

# LESSONS FROM THE SPANISH GOLDEN AGE OF STORYTELLING

From the early 16th to the late 17th century, master storytellers in Spain produced literary works so remarkable, that they are still celebrated to this day. We are so enchanted with the stories from this time, that we now consider it the “Golden Age” of Spanish literature and art.

## THE WIDOW OF VALENCIA

Lope De Vega’s play, *The Widow of Valencia*, is about a woman who searches for a new love after losing her husband. By examining this play, we can learn from Lope De Vega himself about how to craft an engaging story.



**LOPE DE VEGA**  
(1562 - 1635)

**PROTAGONIST** - the **main character** of a story. The protagonist must have a **strong desire** that **drives the plot** - but also a **weakness** they must **overcome** to win in the end. In *The Widow of Valencia*, the protagonist is The Widow, who **strongly desires** to find a new husband, but is afraid of ruining her reputation. Her **pursuit** of this **goal** is what creates the story’s plot.

**CAUSE & EFFECT** - a **series of events** that have an **effect** on the protagonist and are **caused by the protagonist going after their goal**. The Widow must protect her reputation, which **causes** her to wear a mask, which **causes** her true love to be unsure of her affection, which **causes** her to reveal her true identity, which **causes** their happy union and the end of the play.

**SUSPENSE** - a driven **protagonist** and well crafted plot using **cause and effect** will keep the audience thinking, **“I can’t wait to see what happens next!”**

## TELL YOUR OWN STORY!

My protagonist's name is \_\_\_\_\_ and they want \_\_\_\_\_, but they have a weakness, which is \_\_\_\_\_. To reach their goal, my protagonist decides to \_\_\_\_\_, but as a result \_\_\_\_\_. To overcome this obstacle, my protagonist \_\_\_\_\_. In the end, my protagonist almost loses, but they win when they overcome their weakness by \_\_\_\_\_.

**PROTAGONIST**

**CAUSE & EFFECT**

**SUSPENSE**