



1. Broken phone

ROLE

A

Your new phone has stopped working. You go to the shop where you bought it and want your money back so you can buy a new one.

B

You work in the phone shop. The policy is not to give customers their money back, but instead insist the phone get repaired.

C (optional)

You can either be the friend of student A and help them in the argument, or you can be student B's manager.

2. Learning a new sport

ROLE

A

You want to learn a new sport, but most of them don't sound interesting. You ask your friend(s) (students B and C) for some recommendations.

B

You speak to your friend (student A) about which new sport they could learn. Give them lots of great ideas. Explain why you think the sports you suggest are suitable.

C (optional)

You speak to your friend (student A) about which new sport they could learn. Give some alternative ideas to student B and explain why they're better.

3. Thunderstruck

For all students: You're at the top of a mountain when a fierce thunderstorm starts!
What do you do?

ROLE

A

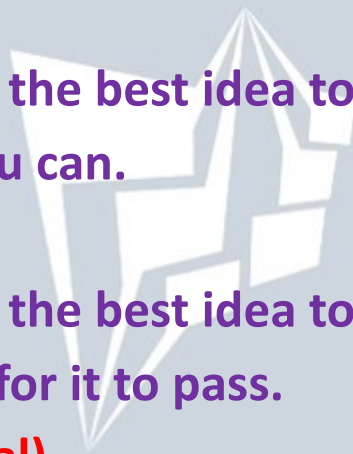
You think the best idea to escape the thunderstorm is to run down the mountain as fast as you can.

B

You think the best idea to escape the thunderstorm is to find a safe, sheltered place and wait for it to pass.

C (optional)

You're terrified of thunderstorms. You want to call the emergency services to come and rescue you.



4. Which restaurant?

For all students: you're going out for dinner with your friends and have to decide which restaurant to go to.

ROLE

A

You really want to go to a Japanese restaurant and get some sushi.

B

You would like to go to a Mexican restaurant because you love tacos.

C (optional)

You're a big fan of Indian cuisine and are craving some biryani.

5. Getting the sofa upstairs

ROLE

A

You just bought a sofa for your upstairs living room but it's too heavy for you to carry up the stairs. You ask your neighbour(s) (students B and C) for help lifting it up.

B

You are student A's neighbour and you're happy to help them move the sofa.

C (optional)

You are student A's neighbour and you're happy to help them move the sofa.



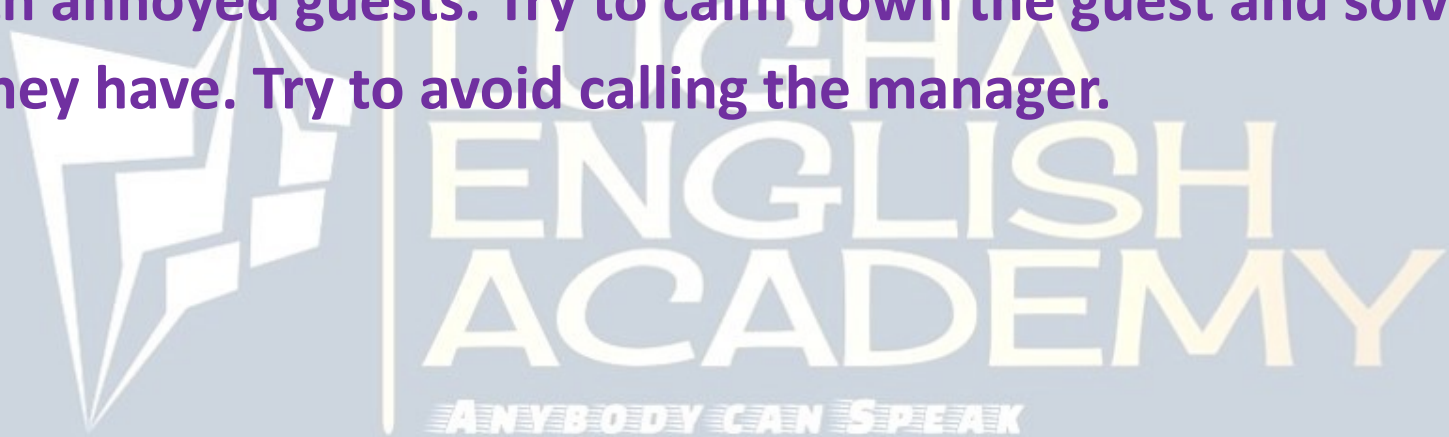
6.Role-play: Traveling

A:

You are a receptionist of a 5* hotel. You are very polite and you can deal with annoyed guests. Try to calm down the guest and solve any issues they have. Try to avoid calling the manager.

B:

You are a wealthy businessman staying at a 5* hotel. You are used to quality service and luxury, but this hotel doesn't offer it. The room is too small, staff is rude, AC is noisy. You want to talk to the manager.



7.Role-play: Science

A:

You decided not to vaccinate your children. You read articles about vaccination and you learned how dangerous it is. It causes autism and contains lead and other toxic elements. You know what is best for your child and herbal teas and some meditation will work just fine. You are angry that your friend doesn't support you.

B:

You are a person of science. A rational being. You believe in data, facts, and verifiable experiments. Your friend decided not to vaccinate their children. They believe that vaccination causes autism and that it is dangerous. Try to explain the benefits of vaccination and to disprove those absurd theories.

8.Role-play: Environment

A: Many of your friends use cars to commute to work even though it is more expensive than public transport. You are concerned about the impact this irresponsible behavior has on our planet. Try to persuade your friend to switch to more eco-friendly transportation.

B: You drive to work every day. You live in a free country and you don't feel the need to explain yourself to anyone. Why shouldn't you drive? Your friend's been nagging you about it for a while. Talk to them.

ANYBODY CAN SPEAK

9. Pesky Questions

Customer: You are trying to find out some more information about a TV that you want to buy - the different makes, sizes, functions etc. Ask the shopkeeper. You really want the TV.

Shopkeeper: You feel it is your job to sell electronic goods but not inform the customers. You feel they should decide what they are going to buy before they come into the shop.

ANYBODY CAN SPEAK

Falsely Accused

Customer: You are looking around a clothes shop that you come to regularly. You are actually wearing a shirt that you bought here last week.

Shopkeeper: You work in a clothes shop and you see a customer in one of your shirts. You think that s/he must have taken the shirt to the changing rooms to try on and came out wearing it as if it were his/hers. You think s/he is trying to steal it. Talk to him/her.

AT THE HOSPITAL

Student1:Doctor

Student2:Receptionist

Student3:Patient

- Get an appointment from the Receptionist to see the doctor
- Illness:loss of Appetite

COMPLAIN TO THE NEIGHBOUR

Student1:Old woman

Student2:Neighbour

Situation:

The old woman could not resist the loudness of the music from the neighbourhood and she is complaining about that.

AT HOME

Student1: Mother

Student2: Son

Situation:

The son's room is untidy..Talk to him.

There's A Fly In My Soup

Role Play Topic: Ordering and eating food at a restaurant.

Description:

To make this role play more fun, tell students that after they have ordered their food, and the food has been served, they should then act out that there is a 'problem' with the food.

This 'problem' could be something as simple as "There's a fly in my soup!" or "My food is too cold!"...

Where To?

Role Play Topic: Taking A Taxi And Giving Directions

Description:

In this role play one student should be the taxi driver and one or two students should be the passenger(s). The passenger(s) will tell the taxi driver where they want to go. For example, “Take me to the hospital, please.”, “Take me to the candy shop, please.”, etc. But, there is a problem! This is the taxi drivers first day on the job. And so he/she does not know how to get to the destination. To get to where they want to go, the passengers must give directions to the taxi driver.

I Don't Think So!

Role Play Topic: Debate / Disagreement

Description:

In this role play students should act out an argument between two friends.

First choose a fun debate topic. Next, students should act out meeting one of their friends in the street. They begin to talk but everything one person says, the other person disagrees with.

ANYBODY CAN SPEAK