

Role Play

1. Family

Scenario 1:

A mother, father and daughter are sitting in the living room watching the television. The son enters the room and glares at his sister.

Set Dialogue:

“Are you gonnae tell them them, or will I?” he asks her in an angry tone. Before she can answer, he blurts out, “she wants tae marry a Protestant!”

Characters:

Mum
Dad
Sister
Brother

Role Play Activity:

Give 4 members of the group the four characters outlined above. They can all decide how they will react to this news. Give the group ten minutes to come up with their scenario and then share it with the rest of the wider group. At any point during the scene another member of the wider group may pause the action and join the scene to change the outcome.

Starts

Mum and Dad (together) “WELL?!”

Daughter: “Yer no gonnae like this but, well I love him and...”

2. Community

Scenario 2:

A young girl is out on her bike and hears the Orange walk starting. She loves parades and festivals, so she follows it all the way to Glasgow Green. Her neighbour spots her as the March approaches the Green.

Characters:

Young girl
Girl's Neighbour
Crowd of Marchers

Role Play Activity:

The group can decide the outcome of this scene themselves. Give the group ten minutes to come up with their scenario and then share it with the rest of the wider group. At any point during the scene another member of the wider group may pause the action and join the scene to change the outcome.

Starts:

"Here does she not go tae a Catholic school? Do ye?"

Girl "Aye, so?"

"Aye, listen doll, this is oor day, no yours so your no welcome here"

3. Work

Scenario 3:

A Catholic woman has just started a new job and when she asks for the photocopier code he is told that it is 1690.

Characters:

Woman

Administrator

Organisation director

Role Play Activity:

First, show the group the film clip and discuss the date 1690. Then allocate three members of the group the characters outlined above. They can all decide how they will react to this code date. Give the group ten minutes to come up with their scenario and then share it with the rest of the wider group. At any point during the scene another member of the wider group may pause the action and join the scene to change the outcome.

Starts

The woman goes off to put the code in, reluctantly.

The next day she asks if they'll change it

"Can ye no take a joke?"

"It's just a wee bit a banter"