

Character Walks / “Day in the Life”

For each group your class has identified, cast one or two players as each of the groups’ characters.

- Players “get into character” through a random walk in which they take on the attributes of their character’s Profile, including saying aloud their mottos or characteristic utterances.
- In a simple mock-up of the setting, the actors enact a day in the life of the group or workplace.
 - Each character in turn enters the setting and interacts with the others.
 - Make clear the different roles and responsibilities of each character and the intergroup dynamics, both harmonious and disruptive.
 - Make clear the outside issues/problems that help shape each of the characters’ moods and behavior.