## **Critical Thinking and Problem Solving, Lesson 2**







Handles Annoyance (CTPS.13) Role Playing Script

## **SCENARIO ONE**

Peer is annoying Todd and Todd chooses to leave.

**SETTING/BACKGROUND:** Todd is eating lunch with two other boys. The boys are rough-housing and pushing back against each other's trays. They accidentally dump over Todd's tray and spill his food all over the ground.

Mr. Zamarron is playing the role of staff member supervising lunch.

Todd doesn't say anything to the peers. He walks up to Mr. Zamarron.

**MR. ZAMARRON:** "For sure – I know accidents happen sometimes." *Mr. Zamarron then helps Todd get a replacement lunch.* 

## **SCENARIO TWO**

Peer is annoying Todd and stops when Todd politely requests.

**SETTING/BACKGROUND:** Two peers and Todd are hanging out after school playing HORSE with the basketball. One boy keeps takes the ball away when it's not his turn and repeatedly bouncing the ball against the backboard.

TODD TELLS THE PEER: "Can you please wait until it's your turn?"

**PEER:** "Okay my bad." Peer then bounces the basketball to the person who is next up to shoot.

## **SCENARIO THREE**

Peer is annoying Todd, Todd requests that the peer stops, and the peer continues engaging in the behavior that annoyed Todd. Todd chooses to walk away.

**SETTING/BACKGROUND:** Todd and two peers are talking after school. One peer is playing a song on his phone that Todd doesn't like.

TODD: "Man, can you stop that song? It drives me crazy."

PEER: "No, I'm playing it quietly, and we are outside."

TODD: "Alright cool. I'm gonna go see what [other peer's name] is doing."

