

Role Play Suggestions

Divide the class into four groups and give each group one of the four role-play suggestions below. Give them time to plan a 30-second role-play to illustrate their assigned concept. They may use the idea here or a better one of their own to illustrate how the absence of justice, peace, kindness, or tolerance impacts relationships and civil society.

Justice - (Opposite: injustice, bigotry, stereotype, discrimination, unfairness, inequity) A telephone conversation between a possible tenant seeking a rental. Callers use voices representing different ethnicities, genders, sexual orientation, or socio-economic status and are told there are no rentals available until the caller "sounds appropriate" to the landlord.

Peace - (Opposite: war, violence, disorder, conflict) A person is tapping a pencil because of an internal struggle. The first person says he/she is sick and tired of the tapping, takes the pencil, breaks it in half, and throws it on the floor. How does this play out?

Kindness – (Opposite: meanness, thoughtlessness, viciousness, malevolence, harshness) A person makes a negative comparison between the person they are talking to and another person, and says they are worthless compared to the third party and will never amount to anything. How do the two people in conversation feel and act?

Tolerance - (Opposite: intolerance, impatience, disrespect) A line of people is waiting to pay in a store. The first person is obviously elderly and moving slowly to get out their money and having difficulty in hearing and understanding the checkout person. The person behind them is obviously impatient and begins to use body language that communicates their impatience as well as imitating the elderly person in a derogatory way in an attempt to amuse his/her companions.

