



YEAR 9 SUMMER TERM KNOWLEDGE ORGANISER:

UTOPIAN VISIONS




THE CRUCIBLE BY ARTHUR MILLER






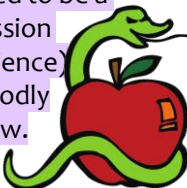
Plot Overview: In the Puritan New England town of Salem, Massachusetts, the rumour of witchcraft is spreading like wildfire. This leads to numerous people being accused of witchcraft and trialled in court. The 1953 play is a fictionalised version of the Salem witch trials of 1692-1693.

Act	Plot Summary
Act 1	<ul style="list-style-type: none"> Reverend Parris discovers that a group of girls, including Abigail (his niece) and Betty (his daughter), went dancing in the forest with a Black slave, named Tituba, the previous evening. Betty Parris falls into a coma and a group of townspeople crowd Reverend Parris' home. Rumours of witchcraft are spread Abigail is questioned about the dancing in the forest. She states they did nothing more than dance. She instructs the other girls who were there not to admit to anything. John Proctor (a farmer) speaks to Abigail alone. It is revealed to the audience that Abigail and John had a year-long affair while she worked in their family home, which led to her being fired by his wife, Elizabeth Proctor. Betty awakes and begins screaming. The townspeople argue about whether she is bewitched. Reverend Hale arrives and examines Betty. He quizzes Betty and the girls about their dancing in the forest. Reverend Hale speaks to Tituba. Tituba confesses to communicating with the devil and accuses other townspeople of consorting with the devil too. Abigail and Betty join in with the accusations.
Act 2	<ul style="list-style-type: none"> Eight days later, John and Elizabeth Proctor discuss the ongoing trials and witchcraft allegations in their farmhouse (located just outside Salem). Elizabeth urges John to reveal that Abigail is a liar but he refuses. She accuses him of still having feelings for Abigail. Mary Warren (the Proctors' servant and Abigail's friend) returns with news that Elizabeth has been accused of witchcraft. Mary gives a poppet (doll) to Elizabeth. Officers suddenly arrive at the Proctors' house. They discover the poppet Elizabeth was given and notice that a needle is stuck in its belly. They believe that the poppet was used to represent Abigail because she had fallen screaming to the floor with a needle stuck in her stomach. The officers arrest Elizabeth Proctor for witchcraft.
Act 3	<ul style="list-style-type: none"> The trials begin in the courthouse. John Proctor brings Mary to court and tells Judge Danforth that Mary will testify that the girls are lying. Judge Danforth informs John that Elizabeth is pregnant so will be spared for a time. Mary testifies: she tells the court that Abigail and the other girls are lying. Abigail and the other girls accuse Mary of bewitching them. Furious, John Proctor confesses to the court about his affair with Abigail and reveals that this is what has motivated her to lie about his wife. The court summons Elizabeth and asks her if John has ever been unfaithful to her. To protect his honour, Elizabeth lies and says that he has never had an affair. Abigail and the other girls continue to accuse Mary of bewitching them. Mary breaks down and accuses John Proctor of being a witch. Judge Danforth orders John Proctor to be arrested.
Act 4	<ul style="list-style-type: none"> It is now Autumn and it's revealed that Abigail has run away with money that she stole from her uncle, Reverend Parris. Reverend Hale begs those accused of witchcraft to confess, as this will save them from being hanged. John Proctor agrees to confess but he refuses to blame anyone else. The court insists that his confession is made public but John becomes angry and withdraws his confession. John Proctor is led to the gallows to be hanged.

Key Symbols

Crucible	Poppet	Fire
		

Big Ideas

Demonisation Portraying something / someone as wicked and threatening. 	Morality The social standards of good or bad behaviour. 
Scapegoat Unfairly blaming someone / something for wrongdoings, mistakes or faults of others. 	Intolerance Unwillingness to accept views, beliefs and behaviour that differ from one's own. 
Patriarchy A society controlled by men, often excluding and / or demonising women. 	Sin An immoral act considered to be a transgression (disobedience) against Godly / divine law. 















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Key Characters

	Abigail Williams Antagonist / Rev. Parris' niece / previous servant to the Proctors / intelligent / cunning / manipulative	John Proctor Tragic hero / farmer / Elizabeth Proctor's husband / stern / harsh / powerful	
	Reverend Hale Minister / expert on witchcraft	Elizabeth Proctor John Proctor's wife / virtuous / cold / jealous	
	Reverend Parris Minister of Salem's church / father of Betty / uncle of Abigail / paranoid / power-hungry	Tituba Reverend Parris' Black slave from Barbados / performs voodoo	
	Mary Warren Servant to the Proctors / Abigail's friend / timid / easily influenced	Betty Parris Reverend Parris' ten-year-old daughter / sick / easily influenced	
	Francis Nurse Wealthy man / Rebecca Nurse's husband / well-respected / influential	Rebecca Nurse Francis Nurse's wife / sensible / upright	
	Judge Danforth Judge over the witch trials / moral	Giles Corey Farmer / brave / moral	

Context – We must understand the influences of the world we live in when examining texts.

Allegory

A story that has a hidden meaning, where the events and characters stand for something other than themselves.

The characters in *The Crucible* are based on real historical characters in the Salem witch trials. The plot is also an allegory for the Red Scare / McCarthyism.

The Salem Witch Trials

The Salem witch trials (1692-1693) were a series of investigations, persecutions and witch hunts that caused 19 convicted 'witches' to be hanged, and many others imprisoned, in Salem, Massachusetts. Suspicions and rumours created hysteria across Salem, which led to the convictions and executions.

The Puritans

The Puritans were a group of English Protestants in the 16th and 17th centuries who wanted to simplify and regulate forms of worship. In 1620, a group of Puritans left England to escape mistreatment because of their religious beliefs. They crossed the Atlantic Ocean in a ship called the Mayflower and arrived in Massachusetts in December 1620.

Puritans rejected excess and extravagance. They followed strict rules, believed in the Devil and witchcraft, and dressed simply and modestly.



The Red Scare / McCarthyism

American playwright, Arthur Miller, published *The Crucible* in 1953. During this time, America was at war with USSR (The Cold War). Fearing that Russia was taken over and impose communism on Americans, politician, Joseph McCarthy, claimed to have a list of communists in America. Many people were accused of communism, meaning they would lose their jobs, homes and families.

McCarthyism / The Red Scare created panic and hysteria within America, which meant that society became paranoid and made false accusations to avoid blame.



Otherness

Otherness is a critical theory that investigates the presentation of 'others' ('them') by the dominant group ('us') to perpetuate (continue) a single story about 'others' / 'them'.

'Otherness' uses real or imagined differences as a tool to stigmatise, discriminate and stereotype.



The Panopticon





A critical theory, developed by Michel Foucault, stating that the threat of surveillance, as well as all forms of surveillance (CCTV, guards, authority figures) mean that society self-regulates, follows rules and is controlled.













YEAR 9 AUTUMN TERM KNOWLEDGE ORGANISER: UTOPIAN VISIONS

TECHNICAL ACCURACY & KEY DEVICES

'FOUR FOR MORE'-THE 4-PART SUCCESS STORY

Part	Key Features
SETTING 	<ul style="list-style-type: none"> Introduce your story by focusing on the setting Describe the weather / environment / surroundings / objects / décor DEVICES: Personification / pathetic fallacy / symbolism / prepositions / foreshadowing
CHARACTER 	<ul style="list-style-type: none"> Describe your character(s) within your setting One or two characters – keep it minimal Craft their actions / behaviour to reflect their personality and emotions DEVICES: Sensory language / similes / metaphors / minimal dialogue
FLASHBACK 	<ul style="list-style-type: none"> Include a flashback to teach the reader something about your character and / or their world Begin this section with a trigger This memory should contrast your character's current situation DEVICES: Sensory language / juxtaposition / light imagery / similes / metaphors / symbolism
RETURN TO THE SCENE 	<ul style="list-style-type: none"> Begin this section with a trigger that forces your character back to their current world Offer a glimpse of change / a subtle change to end your story Return to something that you described in your opening paragraph to create a cyclical structure DEVICES: Sensory language / personification / pathetic fallacy / symbolism / cyclical structure







Device / Feature

Cyclical structure The end of the text repeats an idea / image / character from the beginning 	Pathetic fallacy Giving human emotions to something non-human (usually nature) 
Foreshadow Hints / clues of future events 	Personification Giving living qualities to something non-human 
Imagery Metaphors, similes, symbols 	Sensory language Five senses 
Juxtaposition Contrasting ideas / images 	Simile Comparing something to something else: 'as', 'like' 
Metaphor Describing something by stating it is something else 	Symbolism Objects, colours, sounds, places 







Tenses

PAST Something that has already happened Had / went / said / walked
PRESENT Something that is currently happening Have / go / say / walk
FUTURE Something that will happen Will have / will go / will say / will walk

Common Homophones

The  The 
They're 
Your  You're 
Its  It's 

Word Classes

Adjective Describes a noun or pronoun. Blue / young / powerful 	Adverb How, when or where something happens. Furiously / yesterday / here 	Preposition Where something is; the time, direction or cause of something. On / under / above 	Pronoun Words that replace nouns or noun phrases. She / he / they 	Noun Person, place, thing, idea or state of being. Manchester / cat / love 	Verb An action or state of being. Jump / write / be 
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Which  Witch 
