## **Role-Play Planning Guide**

Steps	What I Plan to Say/Do
1. Describe a specific situation. Stop at the point where a behav- ior decision will occur.	What situation will the class role-play? How will you describe the situa- tion from a student's point of view? How will you connect to classroom rules? At what point will you stop?
2. Name the positive goal.	What goal do you want the children to meet as they decide how to behave in this situation? How will you convey this goal? For example: "How can I give constructive feedback in a kind, respectful way?"
3. Invite and record students' ideas for a solution.	How will you invite ideas? How many ideas will you record? How will you redirect any inappropriate ideas?
4. Act out one idea with the teacher in the lead—or "tricky"— role. Audience notices what actors say and do.	Who will you choose to act out other roles? Where will you stop the action so that the role-play stays positive?
5. Ask students what they noticed.	What questions can you ask to elicit specific observations? For example: "What did you notice about the way ?" "What did it feel like to ?" "How was this an example of following our rules?"

6. Act out another idea; consider having a stu- dent take the lead role. Audience notices what actors say and do.	Are students ready to take the lead role? If so, who will take the lead role? Who will act out other roles? Where will you stop the action so that the role-play stays positive?
7. Again, ask students what they noticed.	For example: "What did you notice about the way ?" "What did it feel like to ?" "How was this an example of following our rules?"
8. Act out other ideas.	Assess focus and energy. Is the class ready to act out other ideas? If so, who will take the roles?
9. Sum up lessons learned.	What points do you want to emphasize? What do you want students to remember?
10. Follow up.	How and when will you follow up on this role-play?