

Role Play in Education



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Abstract - “The Essence of a Role-playing game is that it is a group. Cooperative Experience.”

The goal of learning design is to help create educational settings and sessions that are learner and activity centered. Role playing is an interesting example of an active learning and teaching strategy. It is a technique that allows students to explore realistic situations by interacting with other people in managed way in ordered to develop experience and trial different strategies in a supported environment. It can incorporate drama, simulations, games and demonstrations of real life cases related to any topic. Role play stimulates children to not only pretend as others they know but also develop social and emotional skills like taking turns, playing cooperatively and express appropriate emotions. This center also enhances physical development of a child in terms of eye-hand coordination while dressing up. So the role is important in the classroom also.

KEYWORDS : – Role play, Education, activity, students, classroom |

“Recognise the importance of role play in helping children to express feelings, use language, rehearse roles and make sense of experience, Model and acknowledge caring behaviour.”

Role play is a discussion technique that makes possible to get maximum participation of a through group acting out an example of some problem or idea under discussion. It is an educational technique in which people spontaneously act out problem of human relations and analyse with the help of others and observers. It is one of the teaching methods provide experience through effective and developing new ways at things. It is an activity presenting a small spontaneous play which describes possible real life situations. In this activity learners imitate another person’s character. It allows students to simulate real life situations with the aim of preparing them to handle similar situations in life. Act out or perform the part of a person or character, for

example as a technique in training. It playing is pretending to be someone else or pretending to be in a specific situation that you not actually in at the time. The modifying of a person's behaviour to accord with a desired personal image, as to impress other or conform to a particular environment.

Role play not only provides a variation in teaching technique but also allows a more student-centred approach to learning. Whilst in the orthodox method only the most bold students manage to raise questions, in a role play all students are actively involved. By getting students to play roles, they come to feel issues, experience tension and conflict and enter into bargaining and cooperation. They thus experience policy process as an activity rather than just studying policy making as detached, passive observers. As a mean of increasing student participation role play can stimulate interest in the subject and encourage students to continued.

Role play objectives-

Interactive participation of student providing them opportunities for experiential learning for life skills development.

Validating the strategies of the role play for development of ability to apply life skills in peer group situations.

To create enabling environment for effective transaction of curriculum in Schools.

Types of Role play-

Conflict role.

Cooperative role play requires participants to work together for the common good.

Information gap role plays are based around filling in holes in the participants knowledge.

Task-based role plays require participants to complete a set activity.

Instruction for Role play-

Verbal instruction

Secret messages

Gestures

Cue cards/Sanket cards

Steps for Role play-

Planning

Implementation

Evaluation

Guidelines for Role play-

Identify the situation.

Selection of problem.

Selection of Team members.

Assign and briefing Roles.

Action

Discuss, Analysis, Evaluation.

Advantages of Role play-

Students immediately apply content in a relevant, real world context.

Students take on a decision

Students can think beyond the confines of the classroom setting.

Dramatically introduction of lesson.

Opportunity for skills.

Encouragement to work.

Develop communication.

Develop confidence and self esteem.

Face challenge.

Ability to observe and analyse.

Enjoy and create interest.

Participation

Encouragement to work

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