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UNEX Cultivating Oral Expression



Title: 30-second speaking game

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Title: 30-second speaking game

Keywords: *to be used after in search function on the website* **#speaking, #oral expression #vocalised pauses #mannerism**

Duration: *5-20 minutes, depending on the group- the teacher may decide how long the activity will take*

Description:

The idea of the game is to attract students' attention to the delivery of their speeches especially how easily excessive body language, certain mannerisms, vocalised pauses detract from their delivery so that the students can learn to be mindful and use their body language in a conscious way.

Objectives:

- 1.practise speaking skills- speaking for 30- seconds and polish delivery skills
- 2.become aware of factors affecting the delivery
3. become aware of their body language
4. become more confident in talking in front of each other

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Activity(ies) (Stages):

Detailed description of the exercises, activities used as a part of the methodology.

- **Warm-up**

The teacher ask the students to brainstorm for topics that they would like to talk about
All the ideas are recorded on a flip chart/ board
Students pick 3- 6 topics out of the ones they listed during the brainstorming stage.
Numbers from 1-6 are attributed to the chosen topics.

- **Core activities**

Students work in small groups (of 3 or 5).

One student rolls a dice and needs to deliver a speech on the topic with the number indicated by the dice. The student needs to speak extemporaneously on the topic for 30 seconds without using vocalising pauses (um, uh, like, you know etc.) and distracting body language (eg. fidgeting, leaning on the table, podium etc.). The other group mates are listening to the speech being delivered and point out any errors for example by standing up and sitting down. Then another student rolls a dice and the routine is repeated for every group member.

- **Feedback from the student**

Students comment on their performance and things that they've realised and things that they need to improve to perform better.

Tips for trainers

Explain the rules and the purpose of the game, emphasizing the fact that the activity is intended to be a fun and informal learning experience. Focus the feedback discussion on things that distract listeners from the performance, do not encourage any competition during the task.

List of resources, materials etc.

Board or flip chart, markers or pens

A dice for each group of students or dice app that students will use on their smartphones

Evaluation/Feedback

Have the students found the task useful?

Have they focused on their delivery?

Has any improvement in their delivery been noticed over time?

What has made the improvement possible?/ impossible?



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