

CONSCIENCE ALLEY

Skills

- Thinking, Decision-Making
- Working with Others

What is it?

- This role-play strategy allows pupils to gain a quick synopsis of all the issues related to a specific topic. It has the advantage over 'standard' role play in that it can be carried out reasonably quickly. It might be particularly useful for younger or less able pupils since they do not have to remain in role for very long. They also do not need to know a great deal of information about the issue as their role card will simply state who they are and how they feel about the particular scenario being discussed. See **Hassle Lines** for a similar activity involving role-play.

Implications for classroom layout

- An open space is needed for ease of movement and interaction.

How does it work?

1. Explain the scenario to the pupils (for example, there has been a bullying incident outside the school gates. A parent threatens a child).
2. Then place each pupil into role by giving him or her each a role card which tells the pupil who they are and briefly how they feel about the situation (for example, the bully, the victim, victim's friend, bully's mates, parent, head teacher, class teacher, etc).
3. Get pupils to stand in two lines facing each other, with a pathway up the middle.
4. Select a pupil randomly and ask them to state their role.
5. Ask remaining pupils to think of one statement they would like to make to this individual.
6. The selected pupil then walks between the lines and the remainder of the class make their statements as they pass by. (You may need to repeat this a number of times, encouraging pupils to "get into role").
7. Debrief by asking the selected pupil which arguments they found convincing and what their view is on the scenario.
8. The activity can be repeated by selecting other pupils to walk in role through the "Conscience Alley".