



Foreshadowing & Irony

"The Cask of Amontillado"

Can you think of a movie where the screenwriter gives you some clues on what is going to happen or who the villain in the story is? It may be the music, or a facial expression from a character that gives you a clue. The screenwriter helps the viewer predict what is going to happen. Poe also gives the reader clues in his writing of what is going to happen.

Poe chooses the words in his story very carefully. The title of the story and the main character's names were not given by accident. Many times the words or phrases he used gave the reader a clue of what was to follow. He also used double meanings of words to lend to his sarcastic humor.

Directions: Analyze the following lines from the story, "The Cask of Amontillado." Indicate if Poe uses foreshadowing or irony in each of these passages, and explain your reasoning. Then reflect upon how this activity has made you view the story differently, and what you have learned.

1. "The Cask of Amontillado" – Title

2. Fortunato – name of the main character

3. "I continued as was my wont, to smile in his face, and he did not perceive that my smile now was at the thought of his immolation."

4. "I said to him – "My dear Fortunato, you are luckily met. How remarkably well you are looking today.""

5. "I passed down a long and winding staircase, requesting him to be cautious as he followed. We came at length to the foot of the descent, and stood together on the damp ground of the catacombs of the Montresors."

6. "Come," I said, with decision. "We will go back; your health is precious. You are rich, respected, admired, beloved; you are happy as once I was. You are a man to be missed. For me it is no matter. We will go back; you will be ill and I cannot be responsible. Besides, there is Luchesi."

7. "The cough is a mere nothing; it will not kill me. I shall not die of a cough."
"True – true," I replied.

8. "Once more let me implore you to return. No? Then I must positively leave you."

9. "Let us be gone." "Yes," I said, "let us be gone."

Reflection:

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Rubric

	4	3	2	1
Foreshadow/Irony (x2)	Successfully identifies foreshadowing or irony in all questions	Identifies foreshadowing or irony correctly in a majority of questions	Identifies foreshadowing or irony correctly in some questions	Does not correctly identify foreshadowing or irony in a majority of questions
Reasoning & Logic (x2)	Correct reasoning given for each question	Reasoning given for each; makes sense for most	Reasoning given sometimes; makes sense sometimes	No reasoning given
Reflection	Successfully reflected upon the activity and what you have learned in great detail	Reflected upon the activity and what you have learned	Reflected upon the activity and what you have learned with few details	Did not reflect upon the activity or what you have learned