



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 plays 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