



Table Topics Ideas

+ Gadget Commercial

- Collect a number of gadgets from home, preferably things whose use is not obvious. Have participants choose an item and SELL it to the group. Introduction, 3 uses and conclusion stressing that your life will be fuller and richer because of this product.

+ Cool It

- Have members put on a pair of sunglasses and in the coolest way possible, tell us why they are as a person, cool. Introduction, 3 reasons they are cool, conclusion.

+ Two Truths and a Lie

- Have each person share three interesting about themselves (embellish these with examples and illustrations). Two of these traits or experiences are true and one is a lie. After sharing these statements, have group guess which one is a lie.

+ My Friend's Fictional Life

- Introduce another person in the group with a twist. Instead of telling us about this person, make up a fictional life for them. For example, this is Jane Smith, she writes and illustrates graphic novels and has been a panel member at Comicons in countries all over the world. Be creative and keep rolling with it.

+ P.I.G. Interview and Introduction

- Interview a fellow group member using the People, Interests, Goals (see handout). Introduce member to group. Switch.

+ Funny Image

- Give the speaker a funny picture, use a picture, power point or other image. How does this image impact or reflect your experience, what this image means, what happens before or after this image is captured? Is there a lesson or take away from this picture?

+ Continuous Story

- One person starts a story (20 seconds or so), The next person continues the story making sure that it makes sense.

+ Something in my Wallet

- Take an item out of someone's wallet, purse, bag etc. (with permission) and discuss this item and what it is used for and why it is important. Encourage humour.

+ Connect the Nouns

- Provide two nouns (on cards), connect the two nouns with a story.

+ Oink Substitution

- Participant gives a speech, allocating one word to replace with the word; oink, moo or woof. For example, every time the word "I" is used, replace it with oink. Oink went to the movies and Oink bought some popcorn.



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+ Definitions

- Gather some really big words that few know the meaning of. Have participant stand with confidence and define the word.

+ Endings

- Give a person an ending possibly a saying or a lesson. For example; Diamonds are Forever, and that is why I always put milk in my coffee, so if you see me wearing a hat, and the man cried for three days. They have to create a story to match the ending.

+ Utter Nonsense (based on the game)

- Choose an accent and a phrase or topic. Read the phrase using the accent, continue using the accent for a minute or choose another accent and phrase.

+ Things (based on the game)

- Choose a card from the things box, explain with illustrations and stories 3 examples, don't forget a strong introduction and conclusion.
- Things that make you go aah
- Things that happen once in a blue moon
- Things you wish grew on trees
- Things you shouldn't do right after you eat
- Things that jiggle
- Things you can never find
- Things you would like to study
- Things that make you uncomfortable
- Things you shouldn't do with glue

+ Or

- Coke or Pepsi
- Skiing or Snowboarding
- Beatles or Rolling Stones
- Winter or Summer
- Dog or Cat
- Car or Truck
- Indoors or Outdoors
- Movie or Book
- Daytime or Nighttime

+ Soccer Ball or Die

- Put topics on Soccer Ball and speak on topic nearest right thumb after you catch the ball. Write out and number 6 topics, participant will roll the die and speak about the corresponding topic.

+ Postcard

- Choose a postcard and talk about the destination, story or adventure.

+ Clothes Rack

- Try to sell the clothes you are wearing to the group.

+ Always end with a Question

- With a partner, have a discussion to get to know each other but each response has to end with a question, do you understand?

+ Story Prompts

- Go to the internet and start to collect story starters that can be used for impromptu speaking.