



TACTICS AND STAKES Module Activities

Refresher: Yes/No Game

- Pair up and for each pair decide who's "A" and who's "B."
 - If there's an uneven number, the odd person can be the observer.
- A and B are going to improvise a scene.
 - A's dialogue is exclusively "Yes"; B's is "No." That's all you say, "Yes" for A, "No" for B.
 - But each of you not only can but should repeat your "Yes" or "No" as often as you'd like.
 - Using only those two "lines of dialogue" repeated as often as needed, A attempts to convince/persuade B to change to "Yes."
 - To convince B to say "Yes" is A's urgent goal.
 - B's objective is to make A earn a "Yes."
- Switch up combinations so that all players get a chance at both roles.

Opening Scene of *Good People*

- Try to determine what each character wants and in particular what tactics each one uses to try to accomplish their respective goals — especially Margaret.
- Jot down both what you think the overall goal is for each character and list the names of tactics you notice them using.

Family Situation Activity

- Choose an everyday family situation in which one family wants something from another.
- It'll be more fun if you don't use your real-life relationships; have adults play kids and vice versa.
- Remember, the focus is on tactics.
- What are all the different tactics the "A" characters in particular use to realize their goal or objective?

Scene Writing Activity

- Write a scene in which the characters use shifting tactics to achieve a goal with high stakes.
 - [Create profiles for your characters.](#)
 - Decide on your setting and how you can enlist it to enrich the scene.
 - Consider using improvisation as a way to get the scene writing started.