

LITERATURE COMPONENT NOTES

INTRODUCTION TO POEMS

What Is a Poem?

- A poem is a writing that uses the sound and meaning of words to show feelings, thoughts and ideas.
- It has a form and it uses sound devices, imagery and figurative language.
- Poems are written in groups of lines called stanzas. A stanza is like a paragraph in a story. Often a new idea or image appears in each stanza.
- The imagery in poems draws to the readers' sense of sight, sound, taste, touch and smell.
- A poem may have a rhyme scheme. A rhyme scheme is the pattern of rhyming words in a poem. Rhymes are words that sound the same, often found at the end of lines.
- It has rhythm; it has sounds patterns which are measured in meters. The meter is based on the number of syllables and how many stressed and unstressed syllables there are in a line.

Elements of a Poem

Persona

- The persona is the one who is speaking in the poem. He may be the poet himself.
- He addresses the reader directly or he may be speaking to another person.

Theme

- The theme is the message or image created in the poem that the writer wants the readers to understand.
- It may be stated explicitly or implied.

Moral Values

- Moral values come in the form of advice from reading the poem. They include kindness, generosity, humility and others.

Settings

- It tells us the time and place where the story in the poem happens.
- For example, the time may refer to the year, day or an event. The place, on the other hand, will give a sense of location (urban, forest or town).

Tone and Mood

- This is the feeling that the poet creates and what the reader senses when reading the poem. This is done through the poet's choice of words, rhythm, rhyme, style and structure.

- The different moods expressed may be humorous, happy, angry, sad or solemn.

Language and Style

- This refers to the way a poem is written which includes the length, number of stanzas, rhyme techniques and rhythm.
- Usually literary devices are employed to give a clearer meaning to the poem. The following literary devices are commonly used:
 - Imagery
Words in the poem that draw on the reader's sense of sight, sound, smell, taste and touch to give a more vivid image in the reader's mind.
 - Metaphor
A comparison made between two things without the use of words such as *like* or *as*.
Example: *My sister is a walking dictionary.*
 - Simile
A form of comparison which uses the words *like* or *as*.
Example: *Shafiq is as tall as a giraffe.*
 - Personification
A figure of speech where non-humans objects (animals, things and ideas) are given human qualities.
Example: *The palm trees danced to the gentle rhythm of the breeze.*
 - Sound devices
A tool used by poets to convey meaning via the skilful use of sound. The common sound devices are:
 - Alliteration
The same sound occurring closely together.
Example: *She sells sea shells.*
 - Assonance
Repetition of same vowel sounds.
Example: *The rain in Spain falls mainly on the plains.*
 - Onomatopoeia
Words that mimic the sound of an object or action.
Example: *Boom! Bang! Roar! Click!*
 - Rhythm
The beat of the poem created by the stressed and unstressed syllables. It gives the poem a musical feel. It can be fast or slow. The rhythm is measured in meters.
 - Rhyme
The same sound words, normally found at the end of lines.
Example: *beat – heat, sun – fun*
 - Symbolism
The use of symbols to show ideas or qualities.
Example: *A red rose symbolises love. A turtle symbolises longevity.*
 - Repetition
Repeating a word, a phrase or a sentence for emphasis.
Example: *A rose is a rose, is a rose, is a rose.*

**POEM 1: My Hero by Willis Hall**

My dad's as brave as a dad can be,
I rate him Number One,
He's not afraid of the dead of night,
Or anything under the sun.

He's not afraid of a late-night film,
Full of horrors on the telly,
And is he afraid of skeletons?
Not dad, not on your Nelly!

He's not afraid of meeting ghosts,
He'd even smile and greet 'em,
And things that scare most dads the most,
My dad could just defeat 'em.

He's not afraid of vampires,
Or a wolf-man come to get him,
If Frankenstein's monster knocked on our door,
He wouldn't let that upset him.

My dad's as brave as a dad can be,
And he's always ready to prove it.
So why, when a spider's in the bath,
Does Mum have to come and remove it?

Synopsis

- The poem is about a child's admiration for his father.
- The persona regards his father as his hero because the father is said to be brave. His father is not afraid of the dark, ghosts or monsters.
- The persona's father is always ready to prove his courage and is sure to defeat them any time. However, the persona is puzzled as to why his mother is made to get rid of the spider in the bath.

Elements of the poem**Persona**

- The persona is probably a child.
- He obviously loves and admires his father very much.
- He is saying that his father is very brave.

Themes

- Love for parents
 - To the persona, the parents are his heroes, especially the father. He looks up to his father and says plenty of good things about his father. He is full of praises for him. The persona knows he can depend in his father to keep him safe from the things he is afraid of, like ghosts and monsters.
- Responsibility towards family
 - It is the father's duty to keep his family safe from the things they fear. He is responsible for their safety

and well-being. They depend on him as the strong masculine figure in the family. The mother also has her role to play, should the father be unavailable.

Moral Values

- A father is brave and has the duty to protect his family/ children.
- A child looks up to his father as his guardian and hero.
- Both parents have a part to play so that the child feels safe.

Setting

- Present day/Modern times

Tone and Mood

- Lines 1 – 18: Love and admiration for the persona's father.
- Lines 19 – 20: A little confusion as to why the father is not getting rid of a little spider.

Language and Style

- The language used in the poem is simple and straightforward. Therefore, it is easy to understand.
- It uses imagery that revolves around the things that a child is afraid of. Examples: *dead of night/horrors/skeletons/ghosts/vampires/wolf-man/Frankenstein's monster*
- It has 5 stanzas with 20 lines.
- Repetition of phrases can be found in the poem. Examples: *He's not afraid of ...* (four times) and *My dad's as brave as a dad can be* (twice).

POEM 2: What Is Red by Mary O'Neill

Red is a sunset
Blazing and bright.
Red is feeling brave
With all your might.
Red is a sunburn
Spot on your nose.
Sometimes red
Is a red red rose.
Red squiggles out
When you cut your hand.
Red is a brick
And the sound of a band.
Red is hotness
You get inside
When you're embarrassed
And want to hide.
Fire-cracker, fire-engine
Fire-flicker red –

And when you're angry
Red runs through your head.
Red is an Indian,
A Valentine heart.
The trimmings on
A circus cart.
Red is a lipstick
Red is a shout
Red is a signal
That says: 'Watch out!'
Red is great big
Rubber ball.
Red is the giantest
Colour of all.
Red is a show-off,
No doubt about it –
But can you imagine
Living without it?

Synopsis

- The poem is about a person's fascination with the colour red.
- The persona relates his everyday happenings to the colour red; what he sees, what he feels and what he experiences.

Elements of the Poem

Persona

- The persona is probably a child or a very young person.
- His favourite colour is most likely red.
- He thinks about the colour red in everything that he sees and does.
- The persona is observant because he sees all the red objects around him.

Themes

- Colours make our lives interesting
 - Without colours, our lives would be bland. Flowers would either have no colour or be the same colour, landscapes and scenery would be the same everywhere and animals would not be that unique. Colours lend wonder and splendour to our spectacular world.
- Emotional properties of colour
 - Colours are all around us. We perceive and interpret colours in our own special way. It can help us express ourselves more vividly and aptly. We can communicate our feelings and thoughts via colours.
- Beauty in language
 - The word red is generally used as an adjective to describe the physical colour of something. However, in this poem, it is also used to show a range of emotions. We can see the richness and versatility of language at play.
- Colours can be therapeutic
 - Colours play a major role in setting up a state of mind. Colours can influence our mood, the flow and amount of energy in our bodies. They can affect our sense of well-being.

Moral Values

- We must be attentive and perceptive to what is happening around us.
- Be appreciative of the simple and common things and events in life.

Setting

- Present day/Modern times

Tone and Mood

- A mixture of emotions is expressed through the poem. Examples:
 - Line 2: Cheerfulness (*Blazing and bright*)
 - Line 3: Bravery (*Red is feeling brave*)
 - Line 10: Physical pain (*When you cut your hand*)
 - Line 12: Audio (*The sound of a band*)
 - Line 15: Embarrassment (*When you're embarrassed*)
 - Line 19: Anger (*and when you're angry*)
 - Line 28: Shock (*Watch out!*)
 - Line 33: Pride (*Red is a show-off*)

Language and Style

- The language used in the poem is simple and straightforward. Therefore, it is easy to understand.
- It mentions everyday ordinary events and things.
- It consists of 1 stanza with 36 lines.
- The ends of even numbered line rhyme. Examples:
 - *bright/mind* (lines 2 and 4)
 - *nose/rose* (lines 6 and 8)
 - *hand/band* (lines 10 and 12)
 - *inside/hide* (lines 14 and 16)
 - *red/head* (lines 18 and 20)
 - *heart/cart* (lines 22 and 24)
 - *shout/out* (lines 26 and 28)
 - *ball/all* (lines 30 and 32)
- Repetition of phrases can be found in the poem. Examples:
 - *Red is ...* (13 times)
 - *Fire-...* (3 times)

INTRODUCTION TO SHORT STORIES

What Is a Short Story?

- It is a brief narrative.
- It is shorter than a novel.
- It has a simple storyline.
- It has fewer characters than a novel and only one or two of the characters are fully developed.
- It normally carries one main theme.

Elements of a Short Story

Plot

- This is the sequence of events that happen in a story. It often develops in five stages.
 - Exposition
The exposition introduces the characters, settings and background of the story.
 - Rising action
The rising action usually starts with a conflict and the series of events build up the climax.
 - Climax
The climax is the turning point or highest point in the story.
 - Falling action
The action following the climax of the story that moves it towards its resolution.
 - Resolution
The solution to the conflict is introduced, leading to the end of the story.

Settings

- This refers to the time, place and people where the story takes place.
- The physical setting refers to the place where the story happens.
- The time setting tells us when the story takes place and how long it lasts.
- The social setting refers to the social background of the people in the story.

Characters

- Characters refer to the people in the story.
- There are two types of characters:
 - Major (more developed) characters
 - Minor (less developed) characters

Theme

- This is the main idea that the writer wants to convey through the story. A short story may have more than one theme.

Moral Values

- These are the lessons that are taught throughout the story.

Tone and Mood

- The feelings and emotions that the writer intends to create. They might be happiness, excitement, suspense or sadness.

Point of View

- This tells us the angle from which the writer wishes to present his story.
- If the writer wants to write the story in the first person point of view, the pronouns *I* and *we* will be used.
- When the writer writes the story in the third person point of view, the pronouns *he*, *she*, *it* and *they* will be used. This means that the writer is not directly involved in the story but he knows the characters' feelings and thoughts.

Language and Style

- This refers to the creativity of the writer in captivating the reader's interest.
- These are some narrative devices that the writer may use to achieve the effect that he wants in a story:
 - simile
 - metaphor
 - imagery
 - symbolism

SHORT STORY: Cheat! by Allan Baillie

Synopsis

Lynne Webbing and Geoff Bolder are up against each other in the short story competition for the Holmes – Watkins Medal. Lynne writes an exciting and moving story about a sheepdog in a flood and Geoff writes a funny story about an elephant which has escaped in a park. Although Lynne really hopes for a tie in the result, Mr Velos, the headmaster, announces that Geoff wins the coveted medal.

Later, Lynne reads a book of short stories by the author William Bradburie and realises that Geoff's winning short story is similar to one of Bradburie's stories. She is angry at Geoff for cheating in the competition. However, she does not report him because she thinks there is nothing she can do about it. She begins to drop hints to Geoff but he does not seem to understand. Then, Lynne thinks Geoff is trying to hide what he had done in the competition because she notices that all the Bradburie books have been taken from the library.

Soon after, Lynne is called to Mr Velos' office. Geoff is there as well. Velos tells Lynne that Geoff feels that he might have gotten his idea to write from a book by Bradburie without realising it. Based on that reason, Geoff wants Mr Velos to disqualify him. Mr Velos does not think that Geoff has cheated. He believes that Geoff only has a bad memory. Therefore, he declares Lynne the winner based on the originality of her story. After the meeting, Geoff apologises to Lynne but she is not happy. Soon, Lynne is wondering if she herself had read about a sheepdog in a flood from another book.

Plot

- Exposition
 - Lynne, Geoff and their friends are waiting for the results of the short story competition for the Holmes – Watkins Medal.
 - Mr Velos, the headmaster, announces that Geoff, who

- writes a funny story about an elephant which has escaped in a park, as the winner.
- Lynne hopes for a tie but she accepts her defeat graciously.
- Rising action
 - Lynne stumbles upon a book of short stories by William

- Bradburie. Then, she realises the similarities between Geoff's winning short story and the one written by Bradburie.
- Lynne is shocked and angry. She immediately suspects Geoff of cheating.
 - She is thinking of reporting him to Velos but refrains.
 - She resorts to dropping hints to Geoff but he is just as baffled.
 - Lynne also thinks Geoff is trying to cover his tracks because she notices that all the Bradburie books have been taken from the library.
 - Climax
 - Lynne is called into Mr Velos' office. She suspects the worst.
 - Falling action
 - Mr Velos explains to Lynne that Geoff feels that he might have accidentally taken the idea from Bradburie's story to write his story. Therefore, Geoff wants Mr Velos to disqualify him.
 - Velos does not disqualify Geoff because he thinks Geoff's did not realise the similarities between his story and William Bradburie's.
 - Then, he declares Lynne the winner based on the originality of her story.
 - Geoff apologises to Lynne for what has happened.
 - Resolution
 - The incident leaves Lynne wondering if she herself has read a story about a sheepdog in a flood from another book.

Elements of the Short Story

Settings

- School hall
- School library
- Lynne's classroom
- Mr Velos' office
- School corridor

Characters

- Major characters
 - Lynne Webbing
 - Loves to read

Lynne loves to go to the school library to read so much so that she notices all the Bradburie books have been taken.
 - Conscientious

Lynne put in a lot of effort in her short story. She put a lot of thoughts into her work including writing and rewriting her story.
 - Competitive

Before the results of the short story competition are announced, Lynne does not want to admit defeat. She is thinking it would be a tie.
 - Mistrustful

She calls Geoff 'the cheat' and thinks Geoff copied from one of Bradburie's stories. She also thinks Geoff is trying to hide what he has done when she notices that all the Bradburie books have been taken from the library.
 - Has high self-esteem

Lynne does not want to win by default because she thinks she is better than Geoff.
 - Geoff Bolder
 - Loves to read

Geoff has read so many stories that he has forgotten about some of them.
 - Humble

He jokes that he wins the competition by the weight of his entry. He does not like publicity and being famous

when he says *'Who wants television anyway?'* Geoff also wants Mr Velos to disqualify him because he feels that he might have used the idea from a short story written by Bradburie.

- Honest

Geoff admits to Mr Velos that he had read a book by William Bradburie three years ago.
- Self-respecting

Geoff apologises to Lynne after their meeting with Mr Velos. He says he wants to win the honest way.
- Minor characters
 - Mr Velos (the Headmaster)
 - Fair

He explains how he chooses the winning entry. Besides that, he does not disqualify Geoff because he thinks Geoff's story is almost entirely his own. In the end, he decides to award the medal to Lynne and gives the second place to Geoff.
 - Marge, a schoolmate
 - Matheson, the form master

Themes

- Think before you act
 - Lynne thinks hard about what to say or do after she finds out that Geoff's winning short story is similar to the one written by Bradburie. Although she is angry, she does not do anything rash or foolish. This has a lot to say about Lynne's maturity, too.
 - Although Geoff is baffled as to what Lynne is hinting at, he does not get angry easily. Instead, it gives him a chance to check for himself.
 - Mr Velos investigates Geoff's claims before he makes his decision whether or not to disqualify Geoff from the short story competition.
- Admitting to one's own mistake
 - Even though it is difficult, Geoff is brave to admit his mistake and forfeit his medal.
 - Mr Velos is embarrassed at his own mistake but he explains the situation to Lynne. He also apologises to her.

Moral Values

- We must not give up easily

Lynne is very disappointed when she does not win the medal. However, instead of moping around, she focuses on making the basketball team. She looks for other areas which she is interested in and which she could be good at.
- We must think twice before we accuse anyone of doing something bad

Lynne does not openly accuse Geoff of cheating even though the evidence seems quite clear. In the end, the true picture is revealed and Lynne manages to preserve the friendship.
- We must not be too quick to judge others

No doubt, the evidence against Geoff cannot be denied. However, since Lynne manages to keep a cool head, the truth comes to light in a friendly way. They are able to solve the problem well.
- A good leader must be fair to all

Mr Velos is a fair leader as he weighs all the pros and cons before passing judgement. He explains clearly about his decision to award the medal to Lynne. He does not mind admitting his mistake and setting things right. This is a sign of a good leader.

Tone and Mood

- The story kicks off with an air of anxiety as Lynne waits for the results of the short story competition. Then, it shows

Lynne's disappointment when Geoff is announced as the winner. However, she regains her confidence and set her sights on making the basketball team.

- Later, she is shocked to discover the similarity between Geoff's short story and the one written by Bradburie. She keeps the discovery to herself but cannot help feeling resentful towards Geoff.
- In the end, after being awarded the medal, Lynne is still unhappy and discontented because now she is wondering if she herself has taken ideas for her entry from elsewhere.

INTRODUCTION TO PLAYS

What Is a Play?

- It is essentially a story that is meant to be acted out in front of an audience.
- It can be in prose or poetry but it is meant to be heard and seen, and will have to be staged in a theatre to be enjoyed.
- The elements of a play are quite similar to a short story.

Elements of a Play

Plot

- The plot tells the story. The story is structured in acts and scenes set in particular places.
- It revolves around a conflict in which the protagonist struggles against all odds to solve a difficult problem or to achieve something or to prove a point.
 - Exposition
The characters appear to the audience in a particular setting. The main issue of the conflict may be introduced. It sets the background for the play to unfold.
 - Rising action
The characters give ominous hints of what is to come and the audience expects certain logical developments.
 - Climax
The turning point or highest point of the drama where there is a clash among the main characters or the main issue is exposed. The suspense creates exciting moments. A sudden reversal of fortune and misunderstandings can occur and the audience wonders what is going to happen.
 - Falling action
The plan gets fulfilled or expectations of a surprising nature may be suggested.
 - Resolution
The mystery is cleared up and things are exposed to the audience. Everything falls into place in a typical manner or in a totally surprising way.

Settings

- This refers to the time and place.
- Physical setting
The place: a street /a house/a village
- Social setting
The time social background: present time/eighteenth century/the urban community

Moral Values

- The valuable lessons that the audience can learn from the play and can apply to their daily lives.

Characters

- This refers to the persons in the play who act out the plot. Most plays contain major and minor characters. The most important character is the protagonist, around whom the

Point of View

- The story is written in the third person point of view. It uses pronouns like 'he', 'she' and 'they'.

Language and Style

- The style of writing is simple and straightforward. There is also dialogue in the story.

whole plot moves.

- The development of the major character is essential to the play and it allows the audience to make up their minds whether the character is good or evil. The major characters are judged by their own words and actions, and by what others say about them.
- A minor character serves a specific function and once that is done, he exits. He may convey some messages, provide laughter or carry out a specific duty.

Themes

- This tells the audience what the play is about. Most plays have a conflict of some kind between individuals, between man and society, man and some superior force or man and himself. The events that this conflict provokes make up the plot.
- Plays will convey through its theme, moral and universal values that have an enduring nature. Thus, a theme is essential to a play.

Dialogue

- This carries the message of the play and therefore, is essential that it be presented in a language that is easily comprehended. If the audience fails to grasp the message, the play will cease to excite their minds or entertain them.
- The characters come to life through their dialogue. Therefore, what is said by the character must be appropriate to the role and situation.
- The exposition of the plot falls on the dialogue of the characters. It establishes the relationships, tensions or conflicts from which later plot development is derived.
- The language and style of the dialogue will reflect the period and the social background of the characters.
- The tone and mood of the play will be apparent in the dialogue used and will show whether a theme is dealt with humour, anger, sarcasm or other feelings the playwright wishes to convey.

Audience

- It is a vital part of a play as without an audience, a play can only be a hollow play of words.
- No doubt a play can be read quietly at home, but the non-existence of the audience makes it only a text of words. Without an audience, the play does not come alive. There must be an interaction between the staged text and the audience.
- In a play, the audience may react by clapping, laughing or giving a standing ovation.

Stagecraft

- The setting of the scenes depends on where the action takes place.
- Stage settings will be done according to the scenes and

equipment, and stage props will be used to create scenes or the audience will be asked to use their imagination.

Language and Style

- The way a playwright (writer of plays) presents his play
- He may write using literary tools such as:
 - Monologue

Spoken aloud by a single character, perhaps to show his inner thoughts and feelings

- Dialogue
 - Conversation or spoken exchange between the actors
- Symbols
 - Objects or actions that represent more than one meaning

Play: A Night Out (retold by John Escott)

Synopsis

Towers Chandler is an office worker. He is paid eighteen dollars every week. He will save one dollar each week so that once every ten weeks, he can afford to eat at one of the best restaurants in New York.

One evening, Chandler runs into a girl named Marian in the street. Marian hurts her foot so Chandler helps her up and invites her to dine with him. During their meeting, Chandler lies to Marian and pretends to be a wealthy man who does not have to work for a living. Marian feels very disappointed when she hears it. As Chandler watches her walk away, he thinks Marian is a wonderful girl and regrets not telling the truth to her.

Then, Marian told about her experience to her sister, Sissie. Marian feels great that many people think she is a working-class girl. It turns out that Marian comes from a rich family. She tells her sister that although she was born rich, she is looking for a man who works hard to earn his keep. She can never love a man who does not work for a living, although his eyes are blue and he is kind to poor girls, just like Chandler.

Plot

- Exposition
 - Towers Chandler is dressed in his finest clothes. He is getting ready to go out and enjoy his evening.
 - His friend, Jeff White is surprised at how he is able to do so since he earns only eighteen dollars a week.
 - Chandler explains that he saves his money and once every ten weeks, he has a luxurious dinner at a posh restaurant in New York.
- Rising action
 - As Chandler is walking on the street, he runs into a girl. With her old hat and cheap-looking coat, she looks like a shop girl (a working-class girl).
 - The girl has hurt her foot so Chandler helps her to get up.
 - Then, Chandler invites the girl for dinner. She accepts the invitation and introduces herself as Miss Marian.
- Climax
 - Chandler and Marian have a wonderful time together.
 - When Marian inquires him about his occupation, Chandler pretends to be a wealthy man who does not have to work for a living.
 - Marian is terribly disappointed with his response so she thanks him and walks home. Chandler, meanwhile, regrets not telling her the truth.
- Falling action
 - Marian reaches home and tells her sister, Sissie, that everyone thinks she is a shop girl as she wears an old hat and a coat in the street.
 - Since their parents are rich, Marian thinks it is inevitable that she and her sister would marry rich men.
- Resolution
 - Marian reveals to her sister that she could only love a man who works for a living.

Elements of the Play

- Settings
 - Physical setting
 - The doorway of a house
 - A street corner in New York
 - A fine restaurant in New York
 - Marian's bedroom
 - Social setting
 - The working class
 - The upper class

Moral Values

- We should not be boastful
 - Being boastful would only be one's loss. Nobody likes a show-off. Boasting is the act of an immature person.
- We should be truthful even if it embarrasses us.
 - It never hurts to tell the truth. If a person likes us for what we are, then that is the sign of a true friend. If not, you have not lost at all.

Characters

- Towers Chandler
 - Thrifty
 - He does not earn much but he saves some money every week. Therefore, he can dress like a rich man and eats at one of the best restaurants in New York once every ten weeks.
 - Helpful
 - He helps Marian to get up when he runs into her.
 - Kind
 - He offers to call a taxi to take Marian home when he sees that she has hurt her foot. Then, he insists that she joins him for dinner while she waits until she feels well enough to walk.
 - Dishonest
 - He does not tell Marion that he is an office worker. Instead, he pretends to be a wealthy man who does not have to work for a living.
- Marian
 - Simple
 - She does not mind wearing her servant's old hat and cheap-looking coat to go to town. She goes to her dressmaker's on foot instead of going by car.
 - Wealthy
 - She has servants called Marie and Louis and a car which are considered a luxury.
- Sissie
 - Marian's sister
 - Marian's confidant who keeps Marian's secret about going to town alone. Marian shares her experience excitedly with Sissie. Marian confides in Sissie about her expectations of the kind of husband that she wants.
- Marie
 - Marian's servant

- Jeff White
 - Chandler’s friend who is also an office worker and lives in the same building as him.
 - Spendthrift
He spends all of his money and does not think of saving any.
- Mrs Black
 - She owns the house which Chandler and White live in.
 - Assertive but kind
Mrs Black does not demand rent payment from Chandler. She reprimands him for not setting his priorities right; he can afford expensive clothes yet does not pay his rent.

Themes

- Telling lies and sounding boastful have consequences
Towers Chandler does not tell the truth about himself to Marian. He pretends to be a rich man and brags about riding horses, going dancing, travelling to Europe and owning a boat. Marian is disappointed to hear it and walks away. Telling lies and sounding boastful seem to destroy any chance of both of them finding true love.
- Honesty is the best policy
Both Chandler and Marian put on a false facade right from the start. Chandler wears his best clothes to look like a rich man and Marian wears her servant’s old hat and cheap-looking coat to look like a shop girl. They are not showing their true self.
- Do not judge a book by its cover
We should not judge people by the way they dress or portray themselves. We should get to know them first before passing judgement about them.

Dialogue

- The dialogue is simple and easy to follow. It centres around every day conversation between new acquaintances. The dialogue between the two sisters is warm and endearing.

Audience

- This play is suitable for all ages.

Stagecraft

- Costumes
 - Chandler: wears an expensive suit
 - Marian: wears an old hat and a cheap-looking coat
 - White: wears office clothes
 - Sissie: wears pretty and expensive clothes
 - Marie: wears servant’s clothes
- Props
 - Objects and food found in a restaurant. For example, tables, chairs, coffee, cups, plates, some food, tea.
 - Objects found in a girl’s bedroom. For example, bed, dressing table, bedroom furniture.

Language and Style

- Although some words in the play are old-fashioned, the language used is simple and easy to follow. For example, *servant*, *office worker*, *do-nothings*, *shop girl* and *dressmaker*.
- It is written in the form of everyday conversation except when Chandler talks to himself regretfully.