.
Climax	The highest point of tension and drama in a story.
Nature versus Nurture	Nature refers to the belief that our genetics determine our behaviour and personality. Nurture refers to the belief that our environment, upbringing and life experiences determine our behaviour.
Moral	A moral is a message that is conveyed or a lesson to be learned from a story or event.
Hubris	A tragic flaw in a character. Frankenstein's hubris is his obsession for creating human life.
Circular narrative	Where events start and end at the same place.
Resolution	The resolution is the part of the story's plot where the main problem is resolved or worked out.
Epilogue	A section or speech at the end of a book or play that serves as a comment on or a conclusion to what has happened.