EX. 1 page 55

1. He fights the battle against Grendel, his mother and, fifty years later, a terrible dragon.
2. B. he is brave, claver and strong.
3. The mead-hall represents safety, while the outside worls is dark, dangerous and full of monsters.
4. The poem includes Nordic pagan mythology but the characters are give Christian thoughts and motives. Beowulf often refers to God as his protector
5. The oause, the allitteration and the kenning.

EX.1 page 56

Grendel, hungry and bloodthirsty, makes its way to Heorot.

Grendel breaks down the door of Hrothgar’s hall

Grendel looks around the hall, his eyes burning with rage.

The monster kills a warrior and devours him.

Grandel turns to Beowulf and raises his terrible claw to strike him.

Grandel is surprised at Beowulf’s strength.

Beowulf reacts quickly and grabs the monster’s arm in his hand

Grandel’s bones and muscles break and Beowulf tears his arm off

Grandel’s whole body shakes with pain because of a deep cut in his shoulder

Beowulf’S grip is so strong that Grandel cannot free himself

Grandel escapes to his den to die

EX 2

Grendel is God-curses and the captain of evil

he comes loping

his rage boiled over

he ripped open

his loathsome tread

a baleful loght flared from his eyes

gorged on him on lumps

hand and foot/open claw

These words and phrases highlight his inhuman nature and animal instincts

long sleeves steps il Cannes controls Hunger il so strong that i can destroy building im exa horribles Boys

when i work ace reflect this Evil natur i feds on corpses isle of man and Beast what do this words and

phrases is light e gno manager Animal Instinct

EX 3

FALSE

TRUE

FALSE

FALSE

TRUE

TRUE

b. cleverness, courage, fair play, physical strenght

EX 4

Came/greedily loping

Handgrip/ harder than anything

Burst/ beowulf was granted/the glory of winning/grendel…banks/fatally hurt

b. m moors/mist/ moth/maddening

 g God/ Grendel/Greedly

 r rage/ripped

 b building bloud

 p pacing patterned

 l loathsome/light

 f flame/fleared/from

EX. 5

1. Duel
2. Devours
3. Asleep
4. Bare
5. Pain
6. Tears
7. Wounded
8. Die
9. Clever
10. Equal