

## Shame Recess Actor Outline

1. The Play Monsters enter the area yelling about Recess and begin playing with the items
  - a. The Shame Monster is hidden in his lair
2. The Play Monsters begin to play with one another and invite other people to play as well
  - a. Play Monsters might invite people to join what they are already doing and/or play with any toy on the fountain
3. The Shame Monster shames / disrupts the play using the following or derivatives of the following. The disruptions are aimed primarily at Play Monsters.
  - a. Shame Dice
  - b. Net of Shame
  - c. Taking Toys & Shaming the Way Play Monsters Play
  - d. Yelling & Name Calling
  - e. The Wind Noise Maker of Shame
  - f. Others
4. After 3 shame events (the final one being more disruptive, either w/ a net or a more “physical” disruption), a Play Monster ends up on the ground. They might be crying or they might be complaining about how mean the shame monster is.
  - a. If players are interested or if players comfort the Play Monster/stick up for them (**without** shaming the Shame Monster back), the Play Monster asks them if they want to help stop making the shame monster so mean
5. If the player says yes, the Play Monster either:
  - a. Track 1: Tells them about the Book of Monster – says the Shame Monster hid it and I don’t know where it is (and that only humans can open it) → can you find it?
  - b. Track 2: Tells them there’s a Book of Monster that the Shame Monster hid. But, first, have to get the Anti-Shame Ring in order to open it. → Gives them the clue
  - c. The play monster should encourage the people nearby to help out

### Track 1:

6. The player finds the book of Monster eventually and gets the key from the Play Monster
7. They open it, and they see the legend of the shame monster. They likely engage with the Shame Monster.
  - a. Success for the Shame Monster giving them the ring (for Track 2) includes:
    - i. Use the password “I feel shame sometimes too”
    - ii. Earns trust of Shame Monster
      1. Talking about their own experiences
      2. Emphasis of non-judgement of shame monster
      3. Cannot include
        - a. Reverse shaming of shame monster
        - b. Direct sharing of clues without anything more
          - i. Shame Monster cannot read the clues and the direct wording isn’t convincing to him anyway
    - c. Bribery

- iii. Empathize with shame monster
  - 1. Listening
  - 2. Reflecting feelings back
  - 3. Offering support or a sense of understanding or affirmation
  - 4. NOT include
    - a. Forcing the shame monster to be really vulnerable
    - b. Overly centering their own experiences
- iv. Help shame monster know Falcon lied
  - 1. Encourage SM that however they want to play is cool and awesome
  - 2. Encourage shame monster that they can be an awesome play monster
  - 3. NOT include
    - a. Just telling them → Shame Monster should resist this with questions about how they know that
- 8. Upon success, the Shame Monster gives them a Ring and plays with them for a little bit

#### Track 2:

- 1. The player likely engages w/ the shame monster. See i and ii above for success.
- 2. Shame Monster gives them a ring. They return to play monster, who tells them to find the book. If they already know where it is, the play monster gives them a key
- 3. Player likely re-engages and we use iii and iv for success metrics
- 4. When success and Shame Monster plays with them, give them a cut yarn loop

#### AT END

- Shame Monster plays with the full group
  - o We might scaffold this → shame Monster might play with a small group who succeeds first if the groups are really fractured. Then we will find bigger moment for him to play w/ all (especially at end)
- Loop:
  - o Shame Monster says they have a lot to think about and goes away for a bit. Then something triggers their shame. (They might play a back and forth of uncertainty and playing before full blown shame monster again)