

PUBLIC SPEAKING AND CONFIDENCE BUILDING

Schools on Air is a great way for students to build confidence and improve their public speaking skills.

Public speaking can be really difficult for students unaccustomed to making oral presentations. The following games are a great way for students to practice their public speaking skills in a safe environment while having fun.



The Um Police

Overview

This is a combination of two classic public speaking games, in this game students learn to speak clearly when improvising, without having to worry about content.

Number of students required:

Ideally groups of three but any size group can work

Resources:

100+ words (cut out from sheet provided or make your own)

Box, bag or hat for students to draw words out of

Clock, stopwatch or phone to time players

Method:

Put the word cards into box, bag or hat

Students decide who is going to be the *player*, the *timer* and the *um police*.

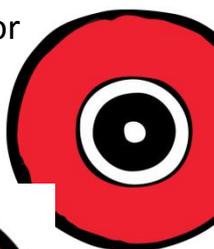
The *player* picks two cards and then must tell a one minute story connecting both words together convincingly. The story needn't be long, complicated or true. Students are not allowed to say um, ah, like or you know.

The *timer* times how long the *player* has been talking for, indicating the half-way point and 10 minutes to go.

The *um police* records how many times the *player* says um, ah, like, you know.

Students rotate the roles until everyone has had a go at speaking. The winner is the student who said um and ah the least amount of times, although there is some competition involved, the atmosphere of the activity should be relaxed and friendly.

Once your class is comfortable with connecting two words, add to your word collection and increase the number of cards selected to three or even four or increase the time limit to 2 minutes.



elbow	watch	eyelash	skin
toe	frown	foot	lettuce
paper	floor	tractor	elephant
shoe	shoulder	pyjamas	toenail
child	nose	custard	slime
beard	caravan	nail	garden
bridge	bottle	kidney	street
bowl	boot	sock	television
book	mirror	bag	monkey
grandma	train	chocolate	brain
pond	river	jam	pillow
knee	shadow	flowers	soil
daisy	radio	rockstar	tablecloth
curtain	pizza	package	cupcake
fridge	screen	mouse	leg
stomach	dancer	nurse	engine
bookcase	cave	planet	rocket
star	wallet	children	popcorn
dress	lipstick	bus	sandwich
rectangle	waterfall	sand	palm tree

Take Over Topic

Overview

This game is similar to the Um Police game but is played by the whole class. This is a great game for preparing students for talking live on radio.

Number of students required:

Whole class

Resources:

Topics written on small pieces of paper (can be prepared by students beforehand)

Clock, stopwatch or phone to time players

Method:

Divide your group into two teams and give them a speaking order ie, speaker 1, speaker 2 and so on.

Nominate a team to start, speaker 1 takes a topic. The stop watch is started and they begin.

The opposing team listens hard for opportunities to take-over the speech. They are when the speaker ***deviates, hesitates or repeats*** themselves. To take-over, they must call the challenge. Example: The speaker's topic is tennis but he is talking about soccer. The called challenge is *deviation*. The time keeper stops the watch.

The challenger explains the call. The timekeeper judges whether or not it is fair. If it is, the challenger takes over, the stop watch is set again for the remaining time and now the starting speaker's team may challenge. If the challenge is unsuccessful, the original speaker continues.

The goal for the speaker is to survive the minute. If they do so, they get ten points. If they don't, whichever team is speaking last gets 5 points. A full game is when you have gone through all the speakers from either side.



Expert Speakers

Overview

The goal of this activity is to improve eye contact, clear speech, and confidence (content isn't important since they are the only "experts" on their subjects!). If you have extra time, they can make a picture or diagram to use as a visual aid.

Number of students required:

Students can complete this task individually or in pairs.

Resources:

Paper

Pen

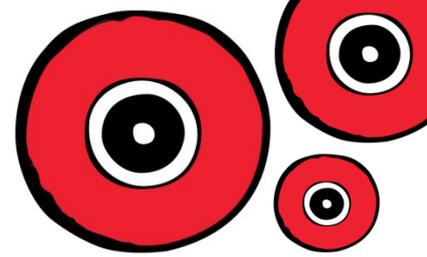
Coloured Pencils/Textas (if making picture or diagram)

Method:

Give your students about ten minutes to make up the descriptions of their imaginary animals using the question sheet as a guideline. If time permits students can include a picture or diagram.

Students present a short (1-2 minutes) report on their fictional animal.

If time permits allow students to take questions from the audience, this will help to give students confidence thinking on their feet without having to worry about giving the wrong answer as any answer they give is the right one because they are the experts!



Expert Speakers

Use the following questionnaire to create your own fictional animal and present a report on it to your classmates. As you created the animal you are the world's leading expert on it, this means that you can concentrate on how you speak (pace, clarity, making eye contact) rather than what you are saying.

Name of animal

What does it look like (size, teeth, fur, scales, nose, claws, color, tail, etc)?

Is it a mammal, reptile, amphibian, marsupial?

What does it eat? What eats it?

What kind of habitat does it live in?

Does it make a sound?

What survival characteristics does it have (flies, swims, runs, digs, camouflages, fights, etc.)

Alvarez, E, *Games on Public Speaking Skills for Kids*, accessed from www.ehow.com/info_8003542_games-public-speaking-skills-kids.html#ixzz2RAgdaEon

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McIntosh, J, *Fun and Quick Public Speaking Activities*, accessed from <http://resources.prufrock.com/GiftedEducationBlog/tabid/56/articleType/ArticleView/articleId/44/Fun-and-Quick-Public-Speaking-Activities.aspx>