

RIGHT PATH  
MICKEY'S STORY

OPTIONAL SESSION 3 -  
ANGELS AND DEMONS (PART 2)

# RIGHT PATH

## ANGELS AND DEMONS PART 2

**AIM:** PROVIDE THE OPPORTUNITY TO DISCUSS DECISION MAKING DILEMMAS AROUND CANNABIS USE AND TO GIVE YOUNG PEOPLE THE CHANCE TO EXPLORE WAYS IN WHICH THEY FIND ACCEPTABLE TO CHOOSE NOT TO USE CANNABIS IN ORDER TO BE ACCEPTED SOCIALLY.

ACTIVITY	RESOURCES NEEDED	INSTRUCTIONS	LINK TO RESOURCE LEARNING AIMS	TIME NEEDED TO COMPLETE ACTIVITY
ANGELS AND DEMONS	<p>INSTRUCTION CARDS FOR ACTIVITY(ONE SET PER GROUP OF 3 YOUNG PEOPLE)</p> <p>APPENDIX: MICKEY'S NARRATIVES – CANNABIS/KETAMINE (ONE PER SMALL GROUP)</p>	<p>DIVIDE LARGE GROUP INTO SMALLER GROUPS OF 4.</p> <p>GIVE EACH SMALL GROUP A SET OF ANGELS AND DEMONS CARDS AND A COPY OF MICKEY'S NARRATIVE.</p> <p>ASK EACH GROUP TO ASSIGN EACH INDIVIDUAL A CHARACTER: ANGEL, DEMON, MICKEY AND NARRATIVE READER.</p> <p>ALLOW YOUNG PEOPLE TO PERFORM THE DIALOGUES AND EXPERIENCE THE DECISION MAKING PROCESS AND THE ASSOCIATED DILEMMAS. PULL THE GROUP TOGETHER AND DISCUSS HOW IT FEELS TO CARRY OUT THESE DISCUSSIONS.</p> <p>IF ANY GROUPS ARE WILLING, THERE IS POTENTIAL TO ALLOW THEM TO PERFORM THEIR ROLE PLAY TO THE REST OF THE GROUP TO CONTINUE DISCUSSION AND FEEDBACK.</p>	<p>YOUNG PEOPLE ARE ABLE TO EXPERIENCE CONVERSATIONS WHICH MAY AFFECT THEIR DECISION MAKING AROUND CANNABIS USE WITHOUT THE FOCUS BEING ON THEM AS INDIVIDUALS.</p> <p>THE ROLE PLAYS ALSO GIVE YOUNG PEOPLE THE OPPORTUNITY TO EXPLORE A VARIETY OF WAYS TO ACCEPTABLY REFUSE OFFERS OF CANNABIS SHOULD THEY WISH TOO.</p>	<p>20-30 MIN DEPENDANT UPON HOW MANY GROUPS WISH TO PERFORM THEIR ROLE PLAYS TO THE REST OF THE GROUP.</p>

# RIGHT PATH

## FACILITATOR NOTES

### OPTIONAL SESSION 3

#### (RECOMMENDED SESSION TO FOLLOW OPTIONAL SESSION 2)

#### ANGELS AND DEMONS PART 2

- FACILITATOR TO DECIDE WHETHER THE GROUP WORKS WITH THE CANNABIS NARRATIVE, THE KETAMINE NARRATIVE OR BOTH NARRATIVES.
- UPON SPLITTING THE GROUPS INTO SMALLER GROUPS OF 3 OR 4, ASK EACH GROUP TO DECIDE UPON THE ROLES THEY WILL PLAY. GROUPS OF THREE WILL HAVE THE ROLES OF DECIDER, DEMON OR ANGEL TO DECIDE FROM, GROUPS OF 4 WILL HAVE DECIDER, DEMON, ANGEL OR OBSERVER TO DECIDE FROM (IDEALLY GROUPS SHOULD BE MADE UP OF 3 YOUNG PEOPLE).
- HAND OUT ONE NARRATIVE PER SMALL GROUP, ASK EACH GROUP TO READ THROUGH THEIR NARRATIVE AND ROLE PLAY OR DISCUSS POSSIBLE OUTCOMES. EACH NARRATIVE IS BASED UPON SITUATIONS MICKEY HAS BEEN IN, HOWEVER THEY ARE PURPOSEFULLY LEFT OPEN ENDED IN ORDER FOR YOUNG PEOPLE TO EXPLORE THE DIFFERENT DECISIONS THAT COULD BE TAKEN.
- ENCOURAGE YOUNG PEOPLE TO TAKE IT IN TURNS TO PLAY THE DIFFERENT ROLES TO EXPERIENCE THE DECISION MAKING PROCESS FROM DIFFERENT PERSPECTIVES.
- UPON COMPLETION OF INDIVIDUAL ROLE PLAYS, ASK YOUNG PEOPLE TO FEEDBACK WHAT IT WAS LIKE TO PLAY THE DIFFERENT ROLES.
- QUESTIONS TO FACILITATE FEEDBACK:
  1. DEMONS: HOW EASY WAS IT TO COME UP WITH REASONS TO TRY THE DRUG?
  2. ANGELS: WHAT KINDS OF REASONS SEEMED "ACCEPTABLE" FOR THE DECIDER TO USE IN ORDER TO NOT USE THE DRUG BUT STILL REMAIN FRIENDS WITH THE "DEMON"?
  3. OBSERVERS: WAS THE ANGEL OR THE DEMON MOST PERSUASIVE? WHY DO YOU THINK THIS WAS?
  4. DECIDER: WHAT DID IT FEEL LIKE WHEN SOMEBODY WAS TRYING TO MAKE YOU DO SOMETHING YOU DIDN'T WANT TO DO?
  5. WHOLE GROUP: WHAT KINDS OF REASONS WOULD BE USEFUL TO REMEMBER IN YOUR OWN LIVES IF SOMEBODY WAS TRYING TO ENCOURAGE YOU TO DO SOMETHING THAT YOU DIDN'T WANT TO DO, BUT YOU STILL WANTED TO REMAIN FRIENDS WITH THEM? WHAT REASONS WOULD YOU HAVE TO REMAIN FRIENDS WITH THEM?

# RIGHT PATH

## ANGELS AND DEMONS PART 2

### ROLE PLAY CARDS

#### CANNABIS: THE DECISION

"FIRST STARTED SMOKING CANNABIS WHEN I WAS ABOUT 15. THE OLDER PEOPLE WHO I KNEW ALREADY SMOKED IT AND I BASICALLY ASKED TO TRY IT. BECAUSE I FELT I WASN'T PART OF THE GROUP REALLY. ONE OF THE GIRLS IN THE GROUP REFUSED TO LET ME TRY IT BUT ONE OF HER FRIENDS ENCOURAGED HER TO LET ME TRY A BIT."

WHO IS THE ANGEL?

WHO IS THE DEMON?

IN YOUR GROUPS ACT OUT WHAT HAPPENS NEXT, ONE PERSON BEING THE ANGEL, ONE PERSON BEING THE DEMON AND ONE PERSON BEING MICKEY.

YOU COULD TRY A NUMBER OF DIFFERENT ENDINGS AND ALLOW EACH MEMBER OF YOUR GROUP TO HAVE A GO AT PLAYING A DIFFERENT PART.

#### KETAMINE: THE DECISION

"I WAS ABOUT TO GO TO MY FIRST EVER CLUB. I'VE NEVER REALLY GONE INTO CLUBS DUE TO MY ANXIETY.... I WAS SAT OUTSIDE AND THERE WERE A FEW GUYS QUEUING UP TO GO IN...AND THEN ONE GUY WAS, HE JUST WALKED OFF. AND I THOUGHT SOMAT WAS UP AND I'M LIKE ARE YOU ALRIGHT?" HE SAID, "I'M JUST GONA HAVE SOME KET DO YOU FANCY SOME?"

IN THIS SITUATION MICKEY WILL BE BOTH THE DECIDER AND THE ANGEL (HIS THOUGHTS AND CONSCIENCE). ONE PERSON SHOULD PLAY MICKEY AS THE DECIDER, ONE PERSON TO PLAY MICKEY'S CONSCIENCE AS THE ANGEL AND ONE PERSON TO PLAY THE DEMON, THE PERSON WHO OFFERED MICKEY THE KETAMINE.

IN YOUR GROUPS ACT OUT WHAT HAPPENS NEXT, ONE PERSON BEING THE ANGEL, ONE PERSON BEING THE DEMON AND ONE PERSON BEING MICKEY.

YOU COULD TRY A NUMBER OF DIFFERENT ENDINGS AND ALLOW EACH MEMBER OF YOUR GROUP TO HAVE A GO AT PLAYING A DIFFERENT PART.

# RIGHT PATH

## ANGELS AND DEMONS PART 2

### ROLE PLAY CARDS

DECIDER: IMAGINE YOU ARE MICKEY. YOU ARE TRYING TO DECIDE WHETHER YOU SHOULD TRY CANNABIS/KETAMINE WITH YOUR FRIENDS.

DEMON: IMAGINE YOU ARE THE PERSON ENCOURAGING MICKEY TO TAKE CANNABIS/KETAMINE. THINK OF REASONS TO CONVINCe MICKEY TO TAKE THE DRUG.

ANGEL: IMAGINE YOU WANT TO PROTECT MICKEY FROM TRYING CANNABIS/KETAMINE. THINK OF REASONS TO CONVINCe MICKEY NOT TO TAKE THE DRUG.

OBSERVER: WATCH THE ROLE PLAY AND AT THE END, HIGHLIGHT THE PARTS THAT YOU THINK ARE THE MOST IMPORTANT OR THE BEST WAYS TO SAY NO TO DOING THINGS YOU DON'T WANT TO DO.