The BSW Class as a Group

Using Role-Play to make Group Work Explicit

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Benefits of Role-Play





- Experiential Learning
- Makes the Abstract Explicit
- Modeling Skills
- Students Learn to Plan and Lead a Group
- Supportive Environment
- Enables Risk-Taking
- ❖ It's Fun!

Course Overview



Semester Schedule

- Weeks 1-6: instructor-led experiential group activities; reflection & processing; didactic content
- Weeks 7-14: student-led group leadership role-play sessions; reflection & processing; feedback
 - ➤ Interspersed with instructor-led sessions described above
- Week 15-16: Class as a Group Termination & Group Design Due as a Final Exam/Assessment

Course Assignments

- Group Research Papers (Evidenced-Based to Support Group Interventions)
- Group Proposal
- Group Leadership Simulations/ Role-Play
- Group Design (6 group sessions) Final Course Assessment
- Observation of 2 groups (1 treatment group and 1 support group in the community--paper)

The Class as a Group



- Experiential group activities
 - Integrating faithperspectives that drawupon client strengths
- Beginning, Middle, and Ending Stages
- Modeling Group Leadership Skills
- Reflection and processing
- Didactic Component





Group Leadership Role-Play Sessions



Setting up the Group Leadership Role-Play

- Students choose group population and area of focus
- Students randomly draw type of treatment group designated as beginning, middle, or ending stage. (e.g. support groupbeginning stage; therapy group-middle stage, etc.)
- One week prior to student-led group, student submits group session agenda (feedback given w/changes made as needed)
- Prior to student-led session, class members identify roles they want to play, without knowledge of group leader

Embracing the role of a group in a juvenile detention center



Example Session Agenda for beginning stage of group (adapted from Toseland & Rivas, 2017)

Goals:

- By the end of this session each participant will be able to:
- (List minimum of 3 goals for each session)

Agenda for Session One:

- Introduction: (this should include specifics about how the leader and members will become acquainted with each other initially)
- Orientation: (Using text, Ch. 7, p. 199-purpose, confidentiality, rules, etc.)
- Activities/ Process/Intervention(s)
- Appropriate Ending

The Group Role Play Simulation

- Student leads a 45 minute group session, based on his/her planned agenda
- Class debriefs, processes, and gives feedback to student
 - > Approx. 15 minutes
 - Strengths discussed as well as potential areas to improve
 - > Students reflect upon overall process and experience
 - > Students gain insight into how to improve their leadership skills

Instructor Evaluation of Leadership Skills

- Use of specific elements and attainment of goals for given stage and type of treatment group
- Use of communication skills throughout group session (verbal and non-verbal)
- Use of leadership skills as discussed in Chapter 4
- Planning and/or organization of group session
- Use of program activities/ materials/ and creativity.

Challenges for the Student Group Leader

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- Attending to each member & group processes as a whole
- Focusing group communication & linking member to member communication
- Managing peer/group members' behavior
- Confronting & resolving conflict
- Making group processes explicit

Challenges of Implementing Role-Play in the Classroom



Challenges of classroom implementation

- Managing the Group Keeping the group on-track with overall semester course schedule; Time factor
- Fitting in all of the didactic course material
- Keeping role-plays realistic
- Unpredictable elements of role-plays
- Trying not to disturb all of the other classes on our hall because we're having TOO much fun!

Students enjoy choosing various roles to act out in student-led sessions



References

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