

12 Angry Men



This activity is based on the film 12 Angry Men and the behaviour of the twelve jurors who make up the film's cast of characters. You will be shown the first portion of the film, and asked to make a series of judgments about each of the jurors. You should attempt to form impressions regarding each of their life styles, basic attitudes, underlying motives and communication patterns with the rest of the jurors.

THE FIRST 38 MINUTES OF THE MOVIE WILL NOW BE SHOWN.

Individual Decisions:

1. In the movie, "Henry Fonda (the architect) casts the first "not guilty" vote. You are to decide who will cast the next "not guilty" vote based on your impressions of the characters in the first 31 minutes of the movie. You place these rankings 2 (next likely to change their vote to not guilty after the architect) to 12 (the last character to change or the "hold out" their vote) on the chart.

2. You will have approximately five minutes to complete your individual rankings on the chart in the 1st column "Your Choice". DO NOT CHANGE YOUR RANKINGS ONCE YOU HAVE RECORDED THEM!

Group Decisions – (Approximately four people)

1. Having filled in the first column, you and your group are to use the technique of "group consensus". This means that the ranking for each of the eleven (11) undecided jurors must be agreed upon by each member of your group before it becomes part of the group decision in Column 2 of the chart.

How to Reach a Consensus

- Avoid arguing only for your rankings. Present your position as lucidly and logically as possible, but consider seriously the reactions of your group in any subsequent presentation of the same point.
- Avoid "win-lose" stalemates in the discussion of rankings. Discard the notion that someone must win and someone must lose in your discussion; when impasses occur, look for the next most acceptable alternative for both parties.
- Avoid changing your mind only in order to avoid conflict. Conflict is healthy. Withstand pressures to yield which have no logically sound foundation.
- Do not vote, average, bargain, or flip coins...etc. to reach your group decision.
- View initial agreement (i.e. all members have the same juror ranked "7") as suspect. Explore the reasons underlying apparent automatic agreements.

- f. Avoid subtle forms of influence and decision modification such as bribes etc. (i.e. when a dissenting member finally agrees, don't feel that he or she must be rewarded by having their way on some later point).
- g. Be willing to entertain the possibility that your group can excel at this task. Think positive!

2. When "group consensus" has been reached, each member of the group should check their rankings in column 2 **"Group Choice"** to see that all group rankings are the same. This is important when calculating the final team score.

3. When the group decisions have been made, the remainder of the program will be shown. Follow along with the remaining hour of the movie, and record what happens. PAY ATTENTION!

12 Angry Men Decision Chart

Jury Member	Your Choice	Group Choice	Actual Move	Difference Col. 1 – 3	Difference Col. 2 – 3
Jury Foreman					
Bank Teller					
Messenger Service Owner					
Stockbroker					
Man from Slums					
Housepainter					
Baseball Fan					
Architect					
Old Man					
Garage Owner					
Watchmaker					
Advertising Man					

TOTALS

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12 Angry Men Seating Plan



Jury Foreman



Advertising Man



Watchmaker



Garage Owner



Old Man



Architect



Bank Teller



Messenger Service Owner



Stockbroker



Man from the Slums



Housepainter



Baseball Fan