

Talk a Lot

Places in the UK

Role Plays

1. "My wall's higher than your wall!"

Place: A remote heath on the border of Roman Britain and what is now Scotland
Time: AD 122 (8.04 am)
Characters: You and a Roman Soldier
Situation: You are a barbarian who lives nearby. You can't help but notice that the Romans have recently started building a wall to keep you out of Britain...

Scenes: i) You spot a Roman soldier building part of Hadrian's Wall. Ask him why he's building it. Goad him by going backwards and forwards across the border. Object when he calls you a barbarian and explain how civilised you are
ii) A few days later, you return to where the soldier is building the wall. This time you've brought your own tools and stones, and you start to build your own wall – about two metres in front of the soldier's wall (on the English side)
iii) The outcome of this building rivalry could be... a) two long walls, one in front of the other; b) you are taken prisoner by the Roman army and your tools are destroyed; c) you both decide to become friends, join forces, and build a pub on the site, instead of two walls; d) your own idea...!

If there are three people in the group, the third character could be:

- a) A Roman centurion – the soldier's boss – who really hates barbarians
- b) The director of a local building firm, who offers to build both walls for half the price

2. "I'm travelling back in time!"

Place: A deserted car park on the edge of town
Time: 12.02¼ am
Characters: You play a regular Joe/Jane; the other student plays three different characters
Situation: Walking home alone late one night you stumble upon a time machine at the back of a local supermarket. Intrigued, you get inside and close the door...

Scenes: i) The year is 1800 BC. You open the door and realise that you have travelled back in time to Stonehenge. You witness something amazing, and you're now able to finally solve the great mystery of why it was built...
ii) You try to get back to the present, but stepping out of the time machine you find that you have landed in Sherwood Forest in the 12th century – the time of Robin Hood and his Merry Men. You find out that the legend about robbing from the rich and giving to the poor isn't quite what it seems...
iii) Still trying to get home, your time machine crashes in Stratford-upon-Avon in 1608. You discover who the *real* author of those plays really was, before...

If there are three people in the group, the third character could be:

- a) The inventor of the time machine, who desperately needs to get it back
- b) Another character from each period in history

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Role Plays

Role Play Extensions

Here are some additional situations for students to use as starting points for new role plays based on the topic of "Places in the UK":

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Places in the UK

1. You are a stressed-out travel agent. Your manager has recently told you that if you don't sell more UK-based family holidays you will be fired. A customer comes in and wants to book a short break for their family. You try to sell them a holiday in Scotland, then in Wales, then in Northern Ireland, and then in England. Go through the main selling points of each place – for example, the interesting and beautiful places that await them in each country of the UK! However, the customer is hard to please and raises objections to each selling point, for example, the weather will be bad, the food will be terrible, and so on.

2. You run a small business on the shores of Loch Ness, selling boat trips to the centre of the loch in order to find Nessie, the Loch Ness Monster. You charge a lot of money to gullible tourists for what is really only a fifteen-minute boat trip on a cold, foggy lake. However, one day you get more than you bargained for when the *real* Loch Ness Monster appears from out of the depths of the loch and demands a percentage of your profits from the business. When you refuse, she eats you and takes over the boat trip business herself, which means that she is effectively selling boat trips on the loch to search for herself. When people realise that they can see the monster on land (selling the boat trips), they don't want to pay to see her in the loch, so unfortunately the business folds. The monster disappears back into obscurity and vows never to return to land – until the next attractive business opportunity arises...

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