HUMPTY DUMPTY IMPROV

Number of players: 2+
Space: Open area
Materials needed: Music

Procedure:
Divide into pairs and choose an "A" and "B." "A" will be Humpty Dumpty, seated on his/her wall, safe and secure in the knowledge that the King (or Queen) has promised round-the-clock protection. "B" will be Alice (in Wonderland), a visitor who knows the entire nursery rhyme. Alice’s objective is to get Humpty safely off the wall; Humpty’s objective is to stay put and get rid of pesky Alice. After a few minutes, switch roles.

Possible side coaching:
“Alice, you can try any tactic except physically removing Humpty.”
“Humpty, what ploys can you think of to get rid of Alice?”

Variations:
Try other scenes in which one character is trying to persuade another.

Processing points:
• What tactics did you use to try to get what your character wanted?
• What other tactics might have been useful to try?
• What does this encounter tell us about persuasion?

Possible learning areas:
Persuasion, questioning techniques, character motivation

AKA: Situation role-playing

Source: Jay Indik