

# DOWNLOAD PDF THE CRUCIBLE : A TEST OF CHARACTER AND COMPETENCE

## Chapter 1 : The Crucible Characters from LitCharts | The creators of SparkNotes

*The Crucible quiz that tests what you know. Perfect prep for The Crucible quizzes and tests you might have in school.*

Stage 1â€™Desired Results Established Goals: The learner will critically analyze text to gain meaning, develop thematic connections, and synthesize ideas. The learner will interpret and evaluate representative texts to deepen understanding of literature of the United States. Students will understand that. The Crucible contains an example of a witch-hunt where innocent people were blamed for crimes and punished with little or no evidence. What is a witch hunt? What are some characteristics of a witch hunt that are found in The Crucible? Which characters change the most throughout the story? How do these changes affect the plot of The Crucible? What is Arthur Miller saying about society through this play? What does true forgiveness and repentance look like? How do the actions of these characters and the events in the plot contribute to theme in The Crucible? What symbols does Miller choose in this play? What do they represent? Are these choices effective? How does the modern film version differ from the original text? Key terms witch hunt, genocide, etc. Identify examples of character development and change throughout the story Practice both critical viewing skills and critical reading skills throughout the unit on the Crucible Read increasingly difficult texts Analyze and discuss key quotes found throughout the text Make moral judgments based on personal experience and argument provided in the play Work together in groups Stage 2â€™Assessment Evidence Performance Tasks: Students will turn in worksheets daily with questions answered from the play. Students will complete a research paper at the end of the unit about a modern day witch-hunt in the history of America. Students will complete daily activities throughout the unit. Stage 3â€™Learning Plan Learning Activities:

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## Chapter 2 : Abigail Williams

*Questions from all 4 acts, with characters and literary terms Learn with flashcards, games, and more â€” for free.*

Multi-elemental triggered when you pick up the Horn of Cunning Can be disabled Huge amount of mechanical traps to test you in the Trial of Agility Cannot be disabled Spinning blade traps to kill you if you fail the Test of Instinct Cannot be disabled Spike traps to impale you if you perform poorly in the Test of Endurance Cannot be disabled Tips and Misc A good group for this quest includes a character with Evasion and high reflex save, characters with high intimidate and diplomacy and a character with low wisdom. Talk to the Champions: Skill DC table Daggertooth gnoll requires diplomacy and gives you a map. This map is false and will send you through a false path after the test of agility, dropping you to your death. You can give this map to Gorn. If you fail, you have to fight them both in the arena. An intimidate check grants you information on a cursed treasure in the underwater tunnel. Daggertooth can be bluffed to tell his gnolls to check the cursed treasure that hold the Gold Key. If you succeed, the gnolls guarding the Horn of Endurance will drop the key once defeated. If you fail, the key will still be on the treasure, forcing you to take the curse to get a hold on the key. This is a very confusing maze with three levers controlling doors. This is made worse by the mobs on top of the walls tossing spells down at you. The Horn of Cunning is in the central room, you will need to find 3 crests Bat , Scorpion and Snake and put them in sockets in order to unlock it. Be aware, the floor will collapse when you pickup the horn. This is a timed run. One person should stay outside and pull the lever. The second person enters, must run through 2 rooms filled with traps, and pass the door in the second room before the white light goes out. Once you make it, wait for door to close before taking the Horn of Dexterity to prevent a condition where you are trapped. Evasion makes it easier but this can be done by any class, with good twitch skills. A shrine is available at this point. Target the horn, then jump and hit E to pick it up in mid air to avoid the initial traps. If the test is failed: All players inside must exit for it to reset. Only the player who is making the run should enter. The rest should wait outside near the switch. If you are too quick, you can lock yourself inside the room with the horn, as picking it up will toggle the door, and thus close it if it is still open. To prevent this, simply wait at the horn until the door closes, then pick it up, which will trigger the traps and open the door. If you are locked in the room with the Horn, let one of the traps kill you, you can resurrect yourself at the nearby shrine. This will open the door and allow you to try again, next time ensure the door is closed before you get the horn. Do not attempt to manually drop the horn - you cannot, you will just destroy it and permanently break the quest. The floor through this hallway will collapse in sections as you move through it. You must allow him to approach the path before any players do for this to work. You will also need to fight some orcs on the way. Horn of Instinct is inside 1 of the 6 doors. The doors are numbered, clockwise, from the left as you enter the numbers are written in roman numerals on the floor in front of each door. The Tome at the center will give you hints, according to your wisdom score. If you guess the wrong door, there are many traps cold, fire, pierce, slash, poison Note that the hints specify which doors not to open. Here are three hints given to a high wisdom character: You sense that the fifth door hides death. This eliminates door 5 You sense that the doors nearest the book hide death. This eliminates door 2 and 5 You sense that the odd-numbered doors hide death. You sense that the third door hides death. You will have to clear the gnoll casters before you can do anything here. Once the room is clear, one player should go to the lever in southeast corner, the rest of the party should go to the colored wheels in the other corners Red, Blue, Green. Once the party is ready, the first player should pull the lever, and the gems above the runes will light up Red, Blue, Green. The wheels at each corner of the room will need to be set to the rune under its color. This must be completed before the runes reset. At least on normal, one player can run and set the wheels if they run fast. You have about 30 seconds before the door checks to see if all 3 wheels are correct. When all the wheels match the runes at the southwest lever, the gate opens Test of Endurance: You have to swim through an underwater tunnel filled with spikes. The Horn of Endurance and a key for a locked chest is guarded by a group of gnolls. This part is great with a

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strong swimmer, there are many spikes and very difficult. Underwater Water-flow Control Valve: Underwater, in the river you have to pass through to get to the Test of Agility, in the southwest corner there is in a small alcove, behind some stone pillars with a valve. Using this valve stops the flow of water making the swim through an underwater tunnel easier for the swimmers during the Test of Endurance. Using the valve can make the Test of Endurance more manageable if your party is having trouble with the swim. If the party member misses the opening to the valve they may be sucked to their death by the giant fan which controls the water flow. The treasure key is in the "Glittering Treasure". At the T-junction near the northern end of the swim, there is a lever on the right. Pulling it briefly opens the wall behind the fan to the NE of the lever. Inside is an unlocked as least on heroic elite, update 20 chest. Fight them in the Arena: There are a lot of mobs on the way to the arena. Or use charm spells and dispel charms one at a time. Then shrine up, go in the arena, firewall bosses, then talk to the giant to get credit and get chests. This quest can be soloed with a hireling. If you know how to navigate the maze, have the hireling hold ground at each lever and set them to Passive stance to prevent them from running around and attacking the Windlashers above. Make sure Auto-targeting is disabled or you can easily trap yourself behind the doors! Keep each switch you need to turn selected and order the hireling to turn it. You will have to pick up the crests manually using the mouse. Make sure your final exit path is clear using the map or you will trap yourself in. The level 11 fighter hireling, Mikayl the Pious, can use Dimension Door twice per rest, giving you more leeway if you make a mistake and get trapped. If you die during the swim, you can call your hireling to you. The cleric and FvS hirelings are able to raise you underwater. Bonus XP Tamper bonus: Standard, Select from 10, Up to 13 level accessories, up to 12 level weapons and armors. Underwater Action Underwater Action: This item grants the wearer the ability to breathe water as if it were air. This property absorbs the first 20 points of cold damage per attack that the wearer would normally take.

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### Chapter 3 : The Crucible - DDO wiki

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She is willful and a flirt. Her rebellion against society is expressed in her wayward behavior, which she transforms into a witch scare by going into fits and stimulating and coercing her girlfriends to do likewise. Abigail senses that the community of Salem, Massachusetts, is uneasy, that it suffers from societal tensions, and that it is prepared to believe that its internal divisions are the result of witchcraft. Abigail and her minions charge many of the most prominent people in Salem with practicing witchcraft. Tituba Tituba, a black servant from Barbados who introduces Abigail and her friends to certain superstitious practices. It is her confession that leads to the witchcraft scare. The Reverend Samuel Parris The Reverend Samuel Parris, a stiff, intolerant man who is at first nonplussed by the eccentric behavior of the girls. Soon, however, he turns their antics into an indictment of the community. Interpreting their hysterical fits as sure signs of witchcraft, he exploits them to whip his congregation into line. Finding the witches becomes a way for this pious and credulous man to assert his authority. John Proctor John Proctor, a man who had a brief affair with Abigail. He does not believe that her fits are caused by the devil. Although her husband has admitted his lapse into sin and is thereafter faithful to his wife, his relationship with Abigail always stands between them. As husband and wife, however, they maintain their integrity and refuse to confess to the false accusation of witchcraft, even though their protestations of innocence result in a death sentence. Rather than admitting to a false accusation, he endures the torture of being crushed to death. He comes to Salem to set up the trials. Thomas Putnam Thomas Putnam, a prominent Salem citizen and an argumentative man who turns his quarrels with his neighbors into a hunt for witches. She tries to tell the truth, that the girls were only feigning possession by witches, but she loses courage when Abigail intimidates her. Rebecca Nurse Rebecca Nurse, one of the most devout residents of Salem. Despite her piousness, she is accused of witchcraft. Her conviction illustrates how widespread the hysteria and paranoia of the community have become. Judge Hathorne Judge Hathorne, the hanging judge of the Salem witchcraft trials. Hathorne has little sympathy for the accused and takes his responsibility quite seriously.

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## Chapter 4 : The Crucible Unit Plan | Jeremy C.R. Crouthamel

*If you have read The Crucible by Arthur Miller, then this quiz is specifically for you. The assumption is that you understood the read and this quiz aims to find out how much knowledge you have on the book.*

Which of the following is true of Deputy Governor Danforth? He allows fear to trump justice He is bored by the legal proceedings in Salem He is mistrustful of young women as witnesses He is a rigorously rational man with a steady mind Danforth would rather continue resolutely along his chosen path than to confront the possibility that innocent people have died by his order 2. It is surely a stroke of hell upon you. Hale is nearing forty, a tight-skinned, eager-eyed intellectual. This is a beloved errand for him; on being called here to ascertain witchcraft he felt the pride of the specialist whose unique knowledge has at last been publicly called for. He is a kindly man, who struggles to teach people that witchcraft does not exist He is dull-witted and does not truly understand his task He is a clever man and does not actually believe in witchcraft He is eager to find witches and confident that he can recognise one Mr. Hale is also depicted as kind; a prior case of witchcraft revealed itself to be merely a situation where a child required extra care and attention 4. Why is the conviction of Rebecca Nurse significant to the people of Salem? Parris believes the town will revolt if she is hanged 5. Fearful, honest, quick-tempered Honest, cheerful, fearless Cheerful, fearless, irreligious Abigail appears to be perfectly honest, having admitted to the dancing and accepted a potential whipping as punishment. There is no clear indication that she is lying until she and Mercy are left alone with Betty 6. Elizabeth Proctor declares to Reverend Hale that if he believes her to be a witch, she does not believe that witches exist at all. Her declaration shows which of the following qualities? Fearfulness Courage Love Elizabeth, originally presented as a cold, unforgiving woman, shows herself to be remarkably courageous in telling Hale that being herself accused of witchcraft makes her not believe that witches even exist. This is courageous because it means that she is denying the literal truth of the Bible, which mentions witchcraft 7. Whatever abominations you have done, give me all of it now, for I dare not be taken unaware when I go before them down there. Their private games are treated with utmost seriousness by the community 8. Putnam, who asks Ruth to have Tituba conjure the souls of her dead babies, does not feel any responsibility for her actions 9. He does not always attend worship on Sunday mornings because he does not like Reverend Parris He struggles with temptation to cheat on his wife with Abigail He sees himself as a good man He can be fierce, even threatening to beat Mary Warren John Proctor is aware of his failings; his determination not to perjure himself at the end of the play is seen by his wife as proof of the goodness that he has been seeking What is Giles Corey known for? Slyness Generosity Perfect memory Corey is involved in frequent court cases, accusing Proctor, for example, of slanderously saying that Corey had burnt his roof.

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## Chapter 5 : SparkNotes: The Crucible: Character List

- *A Test of Character in The Crucible* A crucible refers to a harsh test, and in *The Crucible*, by Arthur Miller, each person is challenged in a severe test of his or her character or morals. Many more people fail than pass, but three notable characters stand out.

She bears most of the responsibility for the girls meeting with Tituba in the woods, and once Parris discovers them, she attempts to conceal her behavior because it will reveal her affair with Proctor if she confesses to casting a spell on Elizabeth Proctor. Abigail lies to conceal her affair, and to prevent charges of witchcraft. Abigail is the exact opposite of Elizabeth. Abigail represents the repressed desires – sexual and material – that all of the Puritans possess. The difference is that Abigail does not suppress her desires. She finds herself attracted to Proctor while working in the Proctor home. Abigail does the opposite. She pursues Proctor and eventually seduces him. Abigail is independent, believing that nothing is impossible or beyond her grasp. These admirable qualities often lead to creativity and a thirst for life; however, Abigail lacks a conscience to keep herself in check. As a result, she sees no folly in her affair with Proctor. In fact, Abigail resents Elizabeth because she prevents Abigail from being with Proctor. Abigail gives new meaning to the phrase "all is fair in love and war. The more she thinks about the affair, the more Abigail convinces herself that Proctor loves her but cannot express his love because of Elizabeth. She believes she has only to eliminate Elizabeth so that she and Proctor can marry and fulfill her fantasy. She is a young girl daydreaming about the ideal male. However, she possesses shrewd insight and a capacity for strategy that reveal maturity beyond that of most other characters. Declaring witchcraft provides her with instant status and recognition within Salem, which translates into power. Abigail uses her authority to create an atmosphere of fear and intimidation. She threatens the other girls with violence if they refuse to go along with her plans, and she does not hesitate to accuse them of witchcraft if their loyalty proves untrue. Such is the case with Mary Warren. Abigail develops a detailed plan to acquire Proctor and will stop at nothing to see her plan succeed. Her strategy includes establishing her credibility with the court and then eliminating Elizabeth. The achievement of her plot requires cold calculation, and so Abigail carefully selects the individuals that she accuses in order to increase her credibility. Thus, she first accuses the town drunk and vagrant, knowing that society is already predisposed to convict them. Each arrest strengthens her position, and demonstrating fits and trances increases her authority even more. Her decision to wait until the court sees her as irrefutable before she accuses Elizabeth reveals her determination and obsession with Proctor. Abigail thinks nothing of the fact that she condemns innocent people to die; those people merely serve as necessary instruments for her use in the fulfillment of her plan. At the end of the play, when Abigail realizes that her plan has failed and that she has condemned Proctor to hang, she displays the same cold indifference that governs her actions throughout the play. She flees Salem, leaving Proctor without so much as a second glance.

## Chapter 6 : The Crucible - calendrierdelascience.com

*In this article, I'll go over each of the Crucible characters by name, pinpoint which act(s) each character appears in and/or is mentioned in, and briefly describe each character and what she/he does in The Crucible.*

## Chapter 7 : The Crucible Test - ProProfs Quiz

*A crucible is defined as both a container that purifies metals at extreme heat and a severe test. Arthur Miller, in his play about the Salem witch trials, "The Crucible," puts several characters, many of them based on factual individuals, through the same purifying process. The severe testing of.*

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## Chapter 8 : Characters From The Crucible - ProProfs Quiz

*The Crucible is a play by Arthur Miller. The Crucible study guide contains a biography of Arthur Miller, literature essays, quiz questions, major themes, characters, and a full summary and analysis.*

## Chapter 9 : Essay Questions

*A list of all the characters in The Crucible. The The Crucible characters covered include: John Proctor, Abigail Williams, Reverend John Hale, Elizabeth Proctor, Reverend Parris, Rebecca Nurse, Francis Nurse, Judge Danforth, Giles Corey, Thomas Putnam, Ann Putnam, Ruth Putnam, Tituba, Mary Warren, Betty Parris, Martha Corey, Ezekiel Cheever.*