

The Effect of Drunk Driving Script
Madeline McNamara
Edgar Snyder "Words to be Heard"

This is the script for an activity to be enacted with a large group of teens who are unaware of the intent of the game. An example of a place this could be shown is at a high school assembly. They would simply be told they are participating in a leadership test or demonstration. However, the intent of the game is to open their eyes to the effects and the risks of drunk driving. One drunk driving accident can affect countless people. This script may seem like a frivolous game at first, but through each stage, participants will see the purpose and gain a better understanding of the severity of making the decision to drive drunk. For this specific script, 20 people will participate, but this activity could be utilized for groups of slightly bigger or smaller sizes.

- There should be one “instructor” who will lead the participants in explaining what to do for each stage of the competition.
- This should be played in a large room with plenty of space.
- There should be a scoreboard visible with each player’s name and how they rank compared to the other players. This can be shown in a bar graph. Place the names along the horizontal axis and the points along the vertical axis. As the player gains points, the bar representing their performance will rise. As the player loses points, a second bar will show the decrease. This visual representation of each player’s performance in the activity is essential to the conveying how one player can affect all of the players.

MATERIALS:

- 19 easily moveable chairs
- 4 baskets full of 8 tennis balls
- 10 water balloons, filled
- 2 Hula Hoops
- Large visible scoreboard, as explained above

Instructor: “Congratulations! You all have been chosen to be competitors of this intense game of wit, athleticism, determination, teamwork, and skill. You are lucky to have been selected and you must try your best to make it through each phase of the competition. When you reach the end you will receive a prize, but you shouldn’t forget to enjoy this activity. The majority of the fun will be in the journey.”

Task One

For the first activity, there should be chairs set up in the middle of the room. There should be one less chair than there are participants. This task will be a large game of musical chairs. Music should be played and stopped at random. Each time the music stops, a number of chairs should be taken away. The order in which the players lose should be recorded for scoring purposes. This should continue until there is only one winner.

Instructor: “The first task will be individual. You will be playing musical chairs. When the music starts, you will walk around the chairs clockwise. When the music stops, the goal is to try and find a chair to sit down in. If you cannot acquire a chair, you will be eliminated from this phase of the competition and scored accordingly. However, you will have opportunity to earn points in later tasks. Players can now take their spots around the chairs.”

- After the first task, each player will be awarded points. The players should be separated into four groups evenly by how they finished in musical chairs. The first place finishers should be awarded four points, second place three points, third place two points, and fourth place one point. For example, the first five players to be eliminated will be awarded one point. The final five remaining after everyone else has been eliminated will receive four points.

Final Players- 4 pts	3rd Wave- 3 pts	2nd Wave- 2 pts	1st eliminated- 1 pt
Contestant 1	Contestant 6	Contestant 11	Contestant 16
Contestant 2	Contestant 7	Contestant 12	Contestant 17
Contestant 3	Contestant 8	Contestant 13	Contestant 18
Contestant 4	Contestant 9	Contestant 14	Contestant 19
Contestant 5	Contestant 10	Contestant 15	Contestant 20

*These are the rankings used for this example. They are random and should be used for the understanding of the scoring.

Task Two

Instructor: “The next phase is team oriented.” *Separates players into their groups and lines them up on the start.*

The players should be separated into small groups equal in size. Depending on the amount of participants, there should be around five people per group. Each team should stand on a line with their team on one end of the room and there should be an empty basket directly opposite. Each team should be given a basket full of an equal number of tennis balls to transport to the other side.

“The goal is to transport your team’s tennis balls from one end of the room to the other. This is a relay, so you must transport the balls one player at a time. You are only allowed to carry ONE tennis ball at a time. Each member can make as many trips as necessary as long as all of the balls are carried only one at a time. When all the tennis balls have been placed in the opposite basket, your team will have finished. This is a race, and the order in which you finish will determine your points.”

- To determine points, the groups must be scored together with their teammates depending on the order in which they finished. The fastest team should receive four points, the next finishers should receive three, the next two, and the slowest team should receive one point. Each team member should be given their points individually on the chart. If a player was on the fastest finishing team, that player and their teammates should all receive four points.

Group 1 - 4 pts	Group 2 - 3 pts	Group 3 - 2 pts	Group 4 - 1 pt
Contestant 1	Contestant 6	Contestant 11	Contestant 16
Contestant 2	Contestant 7	Contestant 12	Contestant 17
Contestant 3	Contestant 8	Contestant 13	Contestant 18
Contestant 4	Contestant 9	Contestant 14	Contestant 19
Contestant 5	Contestant 10	Contestant 15	Contestant 20

*This is the way the groups were split for this example of the demonstration. The teams were scored randomly.

Task Three

Instructor: “For this task you will be placed with a partner.” *Separate players into groups of two at random.*

The groups of two should be selected at random, but they should be players that were on different teams than in the activity before. Each pair should be given a water balloon. The players should stand across from their partners so that they form two lines facing each other. These lines should start eight feet apart, and a string should be placed on the ground so that each participant has a barrier to stay behind. This is a water balloon toss. Each round the participants will toss the balloons to their partner and back. After this is complete, the lines will move to twelve feet apart. After the balloons are tossed from this distance, the pairs will move to fifteen feet apart and toss again.

Instructor: “Please line up facing your partner behind the strings placed on the floor. This is the water balloon toss. Each round, you will toss the balloon to your partner, and your partner must toss it back. If the balloon breaks, you will both be eliminated. The first round you will be eight feet apart, but this distance will increase each round. Try not to let your balloon break!”

- This will be scored based on the round the team makes it to. If the pair cannot get through a round without breaking their balloon, they will be awarded one point. If they break their balloon at twelve feet, they will be awarded two points. If they break it at fifteen feet, they will earn three points. If the pair successfully tosses the balloon each round without it breaking, they will receive four points.

Pair 1- 4 pts	Pair 2- 3 pts	Pair 3- 2 pts	Pair 4- 1 pt	Pair 5- 4 pts	Pair 6- 3 pts	Pair 7- 2 pts	Pair 8- 1 pt	Pair 9- 4 pts	Pair 10- 3 pts
Players 1 & 11	Players 2 & 12	Players 3 & 13	Players 4 & 14	Players 5 & 15	Players 6 & 16	Players 7 & 17	Players 8 & 18	Players 9 & 19	Players 10 & 20

*For example purposes, these players were paired together and scored randomly to imitate a realistic situation.

Task Four

Instructor: “This task is another group activity. “ *Places participants in groups.*

The participants should be split randomly into two large teams. Each team should be holding hands in a circle facing each other and given one hula hoop. The object of the game will to be to move the hula hoop around the circle without disconnecting any hands.

Instructor: “For this activity, you will need to work together and move quickly. Please form a circle and join hands. You have both been given a hula hoop, and it is your goal to move your hula hoop completely around your circle without disconnecting hands. The first team to do this will be the winner and awarded more points.”

- At the end of this activity, the winning team members should be given four points, and the losing team members should be given two.

Team 1- 4 pts	Team 2- 2 pts
Contestant 1 Contestant 2 Contestant 3 Contestant 4 Contestant 5 Contestant 6 Contestant 7 Contestant 8 Contestant 9 Contestant 10	Contestant 11 Contestant 12 Contestant 13 Contestant 14 Contestant 15 Contestant 16 Contestant 17 Contestant 18 Contestant 19 Contestant 20

*These teams were separated and scored at random for example purposes.

Results

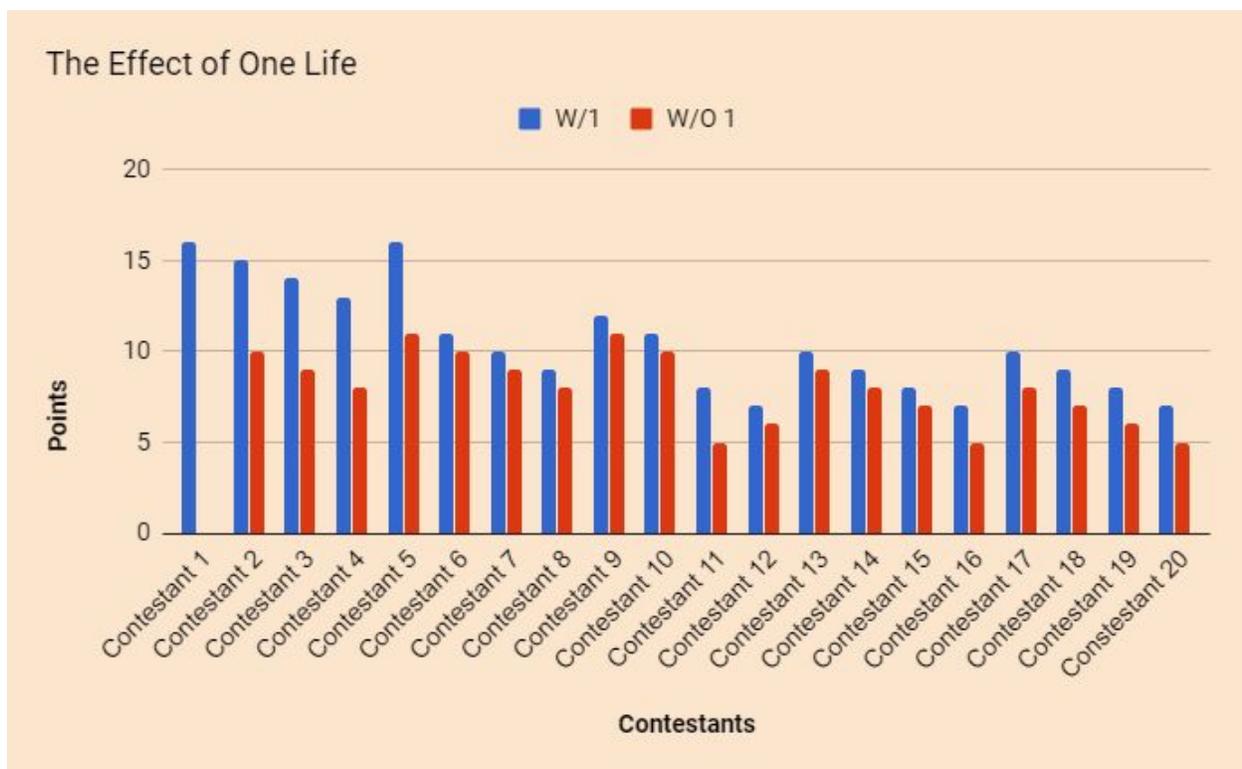
At this point, all the players should be at varying heights on the scoreboard. One of the highest scoring players should be selected to be the “chosen player.”

Instructor: “That was the last phase of the activities for this game. Can everyone please line up facing the scoreboard. The game isn’t over quite yet because these scores are not correct. Would [name of “chosen player”] please step forward.” *Speaking to the “chosen player.”* “You have done everything right, you’ve been brilliant in this game, and everything has worked out so well in your favor. However, you have just been eliminated. It isn’t your fault.” *The “chosen player” should be removed from the leaderboard.* “Would anyone who was in [name of “chosen player’s”] group for task two, please step forward. Because [name of “chosen player”] helped you get where you are in this competition, and he is no longer a competitor, you will all have five points removed from your score.” *These players should all have their height on the leaderboard lowered.* “Would [name of “chosen player’s”] partner for task three please step forward. Your score will also be lowered by three points.” *These players should be moved down on the scoreboard.* “Would [name of “chosen player’s”] team for task four, the final activity, please step forward. You have also been affected. Two points will be removed from your score.” *These players should be moved down.* “Finally, would anyone who played musical chairs with [name of “chosen player”] please step forward. You interacted and played with someone who was eliminated. The outcome of that game could have been very different if he wasn’t there. One point will be removed from your score.” *These players will be lowered on the scoreboard.*

“As you can see, the results of this game have just been greatly altered, and it’s all because of the loss of one player. He affected your performance, and many of you depended on him in some way or another.”

“The game you just played was life. You started on your own in task one, and you had to compete for yourself to reach your goals, but your performance also affected those around you. In task two, your family helped you out. You had to work together with the people closest to you to help you succeed in this world. When task three came along, you needed a friend. You and your friend needed each other as confidants and supporters. In task four, your community was there to help you, and you helped your community. You all depended on one another and you held on to your neighbors as you struggled to move the hula hoop. This was an individual competition, but each and every one of you needed the help of another participant.”

“[Name of “chosen player”] needed each of you, and you needed him/her as well. He helped you in your life as a family member, a friend, a neighbor, or even just an indirectly related citizen. Unfortunately, [name of “chosen player”] was hit by a drunk driver, and he passed away. He had everything going for him. He was set to succeed and go on to do big, wonderful things, but that was all taken away from him in a heartbeat. One bad decision by someone he didn’t even know changed his whole life and everyone’s lives. His family will never truly recover from the loss of someone they’ve loved since birth. His siblings will never participate in family vacations, holidays, dinner discussions, or evenings on the couch watching a favorite program without feeling his lost presence. His best friend will never have him to go to for help or support or to meet for a movie at the last minute. His community will feel the loss of their schoolmate, their neighbor, their companion. The younger kids will miss the kid that used to play on the basketball team or played the drums in the marching band. His coworkers will miss the dependable guy who covered the early Sunday morning shift. His classmates will be forever haunted by the vivid memory of a funeral of a beautiful young life senselessly terminated. There will be nightmares, tears, ‘what ifs’ and ‘if onlys’ for years to come. Nothing will turn the clock back to that moment. One life affects hundreds of thousands of lives. Don’t drink and drive. It doesn’t just affect you.”



*This is an example of the ideal scoreboard for this activity.