



The Oracy Framework

Introductory games

These games are used in 'Talk Circle 1: Introducing Oracy' to strengthen colleagues' understanding of the Oracy Framework.

1-20 game

Explain to colleagues that, as a group, you are going to count from one to twenty. However, you cannot develop an order system to help you. Instead, after you've said *one*, another colleague must jump in and say *two*, another *three*. If two people speak at the same time, you must start again.

To be successful, you and your colleagues will need to 'read the room', using eye contact to establish whether it is the right time to speak. It is about group dynamics, you must be aware of others and wait patiently for an opportunity to speak.

Strand: social and emotional

If I ruled the world...

Split your colleagues into small groups of four or five. One person starts by saying "If I ruled the world, I would...because", describing what they would do and why. For example, they could say, "If I ruled the world, I would make the school holidays 10 weeks long because teachers need a long break to recuperate".

The next person must say, "I couldn't disagree more because..." and give a reason why they disagree (even if they don't!). For example, "I couldn't disagree more because parents also need a break and 10 weeks with no kids at school is too long for them!". They must then say what they would do if they ruled the world, before the person next to them disagrees and presents their reasoning.

This game requires you to use logic and reason, providing explanations for why you disagree and proposing new ideas.

Strand: cognitive



Articulate

Split your colleagues into small groups of four or five again. Provide each group with a number of word cards. These could feature objects such as a clock or a frying pan or more challenging concepts such as freedom or democracy.

One person must describe the word on the card to their team mates, without saying the actual word on the card. To be successful in this game you need to reach for alternative vocabulary.

Strand: linguistic

Which emotion?

Again, split colleagues into small groups and, using the 'Which emotion?' slide, ask them to say the statement, 'It's going to snow today' as if they are feeling one of the emotions listed on the slide. The rest of the group must then guess which emotion they are feeling.

To accurately represent which emotion you are feeling, you must manipulate your voice, consciously adapting the tone and changing your facial expressions and actions.

Strand: physical