#### Plot Overview - A Christmas Carol

# Stave 1 - Marley's Ghost

- Ebenezer Scrooge is introduced as a cold, miserly man who despises Christmas.
- He refuses a dinner invitation from his cheerful nephew, Fred, and turns away two men collecting for charity.
- At home, Scrooge is visited by the ghost of **Jacob Marley**, his former business partner, who is condemned to eternal suffering for his greed.
- Marley warns Scrooge that he will be visited by **three spirits** who offer a chance to avoid the same fate.

## Stave 2 - The Ghost of Christmas Past

- The first spirit glowing and childlike shows Scrooge scenes from his childhood and youth.
- Scrooge sees himself as a lonely schoolboy, then as a happy apprentice under Mr. Fezziwig, and later
  as a man who lost his fiancée, Belle, due to his growing obsession with money.
- These memories evoke deep regret and highlight the emotional and moral decline Scrooge has undergone.

#### Stave 3 - The Ghost of Christmas Present

- A jolly, giant spirit reveals scenes of Christmas celebrations happening in the present day.
- Scrooge observes how people find joy in togetherness, even in poverty especially the Cratchit family.
- He is moved by the kindness of **Tiny Tim**, who is sick but hopeful.
- The spirit also introduces **Ignorance and Want**, two suffering children who represent society's failure to care for the poor.

# Stave 4 - The Ghost of Christmas Yet to Come

- The silent and ominous final spirit shows Scrooge a future where he has died.
- Strangers mock his death, his belongings are stolen, and no one mourns him.
- Scrooge then sees the **Cratchits grieving for Tiny Tim**, who has died due to lack of support.
- Terrified, Scrooge pleads for a second chance to change his ways.

### Stave 5 - The End of It

- Scrooge awakens on Christmas morning full of joy and gratitude.
- He donates to charity, sends a turkey to the Cratchits, and spends the day with Fred.
- From that day on, he becomes **generous**, **kind**, **and caring**, becoming like a second father to Tiny Tim.
- The story ends with the message that **change and redemption are always possible**.