ORAL COMM: "Me in a Minute" & "Character Spotlight"

Objective:

• To help students practice introducing themselves in an engaging and confident way, using improv to get them comfortable with speaking in front of an audience.

Resources/Materials Needed:

- A Timer
- Character cards for random drawing

Instructions – "Me in a Minute:"

1. Introduction (5 minutes)

- Start by explaining that introductions are important because they help people get to know you! Today, we'll be practicing giving a short introduction that might be helpful when meeting someone new.
- Briefly explain what an introduction typically includes: Name, Favorite school subject or hobby, Something you like to do with friends or family, and One fun fact.

2. Instructions: (5-20 minutes)

• The teacher or parent will start by saying, "Hello, my name is [Name], and my favorite subject is [Subject]. I love [Hobby]. My friends and I have fun [Activity], and something interesting about me is [Fun Fact]."

This serves as a model for the student(s).

- Have the student(s) introduce themselves, giving as much information as they can in one minute.
- Have the student(s) note down the things in their introduction that were most important to help them brainstorm for their introductory speech (see homework).

Instructions - "Character Spotlight:" (10-20 minutes)

- Step 1: After the first round, the student(s) will draw a random "character card" (or trait) that adds a fun element to their introduction. Give students two minutes to gather some ideas.
- Step 2: When it's their turn, the student should step into the "spotlight" and introduce themselves as the character they drew.
 - They should include:
 - Their name (real or made-up).
 - Something about who they are (based on the card).
 - One fun fact or thing they like.
 - Example: If they draw "Pirate," they might say, "Argh! I'm Captain Salty Beard! I sail the seven seas looking for treasure, and my favorite thing is my pet parrot, Squawkers!"
 - Encourage them to use a funny voice or gesture if they want, but it's optional.

Beginnings Detailed Directions

Week 4

3. Examples of Character Cards:

- Introduce yourself like you're a famous movie star at a red-carpet event.
- Introduce yourself while making animal noises or acting like an animal.
- Introduce yourself in slow motion.
- Introduce yourself as if you're a pirate on a ship.
- Introduce yourself as if you're a superhero.
- Introduce yourself as if you're a talking animal.
- Introduce yourself as if you're a shy robot.
- Introduce yourself as if you're an excited chef.

4. Encourage Creativity:

- Remind the student(s) that it's all about having fun and being creative. The more creative and silly, the better!
- They should still include the basic information in their introduction but be encouraged to add as much personality and flair as they like.

5. Wrap-Up (5 minutes):

- After the student(s) have had a turn or a few turns, ask how it felt to give their introduction in a creative way.
- Discuss how improv can help them feel more confident and less nervous about speaking in front of others.
- Reinforce that introductions don't have to be perfect—it's more important to just have fun and share a little about who you are.

6. Homework (5 minutes):

Students should

• Follow the directions in the curriculum guide to prepare their introductory speech for next week.

Tips for Success:

- Keep the atmosphere light and fun so students feel comfortable and confident.
- If some students feel shy, reassure them that it's okay to be silly and that the focus is on having fun, not being perfect.
- Make sure that every student gets a chance to participate, and allow them to pass if they're feeling really nervous (but encourage them to try).
- Adjust the level of difficulty of the creative challenges based on the comfort and energy level.