

TEACH4SPEECH CURRICULUM

Program Structure

- The Teach4Speech program is designed to take place over a course of 10 weeks with one session a week
- Each session is ~30 minutes in length and reinforces a different skill
- There will be various activities throughout the course to keep students engaged and measure their progress
- The goal for this program is that the students will become more confident and concise speakers after the 10 sessions

Mission Statement

Teach4Speech's mission is to provide underrepresented communities with the lessons required for children to develop speech and communication skills at a young age. By teaching these children to find their voice and organize their thoughts, we hope to set them up for success later in life in whatever endeavors they may pursue. Confident communication is at the basis for all personal and professional growth, and our engaging content and passionate teachers at Teach4Speech provide this for kids who may never get the chance to properly develop these skills otherwise.

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Contact Us

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SESSION 1

Lesson Objectives

- Collect intake data via the student surveys
- Engage students with the filler word game

Content

Intake Survey (5 min)

- Have each student fill out a copy of the survey found on page 12 in the appendix, gauging how comfortable they feel speaking.

Filler Word Game (20 min)

- The objective of this game is to see how long the speaker can talk about a given topic without pausing or saying filler words such as “uhhhh” or “likeeee”
- Be sure to record each student’s initial run time (typically around 10 seconds) so that it can be compared to later runs
- Write down each student’s score so that the students get competitive and are encouraged to speak for as long as they can
 - If not all students play, there will be another opportunity for initial runtime data during session 2.

Discussion (5 min)

- Discuss the strategies students used to get a longer time speaking including things like:
 - Talking slowly
 - Picking topics that genuinely interest the speaker
 - Brainstorming/preparing what to say before speaking

How to Play: Filler Word Game

- Pick a student to be the first speaker. Have the class shout out different topics and let the speaker pick which one to talk about.
 - Students should be able to come up with topics, but if not you can inspire them by mentioning ideas like sports, foods, animals, colors, etc.
- Have the speaker talk for as long as they can about their subject. Stop them when they use a filler word (“uhhh”, “like”, “sooo”) or a long pause.
- Keep track of the record time to speak without any filler words.

SESSION 2

Lesson Objectives

- Introduce argumentative speeches to the students
- Expand on individual student speaking skills in the filler word game

Content

SPAR (Spontaneous Argumentation) (20 min)

- The objective of this activity is for each student to develop specific ideas about a topic and then to present their ideas to the class in a short speech.
- The topic for this first debate is “pancakes vs. waffles”

Filler Word Game (10 min)

- Make sure each student in the class has played at least once and has a recorded time against their name.
- Discuss what else the speaker could have talked about in regards to their topic to make their speech longer.
 - For example, they can discuss the history of the topic, funny stories relating to the topic, personal experiences with the topic, etc.

How to Play: SPAR

Part 1- Preparation (10 min)

- Pick a divisive topic for the class to ‘debate.’
- Divide the class into two groups and give each group a different side of the topic: for example if the topic is “pancakes vs. waffles,” half of the class will be team pancakes and half will be team waffles
- Give the students some time to prepare in groups 3 points for why their topic is good and 3 points for why the other topic is bad
- Have the groups elect someone to present the first 3 points and someone to present the second 3 points.

Part 2- Presentation (10 min)

- Have the students from each team present, then allow some time for each team to offer rebuttals to the other team’s points
- Once the debate is over, choose a “winner” and discuss what that team did well.

SESSION 3

Lesson Objectives

- Expand on students argumentation and rebuttal skills
- Continue to engage students with the filler word game

Content

SPAR (Spontaneous Argumentation) (20 min)

- The objective of this activity is for each student to develop specific ideas about a topic and then to present their ideas to the class in a short speech.
- The topic for this debate is “summer vs. winter”

Filler Word Game (10 min)

- It is not necessary to note the student’s times as this is meant to be a warmup, however do keep track of the class’s top scores as it keeps students engaged

How to Play: SPAR

Part 1- Preparation (10 min)

- Pick a divisive topic for the class to ‘debate.’
- Divide the class into two groups and give each group a different side of the topic: for example if the topic is “pancakes vs. waffles,” half of the class will be team pancakes and half will be team waffles
- Give the students some time to prepare 3 points for why their topic is good and 3 points for why the other topic is bad
- Have the groups elect someone to present the first 3 points and someone to present the second 3 points.

Part 2- Presentation (10 min)

- Have the students from each team present, then allow some time for each team to offer rebuttals to the other team’s points
- Once the debate is over, choose a “winner” and discuss what that team did well.

SESSION 4

Lesson Objectives

- Support students in practicing their delivery skills in Speech Circle
- Allow students to further practice their delivery and argumentation

Content

Speech Circle (10 min)

- The goal of this game is to have students practice coming up with things to say about a given topic on the spot

SPAR (Spontaneous Argumentation) (20 min)

- Use the same groups that were being used for the previous activity
- The objective of this activity is for each student to develop specific ideas about a topic and then to present their ideas to the class in a short speech.
- The topic for this debate is “cats vs. dogs”
- If there are other divisive topics that the class might be more interested in, feel free to use those!

How to Play: Speech Circle

- Split the class into 2 groups
- Arrange the students of each group into a circle and give each group a topic
 - example topics: animals, foods, school, etc.
- Give each group a handheld object like a marker or hat
- Whoever is holding the object first must start the speech. Once they have said AT LEAST two sentences, they pass the object to the next student in the circle.
- Have the students continue passing the object until the speech/story is complete, then assign them a new topic if there is time.

SESSION 5

Lesson Objectives

- Expand on student delivery skills in Speech Circle
- Allow Students to improve their speaking skills with Double Trouble

Content

Speech Circle (10 min)

- The goal of this game is to have students practice coming up with things to say about a given topic on the spot

Double Trouble Filler Word Game (15 min)

- Play with a new rule: players must incorporate TWO topics provide by the class rather than just one (i.e. give a speech incorporating the topics “turtle” and “cupcake.”)
- Discuss how having two topics to talk about leads to longer speech times and how this relates to speech giving.

How to Play: Speech Circle

- Split the class into 2 groups
- Arrange the students of each group into a circle and give each group a topic
 - example topics: animals, foods, school, etc.
- Give each group a handheld object like a marker or hat
- Whoever is holding the object first must start the speech. Once they have said AT LEAST one sentence, they pass the object to the next student in the circle.
- Have the students continue passing the object until the speech/story is complete, then assign them a new topic if there is time.

SESSION 6

Lesson Objectives

- Introduce Taboo with Charades
- Support students in practicing their improv speaking skills in Taboo

Content

Charades (15 min)

- Charades is used as a nice introducing activity before Taboo. Most students will know how to play this game
- Whisper the name of a topic to a child (i.e. surfing). They have to act out the topic for their peers to guess
- After a few rounds of this, transition to Taboo (similar concept, except now they have to give a speech without explicitly saying the word)

Taboo (15 min)

- The objective of this game is to inspire creativity in the students by making them come up with new ways to talk about their topic
- The words for this session are:
 - Winter, Bike, Angry, Halloween, Mountain, Spider, Superman, Strawberry, Castle, Cheeseburger, Whale, Money, Ice cream
- Students may choose their own words as well!! (As long as they are approved by you)

How to Play: Taboo

- Select a student to be the first speaker, then assign that student a word from the list given in the lesson plan
- Show the speaker the word, but don't let the rest of the class know what it is
- The speaker should then give a short speech about their given word without explicitly saying it
- Tell students listening to raise their hand when they have a guess, but not to shout it out.
- Once the speech is done **or** after 1 minute, call on students to guess what the word was!
- If no one can guess, the student must keep speaking until someone gets it.

SESSION 7

Lesson Objectives

- Expand on student improvisational speaking skills with Taboo
- Engage students with the Filler Word game

Content

Taboo (15 min)

- The objective of this game is to inspire creativity in the students by making them come up with new ways to talk about their topic
- The words for this session are:
 - Winter, Bike, Angry, Halloween, Mountain, Spider, Superman, Strawberry, Castle, Cheeseburger, Whale, Money, Ice cream
- Students may choose their own words as well!! (As long as they are approved by you)

Filler Word Game (10 min)

- It is not necessary to note the student's times, however do keep track of the class's top scores as it keeps students engaged
- Emphasize that it is ok to incorporate other topics as long as they relate to the topic of choice.
 - This allows students to get a higher score and drives competitiveness

SESSION 8

Lesson Objectives

- Support students in developing their delivery skills
- Engage students with the Double Trouble Filler Word game

Content

Double Trouble Filler Word Game (15 min)

- The same as the usual filler word game but with a new rule: players must incorporate TWO topics provide by the class rather than just one (i.e. give a speech incorporating the topics “turtle” and “cupcake”).

Speech Circle (15 min)

- The goal of this game is to have students practice coming up with things to say about a given topic on the spot

SESSION 9

Lesson Objectives

- Expand on student argumentation and rebuttal skills in SPAR
- Support students in improving their creative speech skills

Content

SPAR (20 min)

- The objective of this activity is for each student to develop specific ideas about a topic and then to present their ideas to the class in a short speech.
- The topic for this debate is “Space vs. The Ocean” but feel free to choose any topics that are of interest to the students
- If there are other divisive topics that the class might be more interested in, feel free to use those!

Taboo (10 min)

- The words for this session are:
 - Snake, Password, Camping, Shopping, Bat, Floss, Glasses, PE, Breakfast
- Students may choose their own words as well!! (As long as they are approved by you)

SESSION 10

Lesson Objectives

- Collect outcome data with the exit surveys
- Engage with students in further developing their speaking skills

Content

Exit Survey (5 min)

- Have students fill out copies of form on the next page, gauging their comfort level speaking now that the course is complete.

Filler Word Game (20 min)

- Have every student play the game one more time, recording their final times as outcome data

Student Choice! (10 min)

- Allow the class to pick one of their favorite games (other than the filler word game) to play for the next 10 minutes

