

EURO 3- Mad Artefacts

Fiction and reality: madness has always been an attractive way of explaining some people's attitude.

EURO 3	What drives people into madness?
At the end of the Unit, I will	- read some of the most famous American Author - know how madness has been represented all through different genres - have given a thought to what madness is
What vocabulary will I need ?	- madness - absurd
What grammatical structure will I need ?	- past - indirect speech
What will I learn about ?	- the different representations of madness - Gothic writing
What documents will be used ?	1) Mad heart :) 1a- Drawing : Who's There ? 1b- <i>The Tell-Tale heart</i> , Edgar Alan Poe, 1843 2) Madness contained GIF mirror Madness 3) Mad choices <i>The coup de Grace</i> , Ambrose Bierce, 1889 4) Growing mad <i>Shutter Island</i> , Martin Scorsese, 2010
Final Task	you will illustrate your idea of Madness, as studied in the documents seen in class by telling us a story.

Instructions for your Final Task :

- 1) You may work few together, and part of your mark will be the same.
- 2) You must provide us with a story representing your idea of madness, as described in the sequence.
- 3) Any kind of support is accepted, whether a video or a reading or a reading in class, but all of you need to be part of it
- 4) Each of you will need to speak at least for 1 minute