# Game play 1 – Beowulf (lines 662-1050)

Monday, 14 October 2019, 8:30-10:00, 70 minutes

Students present: Ivanina, Fikret, Gabriela, Gergana, Dalia, Desislava, Zahari, Kamelia

Students completed a quiz on the passage.

Game:

1. Zahari (story) Offers a brief summary from the beginning of the poem to the end of the passage touching upon the main events: Grendel is envious, he attacks Heorot, he is immune to weapons, Hygelac hears about this and sends Beowulf, Beowulf is a great warrior, stories are told about his deeds, Unferth questions his achievements, battle with Grendel, Grendel is vanquished, the news spreads. 4 points

2. Dalia (storyteller=story) The storyteller is a 3rd person omniscient narrator who can access the thoughts of the characters, here and there characters speak in the 1st person. 4 points

3. Gabriela (hero=story) Offers a brief description of Beowulf – charismatic, brave, loyal, fair, etc. 4 points

4. Fikret (problem=story) There are 3 problems in the poem – Grendel, his mother and the dragon. The passage focuses on the first problem – there is peace and relative safety, then Grendel disturbs it, the Danes cannot defend themselves, which is a serious problem for them. 4 points

5. Kamelia (pattern=problem) There is a pattern in how Beowulf deals with the problems – a monster appears and Beowulf kills it – until the episode with the dragon in the end of the poem, when he dies. There are also 3 big problems – a symbolic number. The story comes a full circle, this is how Beowulf proves what a good king should be like. 4 points

6. Gergana (curious words=storyteller) Points out that there a number of strange words, made up of two seemingly unrelated words, the name of this technique, or stylistic device is ‘kenning’. 4 points

7. Desislava (relationships=hero) The relationship between Beowulf, his father and Hrothgar is one of honour and loyalty. Beowulf honours his father’s debt to Hrothgar. This demonstrates the nobility of the main hero. 4 points

8. Ivanina (problem=story) Grendel is bothered by the noise of the mead hall. Although a monster he displays human features, and so does his mother by loving and defending her child. This results in a cognitive dissonance because we loathe and like the monsters at the same time. 4 points

9. Zahari (curious idea=story) This makes me think of the Christian elements in the story. They also seem a little out of place and result in cognitive dissonance against the background of the pagan values that clearly power the plot. 4 points

10. Kamelia (storyteller=curious idea) In the passage there is a character who is a poet and tries to link the fresh story of Beowulf’s victory to several older stories of great deeds – those of Sigemund and Heremod. So, Old English poetry seems to work by means of association and analogy between stories. 4 points

11. Fikret (symmetry=curious words) There is symmetry at the level of prosody, i.e. the sound of the words. There is a curious repetition of consonants in each line. Alliteration. Alliterative verse. 4 points

12. Gabriela (place=story) The setting of the passage is curious because there are clearly two very different places – the mead hall which is the centre of civilization, warmth, food, entertainment, social bonding – as opposed to the cold, stark, dismal, lonely, natural dwelling place of Grendel. In the passage the latter attacks the former. 4 points