

Public Speaking and opinion making Games

Apples to Apples:

Substitute anonymous card play by having each delegate defend their card as the best choice. Works best in groups of 5-10. If you have more than 10 delegates make groups and introduce a round-robin tournament style.

Would you rather?:

Assign each delegate a non-traditional and undesirable scenario. They must then argue why their scenario is more desirable than the alternative.

Mingle:

This is a good activity to help students come up with impromptu persuasive speeches. Each delegate is given a card with a declarative statement on it. They must come up with a short speech defending the position on the card. Once students have come up with their speeches have them walking around the room "mingling" until the instructor says stop. Delegates then have one minute each to give their speeches. After their done, then have them move around the room "mingling" again until the instructor says stop. They should now have a new partner and must give their speech again, but this time trying to incorporate tone, inflection and voice. Repeat for one more round. After each round check in with the delegates and see how they are doing and if they feel like they are getting stronger in their presentation. At the end have delegates share out which speeches they thought were most persuasive and why.

Line it up:

This game helps delegates to start identifying their opinions. Each delegate will get a label with a person on it taped to their forehead. Labels should represent a diverse group of people from different socio-economic backgrounds and professions (rock star, janitor, teacher, mom, baby, etc.) Without ever knowing what is on their own head, delegates must line themselves up in order of most important to least important. They may talk to each other, but they may not know what is on their own head. They may ask for more perimeters such as by wealth or by fame, but it is best if you leave it open. Once they are all in line, have them take off their label and see how they "ranked" themselves. Discuss why they put each person where and if anyone disagree with where they were put.

Pro/Con:

Speaker must speak for 30 seconds in favor of the topic then for 30 seconds against the same topic. As speakers get more comfortable, you can extend the time

Prop Speeches:

Delegates are given random props and then must give an impromptu speech featuring that prop. Speech can be informative about or inspired by.

30 second speeches

Start by having delegates get into two circles, with the inside circle facing the outside circle. The students in the inside circle will be 'Group A' and those on the outside circle will be 'Group B'. Give students a easily answerable, but open ended question. Starting with group A, delegates will get 30 seconds to answer the question to the partner they are facing in group B. Group B will then have 30 seconds to answer. It is important to remind them that they must speak for the whole 30 seconds. At the end of the time have them thank their partners and have Group B rotate one step to the left.

30 second speeches modified: you can also have student in groups of 4 and have them take turns making "my favorite" speeches. Delegates must simply talk about their favorite x (i.e. food, color, place, person, movie), for 20-30 seconds. Great for a warm up game.