

## **R** Appendix 1.1

Adapted from “Role Controversy: The 28 Roles and 28 Explanations of Roles” by C. J. Bonk, 2001. Bloomington: Indiana University. Bloomington. Retrieved from [http://www.indiana.edu/~bobweb/r546/modules/cooperative\\_learning/bob\\_handouts/28\\_roles\\_explanations.html](http://www.indiana.edu/~bobweb/r546/modules/cooperative_learning/bob_handouts/28_roles_explanations.html). Used with permission.

### **Role Play Explanations**

- Your job for this week is that of Reporter/Summarizer/Reviewer/Commentator: As a result, you can only summarize across, review, and comment on points made when addressing this problem.
- Your job for this week is that of Editor/Refiner/Perfector/Improver. As a result, you can only edit, refine, perfect, and improve points made when addressing this problem.
- Your job for this week is that of Controller/Executive Director/CEO/Leader. As a result, you can only oversee the process, report overall findings and opinions, and try to control the flow when addressing this problem.
- Your job for this week is that of Connector/Relator/Linker/Synthesizer. As a result, you can only connect, interrelate, and link ideas made when addressing this problem.
- Your job for this week is that of Decider/Judge/Settler. As a result, you can only make decisions, evaluate, settle, and judge ideas when addressing this problem.
- Your job for this week is that of Devil’s Advocate/Critic/Censor. As a result, you can only take opposite points of view for the sake of an argument and be an antagonist when addressing this problem.
- Your job for this week is that of Reflector/Thinker/Speculator/Observer/Watcher. As a result, you can only observe, watch, reflect, think meditate, and speculate on the discussion when addressing this problem.
- Your job for this week is that of Warrior/Debater/Arguer/Conqueror/Bloodletter. As a result, you can only take your ideas into action, debate with others, persist in your arguments and never surrender or compromise no matter what the casualties are when addressing this problem.
- Your job for this week is that of Idea Squelcher/Biased/Preconceiver. As a result, you can only squelch good *and* bad ideas of others and submit your own prejudiced or biased ideas when addressing this problem.

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## Appendix 1.1 *Continued*

- Your job for this week is that of Slacker/Slough/Slug/Surfer Dude. As a result, you can only sit back quietly and listen, make others do all the work for you, and generally have a laid back attitude (e.g., go to the beach) when addressing this problem.
- Your job for this week is that of Artist/Idea Person/Visionary/Muse. As a result, you can only create; draw; and present proposals, alternatives, provocations, and new ideas when addressing this problem.
- Your job for this week is that of Planner/Predictor/Guesser/Flowcharter. As a result, you can only think ahead of the rest in a rational, logical, and structured way and then plan, predict, and guess where we should head or what we should do next when addressing this problem. As a result, you can only initiate and organize large scale change, flowchart possible growth patterns, and generate new ways for doing things when addressing this problem.
- Your job for this week is that of being Emotional/Sensitive/Intuitive. As a result, you can only be the fire and warmth of emotions, feelings, hunches, and intuitions when addressing this problem.

