

The Chair Game 2.0

Place two chairs beside each other, one meter apart. The speaker starts in one chair and, as they read the speech, change chairs at each punctuation mark.

Note the difference in Lady Macbeth's speech – and her mental state – as the play progresses.

LADY MACBETH (1 / 7)

Was the hope drunk
Wherein you dress'd yourself? hath it slept since?
And wakes it now, to look so green and pale
At what it did so freely? From this time
Such I account thy love. Art thou afeard
To be the same in thine own act and valour
As thou art in desire? Wouldst thou have that
Which thou esteem'st the ornament of life,
And live a coward in thine own esteem,
Letting 'I dare not' wait upon 'I would,'
Like the poor cat i' the adage?

LADY MACBETH (5 / 1)

Out, damned spot! out, I say!--One: two: why,
then, 'tis time to do't.--Hell is murky!--Fie, my
lord, fie! a soldier, and afeard? What need we
fear who knows it, when none can call our power to
account?--Yet who would have thought the old man
to have had so much blood in him.