

Instructions & Guidelines: **To be used as a supplement if groups need help with assigning roles for their skits.**

Role – Personality trait that will be emphasized through acting.

Background – Summary of the type of person your character is.

Objective – Actions/motives of the character in their designated environment.

1. Trouble-maker

- a. You like to break all the rules, no matter what they are. You can't stand goody-good kids. Your status comes from breaking the rules.
 - i. Convince the group to try it, since it is against the rules. The thinking is that "if adults don't like us doing it, it must be fun."

2. Class clown

- a. You don't take this discussion on tobacco/nicotine products seriously. It's much better to crack a joke instead of taking a position on the issue.
 - i. Keep the group off task by making humorous comments on the side or to the whole group.

3. Initiator

- a. You are the person offering the group to try these tobacco/nicotine products.
 - i. Get the group to try it, despite their objections.

4. Social Activist

- a. You are socially and politically involved in all the current issues of the day.
 - i. You want your group to be concerned with social issues pertaining to tobacco/nicotine products and want the group to develop responsible, politically accurate responses.

5. Geek Wants to be Bro

- a. You have a reputation of being a computer/video game geek. You want to be considered cool by the group.
 - i. You want the group to not see you as a geek, but instead as one of the bros. You challenge the facts and support the cool kids' position.

6. Rule-Follower

- a. Your worst fear is being caught by your parents, breaking their rules. You want to find ways to stay out of trouble, while keeping your friends.
 - i. Constantly bring up what if they get caught and mentioning, "what if my parents found out?"

7. Top Academic Student in the School (a.k.a. Valedictorian)

- a. You become a top academic student/Valedictorian by following the rules to the fullest. Your group knows you are smart. You make decisions based on facts, not on what is cool.
 - i. Utilize facts to push the group to follow the rules.