

Role Play

A Community Learning Activity

Ted Ward

What is a role play (socio-drama)?

- Short
- No script or planned text
- Informal, spontaneous
- Open-ended (watch and listen to see how it will finish)
- Mostly conversation, some action

What is needed for a role play?

- Assigned situation to talk about
- Assigned roles—two or more people but not too many people
- Assigned attitude for each player

The value of role playing for training purposes depends on the selection of a situation that requires an important kind of interpersonal skill.

Why do we use role plays?

1. To develop skills
 - Interpersonal relations
 - Decision-making
2. As an aid to planning
 - To test possible outcomes of different strategies
 - To practice the approaches to planning
3. To develop awareness
 - Self-awareness
 - Appreciation for the views of others

Role Play: Community Learning

Three role players: Project Coordinator, Pastor in a community church, Friend of the pastor.
Each of the role players has a group of advisors representing a “wisdom group.”

Wisdom Groups

<i>For the Project Coordinator</i>	<i>For the Pastor</i>	<i>For the Friend</i>
The Project Coordinator is to meet the Pastor for the first time. Decide what the Project Coordinator will try to accomplish in this meeting with the Pastor	The Pastor is new to the community. Decide how the Pastor should relate to the Project Coordinator.	The Friend is a long-time community member. Decide how the Friend should advise the Pastor about the Project Coordinator.

Situation:

Give a brief description of a situation (see below):

Role Play Situation #1

Role Players:

Anglo Outreach Coordinator, Spanish-speaking Christian Worker/Pastor, Friend of Pastor

Create a wisdom group for each of the role players (see above).

- Decide what the Anglo Outreach Coordinator will try to accomplish in the meeting with the Spanish-speaking Pastor.
- Decide how the Spanish-speaking Pastor should relate to the Anglo Outreach Coordinator.
- Decide how the Friend should advise the Pastor about the Anglo Outreach Coordinator.

Anglo Outreach Coordinator: You hope to establish a base in the village for a short-term outreach.

Mood: eager and goal oriented.

Task: To find a way to get the project established

Situation: This is your first meeting and you are having communication problems with the Spanish-speaking pastor in an Outreach Program/Community Development Project.

Pastor: You are Spanish speaking with very little English. You are new to the community.

Mood: cautious, suspicious

Task: find out what the Anglo wants and protect your church members.

Situation: your first meeting with the Anglo

Friend of the Pastor: You are a long term community member.

Mood: helpful, positive

Task: To advise the Pastor in this new project and relationship.

Situation: the Pastor is meeting the Anglo for the first time.

Role Play #2

Role Players:

Village Leader, Villager, Developer

Village Leader: As leader you hope to find some way that the village can profit from the outsider or at least some way that you personally can profit.

Your mood: curious.

Your task: Find a way to get something from the outsider (Developer).

Situation that brings you together: you have just met the outsider and one of your villagers at the well.

The Villager: You are a subsistence farmer living on the edge of starvation.

Your mood: suspicious

Your task: To not get taken advantage of

Situation that brings you together: You are getting your water from the well and along comes a village leader with a person you have never seen before.

The Developer: You want to help the poor and ignorant of the world by selling them at very low prices a new farming machine.

Mood: anxious to begin the project quickly

Task: To get the villagers to accept the machine.

The Situation that brings you together: You have just met a village leader and a villager at the public well.