

# Impromptu Workout

What is impromptu speaking? ----- When are these skills used?

Most experienced speakers don't use notes or fully script their material and will often be flexible in their content.

## Important Concepts:

- Respond to a challenge – “accept the offer”.
- KISS – continuity, advance or expand.
- Think on 2 (or more) levels.

## Exercises

### Answer question with question game.

Two speakers – respond to each other's one sentence question with a question of their own.

Teaches: 1.reflexive questioning used in sales and 2.listening skills.

### Alphabet game

Two speakers – respond to each other's one sentence with a sentence beginning with the next first letter of the alphabet.

Teaches lateral thinking.

### Advanced Q – Q Alphabet.

Combine the two above

### What Are You Doing?

Person 1 role-plays a common-place function (eg cleaning teeth) Person 2 asks "What are you doing?" Person 1 answers with an activity that they are NOT doing (eg playing tennis) and Person 2 must commence doing just that. Person 2 then asks "what are you doing" (roles are reversed).

Teaches; 1. Accept the offer 2. **thinking on two planes**, 3. listening.

### Experts – Meet the Press

Two players –one becomes an expert, the other a journalist. Role play an interview on a subject plucked at random. Teaches accept the offer

### Joining

Beginning & Ending - Audience supplies two sentences (preferably about a prescribed general topic) which form the B & E. Speaker provides a connecting body in two sentences. Teaches lateral thinking skills.

### Advance and Expand

A round robin or game played in pairs to (alternately) advance a storyline or expand on an issue. Can be done in two's but it is not a dialogue. Advance majors on verbs and action phrases, Expand majors on adjectives. Teaches continuity

### Reverse Lines

Give a three (?) sentence speech last sentence first.

### Merging (Linking) (Advanced)

Two players are positioned back to back. One player does a repetitive action, facilitator says "go" both turn and 2<sup>nd</sup> asks a question or makes a one sentence statement. First player stops the action and in a responding sentence ties the action and question together. Teaches lateral thinking..

(could be done facing audience if done simultaneously but otherwise back to back then turn)