**“Chalk Talk” Speech**

**Objective: To promote self-confidence in speaking by using a visual aid.**

* Visual aids are used to help reduce stage fright.
* You will essentially become the teacher.
* So, you will be using the board (or some sort of other technology if you’d like) to illustrate in any way possible the material presented in your speech.
* This type of speech gives you something to do during the speech and provides the audience with something to look at besides the speaker, which I believe is what good speakers do.
* You can be as creative as you want with this type of speech.

![C:\Documents and Settings\melmert\Local Settings\Temporary Internet Files\Content.IE5\LF2MDCKV\MPj04383570000[1].jpg]()**Instructions**

1. Choose a subject which will lend itself to illustration.
2. Prepare a speech outline and drawings to accompany the speech.
3. The drawings should help the audience understand the speech subject more clearly.
4. Talk about a particular subject while using the board or tablet. Talk and draw, draw and talk.
5. This speech is not a test of artistic ability. Simple drawings are best for this assignment.
6. The speech may either be informative or entertaining.
7. Time limit for this speech is 3 minutes – give or take, take or give 15 seconds.
8. The board work may be words, drawings, diagrams, symbols, anything at all which enhances the speech topic. Allow the speech to come to life through the board work.
9. Use as much of the board as possible. I suggest working from left to right.
10. Be aware of the audience at all times, and be sure not to block the board work.

**Topic Suggestions**

1. Road signs
2. Hair styles
3. Facial expressions
4. Football plays
5. How to make a blizzard
6. Holidays
7. Birthday party decorations
8. Seasons
9. Anything with steps
10. Creation
11. How to decorate a Christmas tree
12. The perfect vacation
13. A day at the amusement park
14. Choosing a pet
15. Teach us something – think of teachers!
16. How to get somewhere
17. Emoticons
18. Directions somewhere
19. Operating a computer program
20. How to draw…