

## **Welcome to the Totally Unbelievable Speakers Club!**

T.U.S.C. is a program designed to help young people develop their public speaking abilities. Once a cycle the class holds a formal T.U.S.C. meeting. All students in the class are involved and each one has an assigned role. The meeting is run completely by the students. While fine tuning their public speaking abilities, the students will also learn to be accountable and to listen to and encourage each other. In order for the T.U.S.C. program to be a successful experience for you, you must be prepared for whatever job is assigned, no matter what aspect of the program you take part in.

Remember to:

1. Always speak in complete sentences.
2. Use your voice effectively.
3. Respect each other's right to speak.
4. Listen appreciatively.
5. Be well prepared; otherwise you let down your entire class as well as yourself.
6. Enjoy your task.

Each student in the class will get to do every role once. Every cycle, students move down the list to the next task, in rotation. If they miss a week due to illness or are not prepared, the following week they will still move down to the next task. Every student is expected to be prepared for T.U.S.C. Student participation in T.U.S.C. becomes part of their "Listening and Speaking" mark on their report card.

### **Strategies for a Successful T.U.S.C. Presentation**

- Practice at home, standing while your family / friends sit — it's more audience-like.
- Record yourself speaking, then listen for pauses or how often you say "like" or "um."
- Write out what you plan on saying.
- Look at a spot on the back wall of the class — sometimes you may be too nervous to look into the faces of your classmates, but it's important to look up from your page.
- Practice in front of a mirror.
- Be the audience you want to speak in front of — encouraging others, smiling, clapping.

***The following is a list of the roles we will be using.***

#### **1. Chairperson**

The chairperson must:

- Get a copy of the T.U.S.C. agenda from the T.U.S.C. binder.
- Assign each student their role for the upcoming meeting.
- Fill in the blanks with the name of each presenter BEFORE the meeting begins.
- Keep the meeting running smoothly.

- Introduce each speaker.
- Thank each speaker and make a comment after each report.
- Tolerate no interruptions or noise.
- File the agenda in the correct section of the T.U.S.C. binder.

## **2. Secretary**

The secretary must:

- Get a copy of the Secretary's Report from the T.U.S.C. binder and read it over ahead of time.
- Be prepared with a sharp pencil.
- Fill in all of the necessary information at the meeting.
- File the report in the T.U.S.C. binder at the end of the meeting.
- Read the report orally at the beginning of the next meeting.

## **3. Book Talk (2-3 min)**

The person in charge of the book talk must:

- Prepare an oral book report on a book that you read and enjoyed.
- Introduce the book and tell the audience the title and author.
- Tell what genre the book is (e.g. mystery, fantasy, realistic fiction, etc.).
- Give a few interesting details.
- Show the book and tell whether or not you recommend it.
- The book talk should be suspenseful and leave the audience hanging; then, they'll rush to read the book.

## **4. Citizenship Award (1-2 min)**

The person in charge of the citizenship award must:

- Pay close attention to their classmates throughout the week.
- Watch for someone that stands out as doing good deeds or helping others. \*The award should go to a deserving member of the class and should not be chosen based on only one's friends.
- Create a citizenship award, either by hand or on the computer, with that person's name on it and the reason you have decided to give it to them.
- Present the award at the meeting.

## **5. Commercial (2-3 min)**

The person in charge of a commercial must:

- Prepare a 'commercial break' to sell an item to the audience.
- Be prepared with EVERYTHING needed.
- Keep the commercial brief and to the point.
- TIPS: Selling something...
  - What is the product's name?
  - What does the product do? Why is it useful?
  - Why will the consumer be especially happy with this product?
  - How is it different from (or better than) others like it?

## **6. Demonstration (3-4 min)**

The person in charge of the demonstration must:

- Show or demonstrate how to do something.
- The demonstration should flow from beginning to end and should be under 5 minutes.
- Here are a few ideas to get your brain working:
  - How to wrap a present, How to tape a hockey stick, How to make Kool-Aid, How to take care of your teeth, How to braid hair, etc.
- Be creative! Please do not repeat a topic from a previous week.

### **7. News Report (2-3 min)**

The news reporter must:

- Discuss 2-3 important events that are happening or have happened recently, either somewhere else in the world or here in Manitoba.
- Some resources you may wish to use for your report:
  - Newspapers – they're full of news!
  - TV news reports – they're on every day!
  - Your parents – they're smart people that know a lot about news.

### **8. Jokes & Riddles (1-2 min)**

The comedian must:

- Prepare 5 TASTEFUL jokes or riddles to share with the class (Write them down since 5 will be hard to memorize).
- Always pause between the joke and the punch line!
- The person in charge of jokes and riddles must choose jokes in the best of taste. At some time before the meeting be sure to check your jokes out with the teacher.

### **9. Interesting Artifact (2-3 min)**

The person in charge of the interesting artifact must:

- Choose an interesting object to share with the class.
- It could be:
  - a special treasure
  - something unusual
  - from another country
  - very old
- When presenting the interesting artifact:
  - describe it
  - tell why it is important and at least one special thing about the artifact

### **10. Movie or TV Review (2-3 min)**

The movie or TV reviewer must:

- Choose a movie or TV show to review. Make sure that the movie you choose is appropriate for our school setting.
- Give the title and genre of the movie or show and names any major stars.
- Give a short summary of the main conflict or characters. Do not give away the ending!!
- Recommendation? Rate it on a scale of 1-10.

### **11. Stickman Game (a.k.a. Hangman)**

The game host must:

- Think of a movie, book, TV show, actor or actress or athlete.
- Prepare ahead of time a “stickman game” on the board.
- Allow the class to solve the clue.

### **12. Prepared Speech (2-4 min)**

The person in charge of the prepared speech must:

- Choose a topic that you know a lot about and feel the audience would enjoy.
- Be well prepared using the format below.

GREETING: Recognize the audience (e.g. Good afternoon class...).

INTRODUCTION: Identify your topic.

BODY: Supporting details that build on your introduction.

CONCLUSION: A closing statement (e.g. “That has been my speech on the Eiffel Tower. I hope you enjoyed it”).

### **13. Zoologist (2-3 min)**

The zoologist must:

- Choose a favourite animal.
- Tell about the natural habitat, diet, and predators of this animal.
- Use a picture or visual aid (e.g. Slideshow).

### **14. Biographer (2-3 min)**

The biographer must:

- Choose a famous person to report on.
- Describe the background of the person.
- Explain why they are famous now.

### **15. Words of the Week (2-3 min)**

The words of the week person must:

- Find five words that are not commonly used.
- Describe the meaning of each word and explain why you chose those particular words.
- Use the words chosen in a short story or sentence.

### **16. Weather Report (1-3 min)**

The weather report person must:

- Find the current weather conditions (you may use the class iPad).
- Give the forecast for the next five days (must be prepared ahead of time).
- Be sure to give information about: temperature (high and low), wind, and amount of precipitation.

### **17. Vacation Destination/Memories (2-4 min)**

The travel agent must:

- Introduce to us a great place to visit and show location on a map.
- Research interesting facts & fun things to do.
- It can be some place you have been or some place you would like to go.

### **18. Game Reviewer (2-3 min)**

The game reviewer must:

- Choose a game to report on (e.g. board game, video game, active game, etc.).
- Describe the game - it's history, creator, audience, purpose/goal of the game, etc.
- Explain what you like or don't like about the game.
- Give the game a rating out of 5 stars.

### **19. Science Experiment (3-5 min)**

The scientist must:

- Find or make up a SAFE and SIMPLE science experiment.
- Please practice at home before sharing it with the class.
- Bring in all the supplies needed (unless other arrangements have been made with the teacher).
- Clean up after the experiment.

### **20. Chef (2-3 min)**

The chef must:

- Share a favourite recipe with the class. Explain the ingredients and how to make it.
- Bring in an example piece if possible. No need to bring one for all the kids. It's complicated with COVID.
- Give a reason why you like this recipe or possible changes you could make to improve it.

### **21. Workout Instructor (2-3 min)**

The workout Instructor must:

- Get us up and moving
- Create a 2 minute workout we can do together and/or at home
- It can be strength training, yoga, Pilates, etc.

## **Oral Presentations**

### **What does it mean to speak well in public?**

- Your ideas follow a logical format – don't ramble or jump from idea to idea
- You speak clearly – don't mumble!
- You speak loudly enough that the person at the back can hear you – but don't yell
- You use expression – not one single tone
- You speak at a medium pace – not too fast or too slow
- You pause to emphasize a point or wait for applause
- You choose appropriate words to explain yourself – not "um", "like" or "uh"
- You display enthusiasm for topic in your facial expression

- Your body language shows confidence – stand tall, don't lean against the wall

## **Active Listening**

### **What does it mean to be an active listener?**

- You demonstrate attentiveness
- Look at speaker
- Think about and try to understand what the speaker is saying
- Don't fidget or move around lots
- Encourage the presenter with non-verbal cues such as nodding and smiling
- Recall relevant information from presentation when asked
- Provide positive feedback through encouragement and applause
- Ask relevant questions if you want clarification