Year 8 Journey's End - Tracking Character Development over an entire play.	
Characters	Plot
Captain Stanhope: The company commander, struggling with the pressures of war and his dependence on alcohol. "I went up those steps into the front line—without being doped up with whiskey—I'd go mad with fright."	Act 1 The play begins in the British trenches near Saint-Quentin during World War I. We meet Captain Stanhope and his officers, including Osborne, Raleigh, Trotter, and Hibbert. The tension and stress of trench warfare are evident. Raleigh, a young and eager officer, joins the company and is excited to see Stanhope, an old school friend.
Lieutenant Osborne: A senior officer, respected by his men and acts as a father figure. Quote: "You know, Raleigh, you mustn't expect to find him - quite the same."	Act 2 The act delves deeper into the relationships between the officers and their coping mechanisms. Stanhope's struggle with his alcohol dependence is highlighted, along with Hibbert's attempt to feign illness to escape the front lines.
Lieutenant Raleigh: A young, enthusiastic officer who looks up to Stanhope. Quote: "How topping if we both get the Military Cross!"	
Lieutenant Trotter: A cheerful and optimistic officer who uses humour to cope with the war. Quote: "I reckon it's up to us to make a good old show tomorrow."	Act 3, Scene 1 The tension rises as the time for the raid approaches. Osborne and Raleigh prepare for the dangerous mission. Osborne, a fatherly figure to the men, provides comfort and support. Act 3, Scene 2 The aftermath of the raid. The impact of Osborne's death on the officers is palpable. Stanhope's despair and anger come to the forefront. Act 3 Scene 3 The German attack is in full swing. Stanhope sends Raleigh to fight, but Raleigh returns terribly injured and eventually dies. Stanhope is with him in his final moments, offering comfort.
Second Lieutenant Hibbert: An officer who tries to escape the horrors of war by feigning illness. Quote: "I shall die of this pain if I don't go! I'm going to see the doctor."	
Vocabulary and terminology	
Propaganda : information, especially of a biased or misleading nature, used to promote a political cause or point of view.	Hierarchy: a system of placing people in order by status or power
Patriotism: devotion and love in support of your country	Foreshadowing: a clue or suggestion is placed in the text warning about something that will happen in future
Stage directions : an instruction written into a play indicating actions, movement or how a line should be said.	Censorship: deliberately removing or stopping the publication of ideas
Comic relief: something funny happens in a story that is otherwise tragic or serious	Monologue: a long speech by one person
Juxtaposition: two contrasting ideas placed near each other for effect	Misogyny: dislike or prejudice against women