### **1. My Friend’s Fictional Life**

Take one of your friends and introduce them. However, instead of introducing them in the normal way you make up a fictional life for them.

### **2. Impromtu Game**

Pull a topic and talk about it.

### **3. Funny Image Game**

Talk about the image on the screen. You can pretend it’s your life experience and how this impacted your life or why this image is important and what this image means or what’s the story behind this image.

### **4. Continuous Story**

Get up and tells a story for 20 seconds. And when your time is up, the person to your left has to get up and they have to continue the story. The goal is to make the story make sense.

### **5. Something In My Wallet**

You can use your own wallet or someone else’s wallet. Take an item out of the wallet and discuss what this item is and why it’s important. Elaborate and make it funny as much as possible.

### **6. Action Story**

This can be done in 2 ways.

A) You tell a story that has a whole lot of great actions in it and as a speaker you have to do these actions yourself while speaking.

B) Or ask the audience has to do the actions with you

### **7. Make A Commercial**

Grab a random product and make a commercial for it and talk about why it is so awesome and why people should buy it.

### **8. A Fake Holiday**

Tell story using 1, 2 or 3 sentences for each image.

### **9. Alternative Ending**

You take a well known story and create an alternative ending for it.

### **10. Connect The Nouns**

You pull 2 nouns and you then have to create a story that connects those 2 nouns.

### **11. How It Got It’s Name**

Pick an item (for example: packing tape) and create a story about how it got it’s name. You have to make it exciting.

### **12. Oink Substitution**

Tell us about your morning, and replace “I” with the word ‘oink’. Or you can use ‘moo’ or you use ‘woof’ or whatever it is that you want.

### **13. Which Is A Lie?**

Tells 3 truths about yourself, but 2 of them need to be true and **one of them needs to be a lie**. The audience needs to choose which one was a lie and they see if they were correct.

###

###

### **14. Definitions**

Pull a word and with confidence tell the class what it means. Made up definitions prefered.

### **15. Endings**

Pull an ending and then create a story that matches up with that ending.

Adapted from: <http://publicspeakingpower.com/fun-public-speaking-activities/> accessed 2-20-18