

## **ROLE PLAY SCENARIO: Is Worcester a Youth Friendly City?**

Created May 25, 2005

A group of youth and adults have been selected to act as an advisory committee to make a recommendation to the City Council about what could be done to make Worcester a more youth-friendly city. By the end of the meeting, the group needs to come up with 3 suggestions for City Council. The entire group must *come to consensus*, meaning everyone has to be at least okay with the decisions.

Lisa, a young woman with negative attitude, who thinks it's NOT a youth-friendly city. Don't listen to others well, but is not disruptive.

Mike, a young man who speaks loudly and interrupts others, who agrees with people who think it's NOT a youth-friendly city and thinks each neighborhood should have a youth center. (Only interrupt people 3 times, listen to the facilitator).

Henry, a young man who sighs a lot, thinks life is a waste, and has no opinion on the subject.

Amanda, a young woman who is shy and has a really good idea (you choose: provide funding for youth to make a video, organize a block party, or another idea) but has a hard time expressing herself.

Tom, a 35-year-old man, who thinks kids should not have a say in this topic, they should just be grateful for what they get, and there should be more police where teens hang out. By the end you give up and go along with the decision.

Jenny, a 60-year-old friendly woman, who agrees that Worcester is NOT a youth friendly city and wants the kids to speak up. You support youth's ideas.

John, a 30-year-old who always checks his watch, fidgeting, distracting others and thinks it's not even worth talking about. You are okay with the decision being made so you can go home (only distract others twice).

Barbara, a 40-year-old who thinks she knows everything, who says all kids are "juvenile delinquents" and should stay inside and not have programs because they cause too much trouble. You support the ideas that separate youth and keep them out of your way, but do not block the other ideas because you want to go home.

Amy, a talkative young person, who mentions things off the topic and makes inside jokes (city bus is mentioned: "did you know on the city bus there was a guy who was shooting up crack in front of me and my friends, and asked my friend to hold his water...")

Shawn, a young assertive boy, who thinks that Worcester should have more teen programs, and that it's the only way to keep teens off the streets.

Melissa, a 17-year-old mother, who wants the best for her child, thinks that there need to be more programs for young mothers in Worcester, and cheap/free daycare is important too.

**Observer:** You are a silent bystander and a judge who makes note of how many techniques the facilitators use. You can give and take away points for the facilitators' actions.

*Scoring system:*

Action	# Points	Point Limit	Tally
"Do's and Don'ts"	1 point for a do, -1 point for a don't	Unlimited	(ex. +1, -1...)
Facilitator's Checklist	+2 per checklist item	6 max	(ex. +2, +2...)
Self-facilitation Reminders	+2 per reminder	Unlimited	
Participation Technique	+5 per technique	15 max	

**Instructions for the facilitators:**

Your mission is to facilitate a smooth, respectful meeting and use as many facilitation techniques from the workshop as possible. You gain points by doing good facilitation and lose points by falling for a "Don't" from the "Do's and Don'ts" list. The facilitator with the most points wins the game.

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Self-facilitation Reminders	+2 per reminder	Unlimited
Participation Technique	+5 per technique	15 max

**Worcester Roots Project ~ Toxic Soil Busters Co-op ~ [www.WorcesterRoots.org](http://www.WorcesterRoots.org)**

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