As a frequent visitor to Susan Dugdale’s website writeoutloud.com, I was excited to discover that she assembled, categorized, and detailed her creative and productive public speaking games. Her E Book contains a variety of activities organized for varying levels and ages.

I use this outstanding and clear resource to much success for both college-level men and women of different cultural backgrounds. The games enable me to provide needed confidence-building, as well as to target delivery skills such as vocal variety, pacing, body movement, and extemporaneous speaking. Dugdale’s collection further promotes impromptu speaking. All of this occurs seamlessly wrapped in fun (often with much laughter), and enhances imagination and performance capabilities.

I recommend this well priced E Book for activities like “Nonsense Word Definitions,” in which students receive unusual words and have to come up with believable meanings. Everything is provided in the E Book, including the time frame for the exercise, and ample words that are already printed on worksheets for your use. In addition to learning in the guise of creative fun, I use these games to enliven long sessions with activity and community. One game that is terrific for this is “Expert Interviews,” in which one student takes on the role of the interviewer and the other receives a role (on the spot) to be an expert on a subject which most likely he/she knows nothing about. Sharing the stage is a comfortable way for students to be better prepared to speak by themselves.
“My Favorite Things,” “Story Circles,” and “The History of...” engage students and over time strengthen student’s formal speeches. These specific games I use in conjunction with teaching different types of formal speeches.

To date, I have only found one activity ("Mood Conducting") to be as less successful with my students as the others. But this is a rare and isolated occurrence. I can say after sampling many of the games that I highly recommend this work to you.

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