

WRITE OUT LOUD

ONE MINUTE SPEECHES

OVERVIEW

***One Minute Speeches** provide an ideal vehicle for people to discover and develop essential public speaking skills while having fun.*

The game is fast paced, requires little preparation and allows participants to experience speaking in front of an audience without the added pressures that come with formal presentations – namely, the need for crafted content or the knowledge that they are being evaluated.

Participants learn fluency, to “think on their feet”, to adapt material to fit an audience and most importantly to stand in front of others with out fear. They gain confidence!

It’s quickly become an asked-for favorite at whatever level I’ve introduced it: from middle school to adult students.

There are three versions of the game included in this package (as well as four themed pre-formatted print-and-go topic sets): the foundation version and two advanced variations to play once the basic game is grasped.

Especially for US teachers

This activity aligns with the standards identified below.

English Language Arts (ELA)
Speaking and Listening (SL)

SL 1 Comprehension and Collaboration Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others’ ideas and expressing their own clearly and persuasively.

SL 3 Evaluate a speaker’s point of view, reasoning, and use of evidence and rhetoric.

SL 4 Presentation of Knowledge and Ideas

Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience.

SL 6 Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate.

ONE MINUTE SPEECHES

WHO FOR?

Game suitability

Middle school students and upwards. I have also used it very successfully with adults. It's an excellent icebreaker.

Group size

I've found the minimum number is around 5 people and the optimum is about 20.

WHAT'S NEEDED?

List of materials/persons needed to play

- Stop Watch
- Topics - Select which topic theme you want from the 4 available. Print off and cut out enough for 2 or 3 topics per player plus a few spares.
 - Objects - 100 random object topics*
 - Food - 98 food related topics*
 - Work & leisure - 70 related topics*
 - Song titles - 100*
- Container
- Whiteboard & markers
- Time keeper who operates the stop watch
- Score keeper & topic announcer
- Players

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METHOD

How to play - the Foundation Version

Put all the topic slips in an open container face down.

Call a player to begin. He/she chooses a topic slip from the container. Once they have read the topic they give the slip to the score keeper who announces: "You have one minute on XXXX (the topic on the paper) starting from now." The timer begins timing. (The topic slip is put aside to

ensure that next speaker to select a topic gets a new one – one that hasn't been heard before.)

The goal for the speaker is to fill the minute. If they do, award 10 points alongside their name on the whiteboard. If they reach 50 seconds award 8 points. If they get through 30 seconds award 5 points. There are no points for stalling out before 30 seconds is up.

As soon as the score is written up call the next speaker.

Go through at least 3 rounds, depending on the size of your group. Keep the tally of scores public. The winner is the person with the most points at the end of the rounds.

Notes

The game works well without scoring too. If you think the pressure of points will detract from the game's purpose (building confidence and fluency), leave it out to begin with. You may also like to have the players choose the person whose turn it is next.

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VARIATION

Version Two - advanced

The materials/persons needed to play are exactly the same as the basic version. The difference is that we are adding further requirements.

Now the speeches must be delivered without undue: hesitation, deviation or repetition.

Be clear before you begin what the definitions of each of those are, and demonstrate them. The score keeper will judge whether or not they occur as the speaker is speaking.

For example:

1. Hesitation is stopping for more than a count of 2 seconds.
2. Deviation is skewing the subject off topic completely. If the topic is animals and the speaker is talking about birds, they are off topic.
3. Repetition is either a repeat of material or words, other than the topic starter. (Take care not to set the bar too high. Go for verbs or adjectives first and then add more degrees of complication as your players gain confidence.)

For each infringement the score keeper who notes each instance, will deduct a point from the final score.

Notes

I've found the easiest way for the score keeper to deal with this is to write the speaker's name on the white board before they begin their speech. Then each hesitation, deviation or repetition is recorded as they occur using an initial letter only - H for "hesitation", D for "deviation" and R for "repetition". Eg. Meg - H, D, R, H, R etc. In this example Meg loses 5 points off her final score.

<p>A celebration is not complete without food.</p>	<p>We should grow our own food.</p>
<p>Everybody should learn how to cook.</p>	<p>The color of food is important.</p>
<p>Eating well costs too much.</p>	<p>We are what we eat.</p>
<p>Bad food habits are hard to break.</p>	<p>Clever marketing controls the food market.</p>
<p>Cheap food is ...</p>	<p>The food I want to try is ...</p>
<p>Why do some foods taste better than others?</p>	<p>The best thing about food is its smell.</p>

<p>The smell of {insert food type} reminds me of ...</p>	<p>Food packaging is ...</p>
<p>The strangest food I know about is ...</p>	<p>Birthday cake is ...</p>
<p>Food presentation is important because ...</p>	<p>When I go to the supermarket to buy food I ...</p>
<p>I am attracted to ... foods because ...</p>	<p>What I love most about fresh vegetables is ...</p>
<p>Food fights are ...</p>	<p>The best use for a potato is ...</p>
<p>We eat with our eyes.</p>	<p>The fast food market is responsible for growing obesity problems.</p>

Why does food fashion change?	Cooking is a dying art.
One way to solve food waste is to ...	Breakfast is the most important meal of the day.
Desserts are not necessary.	Eating together keeps a family united.
Food allergies are increasing.	The most important food group is ...
What do you do when you're given something to eat you don't like?	Man can not live by bread alone.
How would you solve picky eating habits?	Why is food safety important?

A good snack food is ...	Eating between meals is unnecessary.
An apple a day keeps the doctor away.	There is far too much fuss about eating the right foods.
All foods are fine in moderation.	What is ethical food?
Local food production is best.	Three reasons for becoming vegan are ...
Eating disorders are in the mind.	The best food advice I ever got was ...
Being overweight is ...	Eating games are ...

What makes me hungry is ...	The best restaurant I've ever been to was ...
The worst restaurant I've ever been to was ...	If we had to hunt, kill, and butcher the animals we eat, we'd turn vegetarian.
Food should be fun.	What is comfort food?
Never trust a skinny cook.	Anything is good, if it's made with chocolate.
A balanced diet is a slice of cake in each hand.	Food cravings are ...
Every meal I eat should be accompanied by ...	Diets are for ...

Most people eat, not because they're hungry but, because they are bored.

Cupboard love is ...

SAMPLE