

MAKE WAY FOR THE QUEEN

Here's a role-playing simulation that helps open up meaningful discussions about relationships, cooperation, and community. It's also a lot of fun.

Divide into teams of five to six kids each. Each team consists of a Queen, a Grand Duke, a Priest, a Cripple, a Rebel, and a Slave. If there are only five on the team, there is no slave.

Each person on the team should receive a card which identifies his or her role and gives instructions on how to carry it out. The rules are:

1. You can't change roles.
2. You must do what your role requires, carefully obeying what is written on your instruction card.
3. You can only hold one leg of the chair.

Each Queen is seated in a chair along a starting line, with the Queens from the other teams. The subjects gather around their Queen and wait for the signal to start. The object is to lift the Queen by cooperatively lifting the legs of the chair, and then to carry her to a designated spot. For best results the distance should be far enough to make the task fairly difficult (perhaps 100 yards). The first team to complete the task has their Queen crowned as the Ruling Monarch. The roles of the Rebel and the Cripple complicate the task and can cause some real trouble if the Duke and the Priest don't do their jobs. But because of those roles, there is good potential for discussion after the game. Here are some questions:

- What problems or obstacles did your team face?
- How were they handled?
- How did you feel about the others on your team?

MAKE WAY FOR THE QUEEN

You are the **QUEEN**. (Congratulations!)

You must sit in the chair while your subjects carry you across the room. When you touch the wall, they are to bring you back and let you down.

You are the **SLAVE**.

DO NOT TELL ANYONE WHAT YOUR ROLE IS!

Your job is simply to do whatever the Queen or Grand Duke or the Priest tells you to do.

You are the **REBEL**.

DO NOT TELL ANYONE WHAT YOUR ROLE IS!

You are to be as uncooperative as you can.

Say things like, "This is stupid. She's not a queen. I'm not carrying her."

You can give in and carry her, but try to let someone else be Ruling Monarch by making your team lose.

The only thing you can NOT do is drop the Queen when you are carrying her.

You are the **GRAND DUKE**.

You function as the team captain, and your job is to get your Queen to the finish line so she can be crowned.

You are a Duke for life, which means you are not allowed to give up. If you do, the rival Queen will make sure you're not Duke much longer. (Get the hint?)

You are the **PRIEST**.

You are to see that your Queen wins, and you are to make sure that your team plays by the rules.

If you have any uncooperative members or people aren't getting along, you are to act as a peacemaker and try to get everyone to cooperate so your Queen can be crowned.

You are the **CRIPPLE**.

DO NOT TELL ANYONE WHAT YOUR ROLE IS!

The only thing you can tell them is that you have a broken arm and you cannot carry the chair.

Your job is to walk in front of the chair and shout "Make way for the Queen!"