

Pedagogy model- Role Play



Learning objectives

After going through this part, you will be able to

- Use Role play for a particular topic
- Learn the planning for a role play
- Execute Role play

Role play

- Role plays promote active learning and engage students with real-world situations

Role play for E-mail process

- Identify few students who will perform the play
- Give the script in advance to them so that they could learn what is to be done and then do it finally after a rehearsal in front of the teacher
- Script can be written with four different scenarios
- Few dialogues can be written to make the spectators aware about the different locations and handing over of the message

Role play for E-mail process- scene 1

- Anita and Harsh are two users who are going to send a message.
- Both of them are in the same room. Both of them have been given trays wherein the messages/letters to them can be stored.
- When Anita wants to send a message to Harsh she writes the message and with the help of Govind stores it in Harsh's tray/mailbox.
- Now Harsh wants to read his received messages, with the help of Krishna Harsh gets the message/mail.

Role play for E-mail process- scene 2

- Here Anita and Harsh are at different departments.
- Now Govind will outward the message given by Anita to Sandeep.
- Sandeep according to his priority will carry this and deliver to Arjun in Harsh's department.
- Arjun will hand over this to Krishna and finally Krishna to the mailbox of Harsh.

Role play for E-mail process- scene 3

- In this case although Anita belongs to a department she is given some administrative work and hence is now with the office.
- But she has to pass any message through the department only.
- Govinda is there to help Anita to write the message
- Sandeep will carry this to the department and Maruti will finally outward it.
- Again Arjun will take it to Harsh's mail box and Krishna finally to Harsh.

Role play for E-mail process- scene 4

- Now Harsh is also being shifted to Training & Placement department.
- So at Anita's side Govinda, Sandeep and Maruti will do their job as done previously.
- Now here when Maruti outwards Balbhim will take it and handover to Arjun.
- Later Arjun to Krishna and Krishna to Harsh.

Images of Role play



Learning from the Role play- Scene 1

Had 4 people –

- Anita and Harsh who are users
- Govinda and Krishna who help the users respectively are called User Agent
- In this case one more thing to be noted is that the users since at the same location are connected to the same system

Learning from the Role play- Scene 2

- Along with 4 people we had 2 more since the users were at different places
- So it can be said that now the users need internet for communication
- And the 2 people Sandeep and Arjun who help to transmit the message between two different locations are called Message Transfer Agents

Learning from the Role play- Scene 3

- Since Anita has moved out of the department one more person needs to be there for carrying the message to the department
- Here Maruti is the person who is called as Message transfer agent (MTA)
- But these two MTAs make a pair of client and server
- Govinda is MTA server agent which stores the messages and Maruti is MTA client who carries the message to Harsh

Learning from the Role play- Scene 4

- Now Harsh also needs one more agent since he has moved to Training & placement
- Balbhim is Message Access Agent (MAA)
- Here Balbhim, MAA requests for the message from the MAA server who gets the message from the MTA server ie., Arjun

Summary of Email

Services of a User agent are-

- Composing messages
- Reading messages
- Replying to messages
- Forwarding messages
- Handling mailboxes

Summary of Email

- Sending mail- to send mail, the user, through the user agent, creates mail very similar to postal mail. It has an envelope and a message
- Receiving mail- the user agent informs the user about the received mail

Role play can be performed in the class
or can be filmed and played later

Learning during Role play

- Students learn during practicing or rehearsals
- Learning is enhanced by reviewing their own performance
- Students are able to see, hear, review, and reflect on their learning
- Playing, filming and viewing role plays has been identified as increasing student motivation and understanding

Outcomes

- Confidence of students
- Verbal communication
- Understanding
- Observation skills
- Team work
- High retention