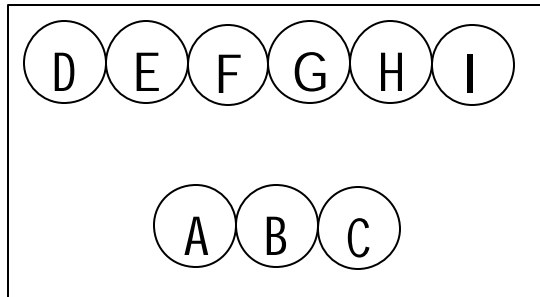
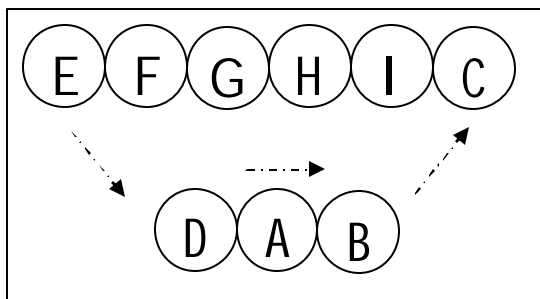


## Classroom Practice Instructions



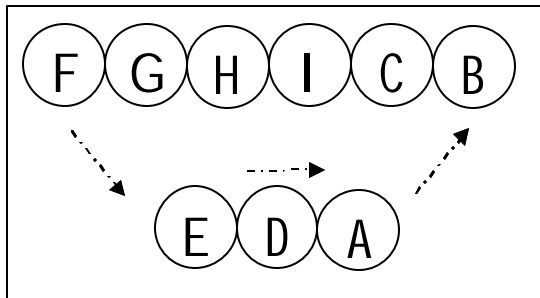
Practice Day 1

Select disputants 'A' & 'C' and peacemaker 'B'. Give appropriate scenarios (provided) to each player for review and preparation. Allow 10-15 minutes for Practice Day 1 practice session. Report the session results (yes/no) to the teacher & class.



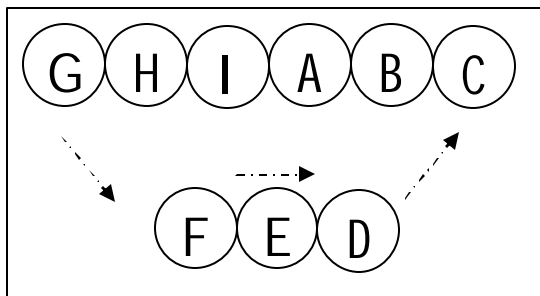
Practice Day 2

The next practice day (Day 2), select one new student 'D' to replace student 'A' as 'A' becomes the peacemaker and 'B' moves to a disputant position. Repeat practice session with alternate scenario.



Practice Day 3

The next practice day (Day 3), select one new student 'E' to replace student 'D' as 'D' becomes the peacemaker and 'C' moves to the next disputant position. Repeat practice session with alternate scenario.



Practice Day 4

The next practice day (Day 4), select one new student 'F' to replace student 'E' as 'E' becomes the peacemaker and 'D' moves to the next disputant position. Repeat practice session with alternate scenario.

\*After whole class rotation, repeat with 'Round 2' scenarios. Scenario 'Rounds' become increasingly complex.