Name: Conflict Roleplay: Learning to Be Assertive	Objective: Activity to develop social skills – conflict resolution	
Time and nº of sessions: One session of one hour (though it may be flexible depending on student engagement).	Type/social agents: Students	Material: - Character sheets based on profiles of aggressor, victim, and bystander - Cards with different common virtual conflicts - Rubric for self-assessment on conflict resolution
Development: The class is divided into small groups, each assigned a conflict or violent situation typical of social media, while each student takes on a role. The group enacts the situation in a role-playing game format, exploring different ways to resolve the problem. The goal is to encourage assertiveness not only in victims but also in bystanders. After the role-playing sessions, students must self-assess and evaluate which measures were effective and which either failed to resolve the conflict or even worsened it. The teaching staff reinforces key concepts such as assertive communication, empathy, etc.		

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