

PUSHED OUT

Getting Ready

You will need a bench that is at least 5 feet long. You may substitute a row of 3 or 4 chairs, two piano benches next to each other, or some other seating. Seating without a back will work best because it will hold more characters since they can sit on both sides as more and more sit on it. Photocopy and cut apart the instructions for the 11 roles, and give each instruction to the assigned actor.

SCRIPT AND CAST OF CHARACTERS

God—Sit in the middle of the bench, and enjoy the world around you. As other characters come and sit to your right, scoot to your left to make room. As each character introduces himself or herself, introduce yourself and talk with him or her when you can. Try as much as possible (but without force) to stay on the bench; just allow yourself to gradually to be pushed off the bench as the bench fills up. When the last character, “Stuff,” has entered and the scene is becoming crazy, loudly shout, “Stop!” to end the skit.

Teen (1st character to enter)—Introduce yourself to God, take a seat on God's right, and talk with God. You think that it's pretty cool to be able to talk with and spend time with God. Feel free to ask God any questions you have. As other characters enter and take their seats, scoot away from God and motion for the new character to sit between you and whoever is sitting next to you. Talk with each character, gradually talking more with the other characters and less to God until you stop talking to God. The bench will eventually be too small for everyone to sit on. Others might fall off the bench, but you must stay on it. The skit ends when God shouts, “Stop!”

Schoolwork (2nd character to enter)—Enter after Teen and God have had some time to chat. Introduce yourself to Teen, sit between Teen and God, and begin talking to Teen and God. As each character enters and introduces himself or herself, introduce yourself and chat with Teen and the other characters. You represent schoolwork, as experienced by busy students who will do whatever is necessary to keep their grades up. As the bench gets fuller, do your best to stay on it. The skit ends when God shouts, “Stop!”

Athletics (3rd character to enter)—Enter after Schoolwork has had some time to chat with Teen and God. Introduce yourself to Teen and the other characters, and sit between Teen and Schoolwork. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. You represent athletics of all varieties. Because of you, student athletes find that their time is filled with practices, workouts, and athletic events. As the bench gets fuller, do your best to stay on it. The skit ends when God shouts, “Stop!”

Work (4th character to enter)—Enter after Athletics has had some time to chat with the other characters. Introduce yourself to Teen and the other characters, and sit between Teen and Athletics. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. You represent the part-time work that many youth engage in after school or on weekends. As the bench gets fuller, do your best to stay on it. The skit ends when God shouts, “Stop!”

Entertainment (5th character to enter)—Enter after Work has had some time to chat with the other characters. Introduce yourself to Teen and the other characters, and sit between Teen and Work. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. You represent parties, movies, music, and television shows. As the bench gets fuller, do your best to stay on it. The skit ends when God shouts, “Stop!”

Internet (6th character to enter)—Enter after Entertainment has had some time to chat with the other characters. Introduce yourself to Teen and the other characters, and sit between Teen and Entertainment. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. You represent online activities such as social networking sites, surfing the web, watching videos, chatting, and so on. As the bench gets fuller, do your best to stay on it. The skit ends when God shouts, “Stop!”

Family (7th character to enter)—Enter after Internet has had some time to chat with the other characters. Introduce yourself to Teen and the other characters, and sit between Teen and Internet. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. You represent family activities such as chores, family meals, shopping trips, vacation, and so on. As the bench gets fuller, do your best to stay on it. The skit ends when God shouts, “Stop!”

Friend (8th character to enter)—Enter after Family has had some time to chat with the other characters. Introduce yourself to Teen and the other characters, and sit between Teen and Family. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. The skit ends when God shouts, “Stop!”

Significant Other (9th character to enter)—Enter after Friend has had some time to chat with the other characters. Introduce yourself to Teen and the other characters, and sit between Teen and Friend. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. The skit ends when God shouts, “Stop!”

Stuff (10th character to enter)—Enter after Significant Other has had some time to chat with the other characters. Introduce yourself to Teen and the other characters, and sit between Teen and Significant Other. Chat with everyone, especially Teen, until the next character comes along; then just chat with anyone, except God. The skit ends when God shouts, “Stop!”