

Speaking statues



Why play this game?

Explores how posture, gesture and other nonverbal elements of presentation affects how the audience thinks about a speaker.

How does it work?

1. Participants are called up to the front in pairs with one person taking the role of sculptor and the other being the clay.
2. Game Leader gives an instruction card to the sculptor who then moulds the clay to represent whatever is on the card.
3. The audience then tries to guess what is being portrayed.

What do we need?

Instruction cards.

Let's mix it up!

Pair up participants and ask them to start talking to each other. Game Leader gives each participant an instruction card (stop making eye contact, slouch, constantly move your hands etc) half way through. Audience guesses what was on the card and the other participant explains how the quality of communication was affected.

