

EduTrend Contents

G4C · ROLE-PLAYING AND DRAMA GAMES · MIDDLE SCHOOL

Rewind and Replay

Act an invented tricky conversation, rewind it and replay with better choices suggested by the audience

Ages 12–14	Level: Intermediate	45 minutes	Groups of 4 · up to 30	Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Rewind and Replay

Groups rehearse a one-minute invented scene where a conversation goes wrong, such as a misunderstanding over a borrowed item. They perform it; the audience can call "rewind" at key moments and suggest different words, tone or body language. The group replays the scene using a suggestion. The class then compares versions and discusses which choices changed the outcome.

Learning outcomes

By the end of the session students can:

- perform a short scene in role;
- identify turning points;
- suggest better communication choices;
- compare outcomes.

KEY WORDS

rewind · replay · turning point · choice · tone · outcome

CURRICULUM LINKS

Drama. English: spoken language. PSHE: relationships.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**LISTEN**	**TALK**	**CLOSE**
Voices and bodies ready	One game, clear rules	Invented roles	Everyone heard	What worked?	Calm and positive

Materials (whole class)

- Scenario cards
- Rewind signal card
- Comparison sheets
- Worksheets 1, 2 and 3

Before the session

- Write invented scenarios.
- Plan groups of four.
- Agree the rewind signal.
- Model with volunteers.

SAFETY

Use invented scenarios only, never real classmates or events. Offer director and audience roles.

ACTIVITY 04 · SESSION PLAN

Step by step

Keep scenes to one minute so there is time for several replays.

Time	What happens	Say or ask
0–5 min Warm up	Say one line in three tones.	*"How does tone change meaning?"*
5–15 min Rehearse	Groups prepare scenes.	*"Where does it go wrong?"*
15–38 min Play	Perform, rewind, replay.	*"What would you say instead?"*
38–45 min Close	Compare versions.	*"Which choice changed the outcome?"*

CHALLENGE CARD (print or copy onto the board)

Replay a tricky scene using a better choice and explain the difference it made.

ACTIVITY 04 · FACILITATOR NOTES

The drama game know-how in brief

Rehearsing situations in role lets students try choices where mistakes have no consequences.

Comparing versions shows how small changes in words or tone can change an outcome.

Common ideas to listen for

- “There is one perfect line.” Several choices can help.
- “Only words matter.” Tone and body change meaning.
- “Conflict scenes must be dramatic.” Everyday moments work best.

Adapting the activity

Support

Give each group a list of suggested alternative lines.

Stretch

Replay the scene from the other character’s point of view.

WORKSHEET 1

Scene plan

Name: _____ Class: _____ Date: _____

Plan your one-minute scene.

Scene

Moment	What happens
Start	
Turning point	
End	

WORKSHEET 2

Rewind log

Record suggestions.

Suggestions

Rewind point	Suggestion	Effect

WORKSHEET 3

Reflection

Reflect.

The choice that changed the outcome was...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Performs in role	Identifies turning points	Suggests better choices

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Rewind and Replay is a sample activity from the EduTrend Contents G4C Role-Playing and Drama Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

© 2026 EduTrend Contents. This activity may be printed and copied for use with students in your own school, club or home. It may not be resold or published elsewhere. Photos: Daria Trofimova / Unsplash.