

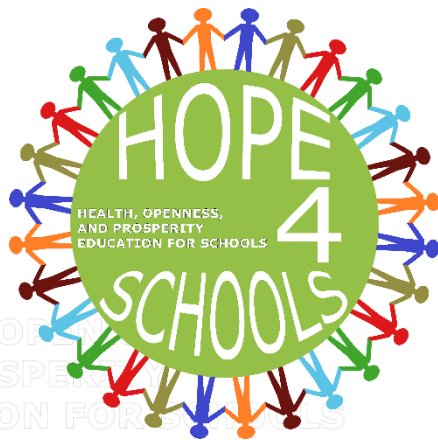


GREEK MINISTRY OF EDUCATION
AND RELIGIOUS AFFAIRS
REGIONAL DIRECTORATE OF PRIMARY
AND SECONDARY EDUCATION
OF WESTERN MACEDONIA



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Roleplay Kingdom



HEALTH, OPENNESS,
AND PROSPERITY
EDUCATION FOR SCHOOLS

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Health, openness, and prosperity education for schools

2021-1-RO01-KA220-SCH-000024401



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Roleplay Kingdom

Class size: 5 students in every group; Maximum 30 participants

Age: 15+

Activity duration: 40 minutes: 5 min intro + 10 min play + 5 min of changed roles + 20 min discussion

Overview and objectives:

This is a roleplay game to show on an example how active citizenship should look like. It is based on imaginary story of a kingdom where everybody has a different opinion and attitude to active citizenship. Purpose of this game is to make people think about how action of one person can influence the others.

The main objectives of this activity are:

- To show difference between being active and passive behaviour
- To show that everybody's voice matters
- To show what can be done if people cooperate and participate

Materials needed:

1. Papers with description of the different roles for each group – Annex 1
2. Isolated place for each group
3. Flipchart and markers for evaluation

Preparation:

The teacher should prepare papers with the descriptions of the different roles (5 for each group – see Annex 1). If the teacher decides to use the help of facilitators s/he should make sure that every facilitator properly understands what they should do.

When introducing the activity rules to the students, the teacher shouldn't explain the roles. S/he should just say that the students have to act according to the roles they were given.



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Tips and comments:

You can have somebody to facilitate each group – interrupt only in case of explaining what to do and to encourage people, if they don't like the activity don't give up.

Possible questions for debriefing and evaluation:

1. Ask people to describe how they felt in their roles in contrast
2. Did you like being active?
3. Do you think that you can make a change and that the change matters?
4. What can you do to change the system?

Step by step instructions:

5 minutes for introduction and division or roles.

1. Introduction to the activity
2. Divide people into groups of 5
3. Make them pick a piece of paper – a random role

Roles:

- King who orders higher taxes - **in control**
- A person who always agrees with the king - **follower**
- A person who always complains and does nothing – **beer guy**
- A person who has a voice and tries to make a change - **active**
- A person who doesn't care about anything - **passive**

Later change it to see the difference:

- King stays the same
- one who always agrees stays the same
- one who does nothing can involve himself in activities
- one who just complains does something
- one active wanting change stays the same

4. Actual role playing – 10 min.
5. Changing the roles and play again – 10 min.
6. Discussion about feelings - Explain the point of the game – 20min.



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Annex 1 – Description of roles

<p>The king</p> <p>You are the most important. You have all the power and you like to use it. Now you need money, so you decided to raise the taxes. Inform your people. Talk only in orders.</p>	<p>The king 2</p> <p>You like money. Raise taxes again.</p>
<p>The follower</p> <p>You think the king is the best. Everything he says is right. So you just agree. Always.</p>	<p>The follower 2</p> <p>You still think king is the best. Agree, agree, agree...</p>
<p>The beer guy</p> <p>Always complain about everything, but do not involve yourself in any community activities.</p>	<p>The beer guy 2</p> <p>Remain complaining but now you can try to participate in some community activities.</p>
<p>The active guy</p> <p>You are against raising taxes. You are not afraid to say it and you are willing to fight for it. You are trying to stop the king.</p>	<p>The active guy 2</p> <p>Still fighting. Get some support from others.</p>
<p>The passive guy</p> <p>You are so fed up with everything that you do not give shit. You do not care about anything, you do not say anything=>you do nothing</p>	<p>The passive guy 2</p> <p>Now just go with the flow against the system in the kingdom.</p>



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