

SCOUTS CANADA YLT

Diplomacy Role Play

The Adventure:

Diplomacy is an effective way of resolving conflicts without relying on a decision prescribed by an authority. It works by having a trained expert help others in conflict come to a solution that everyone is happy with.

In small groups, write some brief scenarios of current event conflicts. Your scenario should include a roles for at least two parties, though you may have more. Be creative when writing your scenarios; they may be based on conflicts between provinces or countries, or they may be based on conflict between families or individuals.

Come together as a large group and swap scenarios with the other teams. Take a minute or two to discuss the scenario you're given, then present the situation to the group in an improvised skit, modeling the best way to find a resolution to your scenario. One Rover should play the role of the mediator, while two or more Rovers should take on the roles of the parties in conflict.

Online Resources:

[The Art of Diplomacy](#)

Safety Note:

How safe is the area you will use as a stage? What hazards can you identify, and what can you do about them?

Leadership Conflict Resolution



Plan:

- How many scenarios will each team write for the others? How much time will you allow to write scenarios? What real-life current events can you draw upon?
- What steps need to be followed for effective diplomacy?
- What rules will you have in place for your negotiations?
- How much time will you give to discuss the scenarios your team is given before presenting to the group?
- What roles will everyone play? How will you decide?
- How much time will you allow for the scenario to play out? How will you know when to stop?

Do:

- Write challenging scenarios for the other teams. Pay close attention to the role of the mediator!
- Discuss the scenarios your team is given and how the participants will behave. What are their motivations?
- Present your role play to the rest of the group.

Review:

- What do you know now that you did not know before?
- How did you feel before, during and after this adventure?
- What did you like or not like about the solutions others suggested for their scenarios?
- How close were the role plays of the scenarios your group wrote to what you had imagined? What differed from your expectations?