**Act 2 Scene 1**

Ruth, Beneatha, Walter, George, Mama, Travis

**George’s Allusion**

In Greek mythology, Prometheus is a Titan, a culture hero and a trickster figure, credited with the creation of man from clay. He defies the gods by stealing fire to give to his beloved creations, which leads to civilization. As punishment, Zeus, the king of Olympian gods, sentences him to eternal torment. Bound to a rock, each day an eagle (Zeus’ emblem) would eat out his liver. During the night, the liver would grow back and be eaten again the next day. Ancient Greeks believed that emotions occurred in the liver.

In Western classical tradition, Prometheus represents human striving, especially in science, and the risk of overreaching or ending up with unintended consequences.

1. How does the Prometheus reference make sense?

2. Evaluate the posturing going on between Walter and George. What do their behaviors indicate?

3. How do you feel about Mama’s big decision?

4. Why is the greatest focus on Ruth in this scene?

**Act 2 Scene 2**

George, Beneatha, Mama, Ruth, Walter, Travis

1. Evaluate Walter’s offer to his son.

**Act 2 Scene 3**

Ruth, Beneatha, Walter, Man (Lindner), Mama, Travis, Bobo (Walter’s friend)

1.  What do you suppose is the cause of Walter’s new good mood, considering that he was not happy about the move.

2. Explain the conflict between Walter and Beneatha, as Bennie refers to Walter and Ruth as old- fashioned negroes and Walter suggests that Beneatha is full of “Agitation” (112-13; 2.3).

NOTICE that I included page numbers to these references. I also added the act and scene number. This book does not offer line numbers, or I would have added those at the end.

3. Explain Mr. Lindner’s demeanor and attitude. What does he want?

4. Explain how each of the younger’s responds to Lindner, in his presence and after he leaves.

5. What is Mama’s response to this turn of events when she finds out? Discuss her interaction with Walter.

6. What is Bobo’s news? Explain how this impacts Walter and Mama.