

Two Sides

Section A – agree and disagree

You may have heard the phrase that there are “two sides to every story”, or “two sides of the same coin”.

This basically means that for any issue or topic there can be two different perspectives or point of view.

This exercise asks you to look at a topic from **two different sides**.

One is **supportive** of the topic, and one is **against** it.

Can you write down both sides of the argument?

WHEN THE LOCKDOWN IS OVER – WE WILL ALL HAVE CHANGED FOR THE BETTER.

I agree –

and here are the reasons why:

I disagree –

and here are the reasons why:

Section B – angel and devil practice

So now, let us extend this idea to characterisation in Drama. Sometimes when you are trying to create and write a character, you get stuck. This is one way of helping you come up with ideas for your character.

Take the idea of the coin and replace it with the **angel and devil on the shoulder**.

Your **conscience**, your **responsible**, **reasonable**, and **cautious** side is the “angel” on your right shoulder, whispering.



On the left shoulder the tiny devil sits. The devil represents your **darker** side, your **emotional**, **impulsive**, **selfish**, or **reckless** side.

Both the angel and devil are trying to influence you – but which will win?

In this example, can you write what the angel would whisper to the character – and then also write down what the devil would say?

YOU FIND A SUITCASE FULL OF MONEY ON THE TRAIN. WHAT DO YOU DO?



hand it in because...

keep it, because...



Who won?

Section C – angel and devil for YOUR character



Think of a **problem**, a **decision**, or a **situation** that your character is in.

Write **both** sides of the argument – but make sure you write in the **first person** – as if your character is talking through the decision with themselves.

PROBLEM:



*do the right thing
because...*



do your OWN thing,
because...

Does your character make a **final decision?** What is it?

And how does this **change their behaviour?**