



IDX G10 English H+
Study Guide Issue #S1 Midterms
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Vocabulary Unit 1

Approbation (n.) – The expression of approval or favorable opinion, praise; official approval.

Assuage (v.) – To make easier or milder; relieve; to quiet, calm; to put an end to; appease, satisfy, quench.

Coalition (n.) – A combination, union, or merger for some specific purpose.

Decadence (n.) – Decline, decay, or deterioration; a condition or period of decline or decay; excessive self-indulgence.

Elicit (v.) – To draw forth, bring out from some source (such as another person).

Expostulate (v.) – To attempt to dissuade someone from some course or decision by earnest reasoning.

Hackneyed (adj.) – Used so often as to lack freshness or originality.

Hiatus (n.) – A gap, opening, break (in the sense of having an element missing).

Innuendo (n.) – A hint, indirect suggestion, or reference (often in a derogatory sense).

Intercede (v.) – To plead on behalf of someone else; to serve as a third party or go-between in a disagreement.

Jaded (adj.) – Wearied, worn-out, dulled (in the sense of being satiated by excessive indulgence).

Lurid (adj.) – Causing shock, horror, or revulsion; sensational; pale or sallow in color; terrible or passionate in intensity or lack of restraint.

Meritorious (adj.) – Worthy, deserving recognition and praise.

Petulant (adj.) – Peevish, annoyed by trifles, easily irritated and upset.

Prerogative (n.) – A special right or privilege; a special quality showing excellence.

Provincial (adj.) – Pertaining to an outlying area; local; narrow in mind or outlook, countrified in the sense of being limited and backward; of a simple, plain design that originated in the countryside. (n.) A person with a narrow point of view; a person from an outlying area; a soldier from a province or colony.

Simulate (v.) – To make a pretense of, imitate; to show the outer signs of.

Transcend (v.) – To rise above or beyond, exceed.

Umbrage (n.) – Shade cast by trees; an overshadowing influence or power; offense, resentment; a vague suspicion.

Unctuous (adj.) – Excessively smooth or smug; trying too hard to give an impression of earnestness, sincerity, or piety; fatty, oily; pliable.

Vocabulary Unit 2

1. **Ameliorate**- (v.) to improve, make better, correct a flaw or shortcoming.

2. **Aplomb**- (n.) poise, assurance, great self-confidence; perpendicularity.

3. **Bombastic** - (adj.) pompous or overblown in language; full of high-sounding words intended to conceal a lack of ideas.

4. **Callow** - (adj.) without experience; immature, not fully developed; lacking sophistication and poise.

5. **Drivel** - (n.) saliva or mucus flowing from the mouth or nose; foolish, aimless talk or thinking; nonsense; (v.) to let saliva flow from the mouth; to utter nonsense or childish twaddle; to waste or fritter away foolishly.

6. **Epitome** - (n.) a summary, condensed account; an instance that represents a larger reality.

7. **Exhort** - (v.) to urge strongly, advise earnestly.

8. **Ex officio** - (adj., adv.) by virtue of holding a certain office.

9. **Infringe**- (v.) to violate, trespass, go beyond recognized bounds.

10. **Ingratiate** - (v.) to make oneself agreeable and thus gain favor or acceptance by others.

11. **Interloper** - (n.) one who moves in where he or she is not wanted or has no right to be, an intruder.
12. **Intrinsic** - (adj.) belonging to someone or something by its very nature, essential, inherent.
13. **Inveigh** - (v.) to make a violent attack in words, express strong disapproval.
14. **Lassitude** - (n.) weariness of body or mind, lack of energy.
15. **Millennium** - (n.) a period of one thousand years; a period of great joy.
16. **Occult** - (adj.) secret, hidden from view; mysterious, magical, uncanny; (v.) to hide, cover up; (n.) matters involving the supernatural.
17. **Permeate** - (v.) to spread through, penetrate, soak through.
18. **Precipitate** - (v.) to bring about suddenly; to hurl down from a great height; (adj.) characterized by excessive haste; (n.) moisture; the product of an action or process.
19. **Stringent** - (adj.) strict, severe; rigorously or urgently binding or compelling.
20. **Surmise** - (v.) to think or believe without certain supporting evidence; to conjecture or guess; (n.) a likely idea that lacks definite proof.

MACBETH Major Plot Points:

1. The Witches' Prophecy: Macbeth is told he will be Thane of Cawdor and then King.
2. Macbeth Becomes Thane of Cawdor: The first prophecy comes true
3. Duncan's Visit: King Duncan announces he will stay at Macbeth's castle.
4. Murder of Duncan: Macbeth kills the king after being pushed by Lady Macbeth.
5. Macbeth Becomes King: Duncan's sons flee, and Macbeth is crowned.
6. Banquo's Murder: Macbeth has Banquo killed because he is a threat, but his son Fleance escapes.
7. Banquo's Ghost: Macbeth hallucinates Banquo's ghost at a banquet, revealing his guilt to the court.
8. The New Prophecies: The witches tell Macbeth to beware Macduff, but that "no man of woman born" can harm him and he is safe until Birnam Wood moves.
9. Macduff's Family Murdered: Macbeth orders the slaughter of Macduff's wife and children.
10. Lady Macbeth's Madness: she sleepwalks and tries to wash invisible blood from her hands.

11. The Army Advances: Malcolm's army uses branches from Birnam Wood as camouflage, making the forest appear to move.
12. Macduff's Revelation: Macduff reveals he was "from his mother's womb untimely ripp'd" (not born naturally).
13. Macbeth's Death: Macduff kills Macbeth in battle.
14. Order Restored: Malcolm becomes the new King of Scotland.

ACT Summaries:

Act I: The three witches prophesy that Macbeth will become Thane of Cawdor and then King of Scotland. When the first part immediately comes true, Macbeth's ambition is ignited. He writes to his wife, who vows to help him seize the crown. When King Duncan visits their castle, they decide to murder him.

Act II: Macbeth kills King Duncan but is immediately filled with guilt and paranoia. Lady Macbeth takes charge, framing the king's guards for the murder. Upon discovering the crime, Duncan's sons flee, making themselves look guilty, and Macbeth is crowned King of Scotland.

Act III: Fearing the witches' prophecy that Banquo's children will be kings, Macbeth orders his murder. Banquo is killed, but his son Fleance escapes. At a banquet, Macbeth is haunted by Banquo's ghost, and his frantic behavior in front of his courtiers exposes his guilt and growing instability.

Act IV: Macbeth returns to the witches, who give him misleading prophecies for comfort: to beware Macduff, but that he cannot be harmed by anyone "of woman born" or until Birnam Wood moves. Learning that Macduff has fled to England, Macbeth orders the brutal murder of Macduff's wife and children. In England, Macduff and Malcolm unite to raise an army against Macbeth.

Act V: Lady Macbeth, overcome with guilt, sleepwalks and confesses her crimes before dying. The invading army uses branches from Birnam Wood as camouflage, fulfilling the prophecy. Macbeth confronts Macduff, who reveals he was not "of woman born" but delivered via Caesarean section. Macduff kills Macbeth, and Malcolm is restored to the throne as the rightful king.

Important Scenes / Soliloquy

- 1) M: Dagger speech (Act 2, scene 1)
- 2) M: "to be thus is nothing" (Act 3, scene 1)
- 3) LM: "Unsex me here" (Act 1, Scene 5)
- 4) LM sleepwalk scene (Act 5, Scene 1)

- 5) LM: "Tomorrow and tomorrow..."(Act 5, Scene 5)
- 6) LM: "Will all great Neptune's ocean" speech (Act 2, Scene 2)
- 7) Witches' prophecies scene (Act 4, Scene 1)
- 8) Lady Macbeth Macbeth dialogue, rhetorical speeches (Act 1, Scene 7)
- 9) Macbeth Sees Banquo's Ghost (Act 3, Scene 4)

Motifs:

Blood → Guilt, Crime, and the Inescapable Past.

- Act 1, Scene 2: The "bloody" Captain describes Macbeth's valor on the battlefield, calling him "brave Macbeth" who "unseam'd him from the nave to the chaps." Here, blood is associated with heroism and martial glory.
- Act 2, Scene 1: Before the murder, Macbeth hallucinates a "dagger of the mind" which he sees with "gouts of blood." This signals the shift, blood is now connected to regicide
- Act 2, Scene 2: Lady Macbeth says, "Make thick my blood," to suppress her remorse. Macbeth: "Will all great Neptune's ocean wash this blood / Clean from my hand?" In contrast, Lady Macbeth declares, "A little water clears us of this deed,"
- Act 3, Scene 4: At the banquet, Macbeth sees the ghost of Banquo, who is "bloody."
- Act 5, Scene 1: The sleepwalking scene. Lady Macbeth now embodies the guilt she once dismissed, trying to wash away the invisible "bloodspot" on her hands, "Out, damned spot! out, I say!" "Who would have thought the old man to have had so much blood in him?"

Sleep → Innocence, Peace of Mind, and the Natural Order.

- Act 2, Scene 1: Macbeth hears a voice after murdering Duncan that cries, "Sleep no more! Macbeth does murder sleep." he will never again know mental peace, and he has destroyed the innocent, restorative sleep of his king.
- Act 2, Scene 2: Macbeth enviously says of the sleeping grooms, "the sleep of the innocent is the only true rest."
- Act 3, Scene 2: Macbeth tells Lady Macbeth that he has "murdered sleep" and they have "scorched the snake, not killed it"
- Act 5, Scene 1: The motif culminates in Lady Macbeth's sleepwalking. denied the restorative power of true sleep and is trapped in a waking nightmare

Dagger → Temptation, Guilty Conscience, and the Supernatural.

- Act 2, Scene 1: The entire "Is this a dagger which I see before me" soliloquy.
- Macbeth sees a floating dagger leading him to Duncan's room. He questions its reality: "Art thou not, fatal vision, sensible / To feeling as to sight?"

Light / Darkness → Good (Light) and Evil (Darkness), Truth and Falsehood.

- Battle between good and evil
- Prevalent throughout whole text.

Themes:

Ambition

Corrupting and destructive force. It overrides Macbeth's morality and conscience, leading him to murder to gain the throne. However, achieving his goal only brings paranoia and more violence, showing how unchecked ambition ultimately leads to ruin.

Guilt and the Conscience

Inescapable psychological punishment. Macbeth is immediately haunted by visions, while Lady Macbeth's suppressed guilt later manifests in her sleepwalking. The conscience will torment those who commit evil deeds, no matter how they try to ignore it.

Natural vs. Unnatural / disorder

The murder of King Duncan is a sin against nature itself, as the king is God's representative. This unnatural act plunges the world into chaos, symbolized by strange storms and inverted animal behavior. The plot's resolution is about restoring this natural order.

Appearance vs. Reality

Highlights the deception that permeates the play. Characters, especially the Macbeths, hide their evil intentions behind a mask of loyalty. The witches' misleading prophecies and Macbeth's hallucinations further blur the line between what is real and what is an illusion.

Toxic Masculinity and Violence

Lady Macbeth equates manhood with ruthless aggression, using this idea to manipulate Macbeth into killing Duncan. critiques this by contrasting it with Macduff's grief, which redefines true manhood to include feeling and conscience, not just violence.

Deception

Primary tool the characters use to achieve their goals. The Macbeths deceive the court, the witches deceive Macbeth with ambiguous truths, and Macbeth ultimately deceives himself. shows how a world built on lies is destined to collapse.