

Handout 2-2: Listening Role Plays

Role Play 1: Listen without Responding

Instructions: Have the two actors sit facing each other. Limit the role-play to 1–2 minutes.

Speaker: Tell the listener about someone you know who was sick, and what happened to them.

Listener: While the speaker is talking, just listen. Do not respond or ask questions, but (if culturally appropriate) maintain eye contact with the speaker in a friendly way. Nod and say things like “uh-huh,” “hmm,” and “yes” (sounds of encouragement), when appropriate.

Role Play 2: Ask Clarifying Questions

Instructions: Have the two actors sit beside each other, close together, but not necessarily face to face. Imagine that the listener is a BCA who has just met a contact in a new community. Limit the role-play to 1–2 minutes.

Speaker (community member): We had agriculture extension agents do demonstration plots here in the past.

Listener (BCA): Who did they work with?

Speaker: Mostly with the school, I think.

Listener: How did it go?

Speaker: Okay. I think the children enjoyed it.

Listener: That’s great. How did the children show they enjoyed it?

Speaker: They had some fruit trees on the plots at the school and learned how to make fruit desserts out of them.

Listener: That sounds like fun. What did the community think of the project?

Speaker: They thought it was nice that someone wanted to work with the school.

Listener: Did any of the community members try what the children were doing on their own fields?

Speaker: Yes, a few community members planted the same types of fruit trees on their fields.

Listener: Who could I talk with at the school if we wanted to do another demonstration at the school or with other people in the community?

Speaker: You could talk with the teacher on Monday or come to the village council meeting next month.

Listener: Okay, great!

Role Play 3: Listen and Rephrase

Instructions: Have the two actors sit beside each other, close together, but not necessarily face to face. The speaker will explain their opinion. The listener will respond by summarizing and restating the speaker's ideas. Ask the actors to closely follow this script or create something similar. Limit the role-play to 1–2 minutes.

Speaker: I can't believe what happened today during the community meeting. We were supposed to meet today for a hygiene session at 8:30 a.m., but the hygiene promoter didn't show up until 10 a.m. It was ridiculous! I have other things to do than wait around for a hygiene promoter.

Listener: It sounds like you had a rough day. What I'm hearing is that you were annoyed that the promoter showed up late, and you could have been doing other things.

Speaker: Yes. Several other women came as well, and there was no hygiene promoter in sight! He didn't even text us. Finally, around 10 a.m., we got news that the hygiene promoter's vehicle had gotten stuck in the mud and that he wasn't able to make it. What a waste of time.

Listener: I understand, you were frustrated because you and other women had to wait a long time. And you didn't appreciate being made to wait without a text or call, right?

Speaker: That's right. Now I won't want to go to the next meeting. What if this happens again? If only they had notified us.

Listener: What I'm hearing is that you wish someone had notified all the women coming for the meeting so you would know not to wait, and that it's worrisome that this might happen again.

Speaker: That's right.