



EPIC

CURRICULA

The Antigone Project



GRADE: 9-12

ELA

DRAMA

HUMANITIES

Achieves Multiple Goals

ACADEMIC

CIVIC

ARTISTIC

SOCIAL-EMOTIONAL

Crafted for
THE NEW REALITY

BLENDED

REMOTE

SYNC + ASYNC

THE ANTIGONE PROJECT

WHO IS ANTIGONE TODAY?

After exploring Sophocles' 2400 year old play about a young woman speaking truth to power, students collaboratively construct, write and produce an adaptation of the play for the current moment.

Working Values

CIVIC
ENGAGEMENT

STUDENT CENTERED

COLLABORATIVE
LEARNING

ARTS INTEGRATION

4 Steps

CONNECT

WONDER

CREATE

SHARE



Antigone's themes

ANTIGONE may be 2400 years old, but the play grapples with questions and themes that remain relevant today:

- **Resistance against tyranny**
- **Standing up against an unfair law**
- **Rights of the individual vs safety of the state**

These vital themes connect to many local and national current events and movements - or any situation in which one person stands up in resistance against authority.





STEP I:

CONNECT



STEP 1:

CONNECT

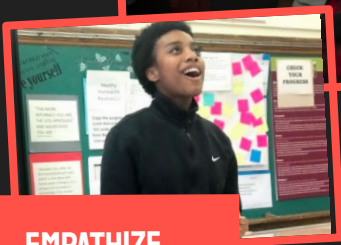
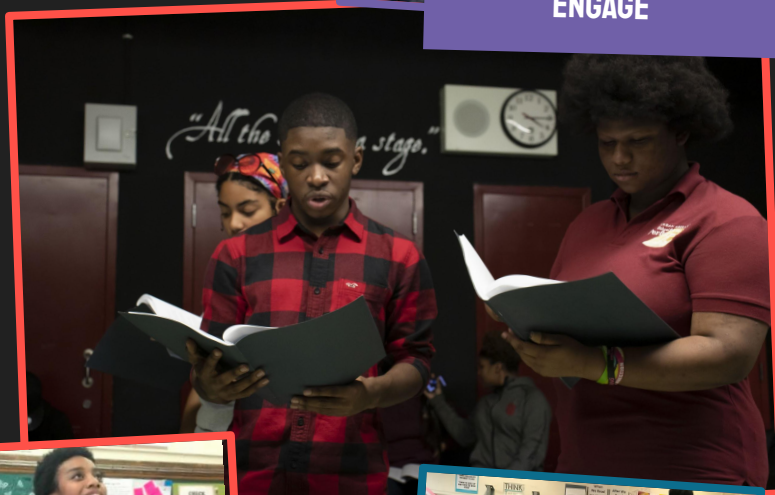
ENGAGEMENT WITH THE TEXT

Students connect to the original play and delve into the characters, conflicts and themes of Sophocles' text, and connect the text to the world around them.

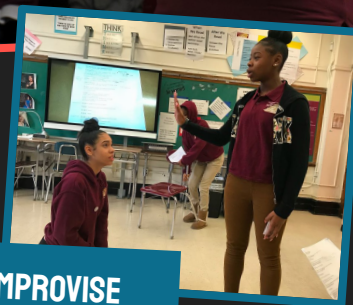
Through text analysis, improvisation and writing exercises, students engage and empathize with multiple points of view in the story.



ENGAGE



EMPATHIZE



IMPROVISE



STEP I:

CONNECT

Students watch Epic's live or filmed adaptation of ANTIGONE.

Epic's production uses Sophocles' original words (translated from the Ancient Greek) with a modern approach.

At the center of the story is Antigone - a young woman who chooses to bury her brother - an enemy of the state - even though this breaks the law declared by the new King - her uncle Creon.



CIVIL DISOBEDIENCE



TYRANNY



PROPHECY



STEP 2:

WONDER



STEP 2:

WONDER

The New Concept

Students examine the character archetypes in Antigone and translate those archetypes into a current context - often inspired by a news article about a current event. After studying the original play, the students brainstorm a new concept for their adaptation, and wonder...

What is the unfair law?

Who is the leader who makes this unfair law? And why?

Why does the rebel break the law?

Character Archetypes of ANTIGONE

THE TYRANT

THE REBEL

THE PROPHET

THE COMIC RELIEF

THE ALLY



STEP 3:

CREATE



STEP 3:

CREATE



STORYBOARD

Collaborative Storyboarding

Each class works together to collaboratively build their new adaptation - detailing new characters and plot with a storyboard.



COLLABORATION



STUDENT-CENTERED



STEP 3:

CREATE

Playwriting

After creating a storyboard, students divide responsibilities, write and revise their scenes.

Students learn new playwriting skills, including strengthening character voice in monologue and dialogue writing.



PLAYWRITING



CHARACTER VOICE



AUTHENTICITY



STEP 4:

SHARE



STEP 4:

SHARE

Rehearsal

In REHEARSAL, students learn how to use objectives, tactics, subtext and motivation to bring their text to life.

They also learn how to use staging (on stage or film) to highlight the conflict, questions and themes of their adaptation.

STAGING

**OBJECTIVES &
TACTICS**

**SUBTEXT &
MOTIVATION**



LEARN PRESENTATION SKILLS



STEP 4:

SHARE

Performance

Each class shares their version of the script in a final ANTIGONE FESTIVAL.

This can be professional actors performing the script or students performing their own work or a blend of the two.

LIVE (WHEN WE CAN!)



STREAMING ONLINE
(ALWAYS!)



IT WORKS



ACADEMICS

Common Core, English Language Arts, Grade 9-10 & 11-12

Reading Literature: RL.9-10.1, RL.9-10.2, RL.9-10.3, RL.9-10.4, RL.9-10.5, RL.11-12.1, RL.11-12.2, RL.11-12.3, RL.11-12.4, RL.11-12.5

Reading Informational Text: RI.9-10.1, RI.9-10.2, RI.9-10.3, RI.11-12.1, RI.11-12.2, RI.11-12.3

Writing: W.9-10.3, W.9-10.5, W.9-10.6, W.9-10.8, W.11-12.3, W.11-12.5, W.11-12.6, W.11-12.8.

Speaking & Listening: SL.9-10.1, SL.9-10.6, SL.11-12.1, SL.11-12.6

Inquiry Model: CWICER (Connect, Wonder, Investigate, Construct, Reflect)

Social-Emotional Learning (SEL): Self Awareness, Social Awareness, Responsible Decision-Making

RESULTS FROM ONE OF OUR SCHOOLS

29%

increase in attendance during and following an Epic residency.

40%

improved graduation rates over ten years.

98%

project **completion** rate.

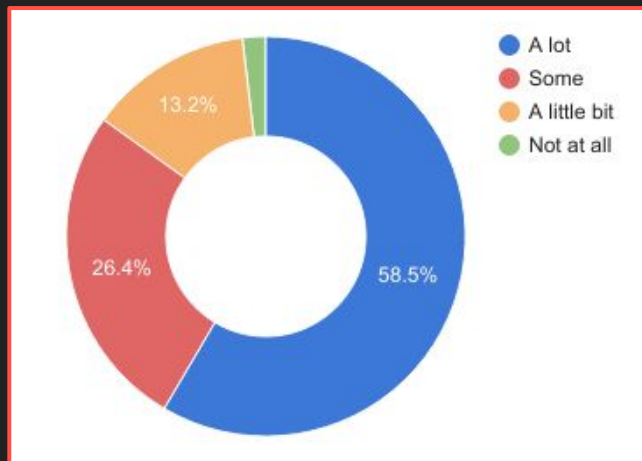
31%

increase in State Regents Exam passing rates (English, US History, Global History).

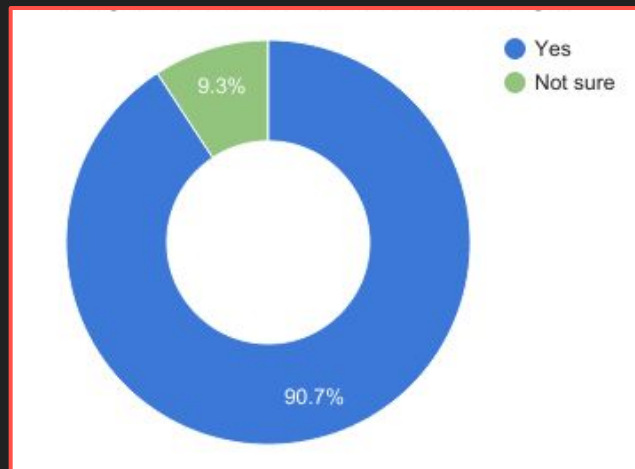


STUDENT VOICES

Adapting Antigone has helped me improve my ability to write creatively.



Antigone is 2400 years old. Do you still think it's relevant today?



Survey of around 100 students.



ACADEMIC VOICES



“EPIC helped to build a more comprehensive narrative around the issue of school segregation and integration. It built public awareness in a way that I never could. It helped us center the public policy work in youth voices across the city.”

- **Matt Gonzales, Founder and Director of the Integration and Innovation Initiative (i3) at NYU Metro Center**

“I observed young people start at a very untutored place on the growth continuum as they sped down the line to accomplished researchers and actors, and I was stunned. The growth was extreme, and the sense of accomplishment by all concerned was exceptional.”

- **Amy Stuart Wells, Director of The Public Good at Teachers College, Columbia University**





BLENDED

REMOTE

SYNC + ASYNC

Crafted for The New Reality

Three levels, accommodating any classroom situation.

10 SESSIONS

Asynch, self-contained and pre-recorded. teachers lead in their own time.

14 SESSIONS

Building on the 10 session track, EPIC leads more in-depth sessions in real time. In-person, blended or fully remote.

18 SESSIONS

Building on the 10 and 14 session tracks, EPIC leads the most in-depth sessions in real time. In-person, blended or fully remote.



Who is EPIC?

For 20 years, Epic has made theatre that empowers. Epic's artists are equal parts cyphers and mentors: they create and amaze; they teach and inspire; they translate the struggles of history into lessons for our future; they fight their way into the center of the civic dialogue. We value youth voice deeply, because we share a youthful passion for justice; we believe that theatre that embraces this passion transforms audiences from passive bystanders into active participants forging a more inclusive and collaborative vision of America.

Epic's artists challenge the institutional status quo by making theatre radically accessible, engaging thousands of students and first-time audiences in the transformative process of telling their own stories and learning to deeply empathize with those of others. At Epic, this high level of inclusiveness fosters artistic rigor and quality in all of our programs, mirroring the extraordinary professional work we present on our professional stages.



Thanks!

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