Katherine Mansfield: “The Garden Party”

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Background

• Biography
• British colonization of New Zealand
  – British class structure
• Monomyth as organizing structure.
  – Persephone Myth
• Arum Lily: Symbol of purity.
• Assignment.

New Zealand Timeline

• A.D. 1000's: Early Maori settlers in New Zealand.
• 1642: Abel Janszoon Tasman became the first European to sight New Zealand.
• 1769: James Cook landed on New Zealand and claimed it for Britain (now the United Kingdom).
• 1830: The British and the Maori signed the Treaty of Waitangi, giving the British the right to govern New Zealand.
• 1840: Settlers on the North Island fought the Maori in the New Zealand Wars.
• 1861: The New Zealand gold rush began.
• 1893: New Zealand became the first country to grant women the right to vote.
• 1907: New Zealand adopted a policy that banned nuclear weapons and nuclear-powered ships from its ports.
• 1997: Jenny Shipley became the first woman prime minister of New Zealand.
**British Class Structure**

**Class Divisions**
- Upper Class
  - Aristocrats such as royal family
- Upper Middle Class
  - Doctor
  - Lawyer
  - CEO
  - Professor
- Middle Class
  - Company employee
  - Public employee
- Working Class
  - Unskilled laborers

**Characteristics of Class**
- **Accent**
  - Generally speaking, a person's language and accent reveal class.
  - Typical British English is called “RP” (Received Pronunciation), also known as "King's English" or "Queen's English".
  - Upper Class consists of only a few royal family and aristocrats, and their accent is just their own language, not RP.
- **Education**
  - RP is the pronunciation spoken by educated people in the Upper Middle who went to public school and a prestigious university, such as Oxford or Cambridge.

**Remember Joseph Campbell’s Monomyth Structure?**
- Maud Bodkin’s calls the monomyth archetypal story, the “Rebirth or Night Journey.”
- Hero lured from ordinary world.
- Carried away or voluntarily proceeds to the “threshold of adventure.”
  - Encounters a “shadow” presence that guards the passage.
  - Enters alive or dead the “kingdom of the dark.”
- Hero journeys through a “world of unfamiliar yet strangely intimate forces.”
- Experiences “supreme ordeal” at the nadir & receives “reward.”
- Hero must work to return to ordinary world.
  - If blessed, will be helped.
- Threshold Crossing: returns to ordinary world with “reward” that will replenish that world or restore it.

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**Diagram:**

- Call to Adventure
- Garden World
- Under (class) World
- Nadir
- Threshold Crossing
- N Continued