



## ***Persuasion classroom activities***

### **1. Persuasion Tracker**

Record who persuades whom, about what, and the effects.

### **2. Regret & Second Chances Starter**

Discuss fictional scenarios involving regret; link to Anne's past.

### **3. Setting Symbol Maps**

Groups analyse Kellynch, Lyme, and Bath for symbolism and key scenes.

### **4. Constancy Debate**

Teams argue Anne vs Captain Harville's positions on lasting love.

### **5. Letter Annotation**

Close reading of Wentworth's letter; identify emotional techniques and rhetorical devices.