

SPONTANEOUS ROLEPLAY

#Prepare



 **Prepare for a challenging situation by simulating it and establishing a checklist of best practices.**

 3 - 24

 30 min

Benefits

For the facilitator Establish an engaging dynamic with the participants.


Gain a better understanding of a challenging situation.

For the participant Strengthen communication skills, active listening, and conflict resolution abilities.

Spontaneous Roleplay is an engaging activity where participants act out a given scenario without a predefined script. Participants are divided into trios: two take on roles in the scenario, while the third observes. One player is given a list of objections by the facilitator to guide their role, while the other must handle the challenging situation. The role-play lasts for 3 minutes, after which the observer provides constructive feedback, and the participant managing the objections reflects on what they might have done or said differently. The scene is then replayed, incorporating the feedback. This cycle is repeated a final time to refine the handling of the situation. At the end of the three rounds, each participant creates a checklist of best practices to better approach similar scenarios in the future. This activity fosters in-depth reflection, progressive skill improvement, and dynamic interaction, making it a powerful tool for building communication and problem-solving abilities.

Sequence

5 min	Activity presentation	<i>In plenary</i>	The facilitator explains the aim of the activity and how it will be carried out.
3 min	Set-up	<i>In plenary</i>	The facilitator organises the distribution of the trios and the specific roles for each. In each trio, one player will have to manage the difficult situation (Player 1), another will play a character presenting objections (Player 2), and the last will observe the interactions to provide feedback (Observer). The facilitator provides all the players 2 with a list of objections, prepared in advance, which they will use as a guide during the simulations.
12 min	Simulations	<i>En groupes</i>	Each trio performs three rounds of role-play. In the first round, Player 1 deals with Player 2's improvised objections, while the Observer analyses the interactions and takes notes on the strengths and areas for improvement. After 3 minutes of simulation, the Observer gives constructive feedback, and Player 1 expresses what he would have done or said differently. The scene is then replayed, taking into account the feedback in order to make progress. This process is repeated a third time, each time allowing Player 1 to refine his handling of the situation. At each stage, the Observers highlight the improvements observed and the behaviours to be perfected.
10 min	Checklist & débrief	<i>In plenary</i>	Each participant takes 3 minutes to reflect and build a personal checklist of the best practices identified during the activity. The activity ends with a group debrief, where participants share their checklists and the facilitator summarises the key points, pointing out the pitfalls and mistakes to avoid and encouraging participants to apply what they have learned in real-life situations.

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Customisation of tables



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