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**A Midsummer Night’s Dream**

**Act III – Trading Cards**

Trading cards, be it baseball cards, Pokemon cards, or Magic: the Gathering cards, all contain information about the card’s subject and are designed to be a commodity. You will be doing the same thing, but with the characters from *A Midsummer Night’s Dream*. You will be creating (at least) **16 cards**, one for each of the characters in the play. Other additional cards are welcome. Cards should be **double sided**.

How you design the cards is up to you, but each card must have the following:

* **key traits**: 6 sets of descriptive words about the character (characters with a ‘\*’ only need 3 traits)
* **motivation**: what makes them do what they do?
* **quote:** find a quote that defines the character or a quote that is important for the character
* **family/house the character belongs to**: ex. Fairies, Actors, Royalty, etc. (this part is up to you what you use for classifications). Each house/family, should have its own colour associated with it
* **image of the character**: Some sort of image that defines the character (Bottom as Donkey from *Shrek*)
* **stats of some sort**: baseball style where you make up stats about them, or Pokemon/Magic style where you give each character hit points and attack damage

Characters to create cards for:

Theseus Hippolyta Titania Oberon Puck Egeus

Lysander Demetrius Hermia Helena Bottom\* Quince\*

Snug\* Snout\* Flute\* Starveling\*