

Choice circus - a dramatic activity

What is a Choice Circus?

A drama game useful for exploring the two sides of an argument or dilemma.

How does it work?

- Choose a volunteer to be the Decider.
- Divide the group (any number from two upwards) into two halves.
- Tell one half they have the job of persuading the Decider to take one course of action.
- Tell the other half they have the job of persuading the Decider to take the opposite course of action.
- They should put up their hand when they have an idea, and the Decider chooses them and listens to the idea.
- After a certain amount of time, the Decider stops asking for ideas and makes up her/ his mind what to do, based on the ideas the groups have given.

Give it a go!

Is it always easy to stand up for what we believe? Explain what has just happened to Jesus in Matthew 26, and read out Matthew 26:69.

1. Choose one person to be Peter (the Decider).
2. Explain that although you might already know what Peter replied, you're going to imagine now that Peter had the choice to make his decision with your help. It's the moment in the story where the servant girl looks at him and says, "You were with Jesus, weren't you?" *What is Peter going to say?*
3. One side of the group, you're going to try to persuade Peter to admit that he was one of Jesus's friends. So you might put up your hand and say to Peter something like: "You should say yes, you were with him, because you might find the servant girl is one of Jesus's supporters too."
4. The other half, you're going to try to persuade him not to admit it. So you might say something like: "You should say no, you weren't with Jesus, because Jesus will never know you said it, so it won't hurt his feelings."
5. Say, "Now, Peter, you can get ideas from both sides of the choice circus, as people put their hands up. Ready, steady, go."

6. After a few minutes, call a halt and tell Peter: “It’s time to make your mind up – the servant girl has just said to you, ‘You were with Jesus, weren’t you?’ What are you going to say?”

7. Applaud the answer, and say what great ideas came from both sides, and how hard it must have been for Peter to choose.

You might like to **follow it up** by discussing questions like these with the group:

- I wonder which idea in our game you thought was the best?
- I wonder if you’ve ever had to make a choice like that?

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