Contrasting Monologues

Illinois State Drama Standards being addressed:

TH:Pr4.1.5.a. Describe the underlying thoughts and emotions that create dialogue and action in a drama/theatre work.

TH:Pr4.1.5.b. Explore physical & vocal choices to create meaning in a scene.

Instructions:

- Read over each monologue once to yourself. Imagine what it would be like to be this character? Think about when you might have had similar feelings as each character.
- Read each monologue out loud and change your voice, gestures, and facial expression to show the feeling that the character is going through.
- 3. Write or record your answers to the reflection questions.
- 4. Try to record your monologues and share them with Mr. Guidry if you can!

Definitions:

Monologue - A speech one character gives in response to something.

<u>Perspective</u>- the point of view of a person or character.

Reflection Questions:

- How hard/ease was it to see each character's perspective? Why?
- 2. How did you use your voice and body to show how each character felt?
- 3. What would you do/feel differently if you were each character?

Monologue Mania! "Virtual Cooking, Anyone?" from Ups and Downs

By Rebecca Wright

Child

Perspective One: You are happy that your parents finally bought you a gaming system but unhappy about the fact that it came with a bunch of rules.

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So I was really excited when my parents finally gave in and bought me a gaming system for my birthday. For years, I have heard every reason why families should not have video games in their house. My father's excuse is that kids don't play outside enough as it is. He says there's no way he's buying something that will encourage me to plant myself even longer in front of the TV. My mother worries that it will hurt my eyes or maybe give me carpal tunnel syndrome because of the repetitive motion. She's heard that kids are getting that now from all the video game playing. Really, I never thought they'd give in. But here I am with a brand new gaming system, and I should be happy. Actually given the years of begging, I should be more than happy. I should be ecstatic. I would be too, if it weren't for all these rules attached to it! Rule number one: I can only play after all of my homework is done. Okay, that one is fair enough. I can always rush and get it done fast. Rule number two: I can only play for one hour on school nights and for two hours on weekends. I can accept the school-night rule—I don't have that much time after my homework anyway—but only two hours on the weekend? That's not fair! I'll barely get started and have to put it away! I have friends that play all day long on the weekend!

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Monologue Mania! "Virtual Cooking, Anyone?" continued

Rule number three: I cannot play video games when we have family over, like my aunt or my grandparents. While that may not sound so bad, you don't know my family! They are always coming to visit. Rule number four: I can only play E-rated games. You know, the games rated for everyone. And absolutely *no* games with violence. Now that's just insane. Do you want to know what that leaves? Cooking. Dancing. Cheering. Drawing. Maybe a little car racing, but I bet my mom thinks that car wrecks are too violent. They can't be serious about this one! I'll be too embarrassed to even tell my friends I got a system! Can you see me asking, "Who's up for some virtual cooking?" What are my parents trying to do to me?

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PARENT

Perspective Two: You are excited that you finally gave in and bought your son a gaming system. You know he's going to love it, yet you also have many concerns.

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I'm so glad that Tristan was surprised when he opened his new gaming system for his birthday! I guess after all these years of us telling him no, it was completely unexpected. He can thank his grandpa for that one. He reminded me that when I was a child, people said the same thing about television that we're saying now about video games, and my brain didn't go to mush. I guess deep down, I knew he was right. In moderation. And with some rules. Rule number one: Tristan can only play his video games after all of his homework is done. That's a no-brainer. His schoolwork will not suffer because of playing silly games. Rule number two: He can only play for one hour on school nights and two hours on weekends. He is not going to be one of those kids who lives and breathes video games. He's going to keep a balanced life and spend some time reading and playing outside. Besides, I hear there are kids getting carpal tunnel syndrome from excessive playing, and I will not allow that to happen to Tristan. Rule number three: He cannot play video games when we have family over. I will not have him being rude and ignoring our guests. I've been to my sister's house, and when I walk in, her kids just grunt my way and then spend the whole time either playing a video game or on their phones! Rule number four: We will have only E-rated games in this house and absolutely

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Monologue Mania! "Virtual Cooking, Anyone?" continued

no games with violence. There are plenty of options out there. All kinds of sports games or even this cute cooking one I found. I will not have my son shooting things up, whether it's hunting animals, aliens, or heaven forbid, virtual people!