



Role Play Assignments

Instructions for the Toastmaster:

- ▶ Select any four of the five roles and assign each to a club member who will attend the meeting.
- ▶ If possible, email this form to each selected member 2- to 3-days before the meeting. In your email, explain the purpose of the project and each assigned role. Also advise disrupters to avoid getting personal or antagonizing the speaker during their disruptions.
- ▶ The speaker should NOT know which members will participate in the role play and disrupt their speech.
- ▶ At the meeting, explain the purpose of the project to all in attendance. Clarify that this is a role-play assignment designed to help the speaker practice managing difficult audience members.

The Talker

Member:

You like to talk. You offer your opinion and comments on everything that anyone says, even when you have nothing substantive to contribute. After the speaker addresses you, you must stop your disruption. You may only disrupt the speaker once during the speech.

The Interrupter

Member:

You have something to contribute to the discussion, but prefer to do it only when someone else is talking. You break in to agree, disagree, or make another point. After the speaker addresses you, you must stop your disruption. You may only disrupt the speaker once during the speech.

The Chatterer

Member:

You like to make side comments to your neighbor, perhaps commenting on something being discussed or maybe talking about an entirely unrelated subject. After the speaker addresses you, you must stop your disruption. You may only disrupt the speaker once during the speech.

The Arguer

Member:

You know it all and feel obligated to share this extensive knowledge with others. You cannot understand when others don't agree with you and like to engage them in arguments to prove yourself. After the speaker addresses you, you must stop your disruption. You may only disrupt the speaker once during the speech.

The Silent Type

Member:

You are shy and avoid participating in group discussions for fear others will ridicule your ideas or you will embarrass yourself. After the speaker addresses you, you must stop your disruption. You may only disrupt the speaker once during the speech.

It is helpful for each member assigned a disrupter role to know the roles of other disrupters, however, one form can be cut into strips and distributed to each member with a role.