

Learning objectives

- This creative role play activity can be a useful tool to encourage discussion about the Belvoir topic.
- Excellent communication activity, promotes thinking and decision making.

10-15
mins

KS2

Teacher preparation

A single hot seat should be placed facing the group. Alternatively, in order to facilitate more relaxed interaction, the hot seat may be placed in the middle of a circle.

Equipment & resources

A series of role play cards that can be handed out to pupils (see below).

Main activity

1. Pupils are allocated a role from the list below, alternatively they may think of a role themselves.
2. Pupils are encouraged to research their role in groups or individually.
3. Other pupils in the group could be encouraged to think up challenging questions for the person in the hot seat.
4. The character in question is put in the hot seat and questioned by fellow pupils. This may help pupils to feel empathy for a particular person or viewpoint.
5. A mystery game could also be played out using this technique, with class members, having to guess the identity of the person in the hot seat.
6. A debrief afterwards could involve asking pupils what they have learned, what they found interesting and if they would challenge anything the person in the hot seat said. **KWL** grids could be used.

Head groom

Groom

Stable hand

Coachman

Dairyman

Gate keeper

Lord of
the house

Grave robber

Gardener

Gamekeeper