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.