ESU TEACHING RESOURCE

MA MA MOO ELECTION

OVERVIEW

This fun game is particularly effective with younger groups. It is an excellent introduction for lessons with an Expression and Delivery focus. The game's structure allows for students to perform to groups of different sizes.

OBJECTIVES

- To be able to identify important features of non-verbal persuasion
- To understand that there are many different good styles of speaking
- To be able to use a variety of non-verbal techniques while speaking

INSTRUCTIONS

You should begin with a class discussion or brainstorm about persuasive speakers and what features make them persuasive. Focus on non-verbal cues, including tone of voice, eye contact, body language, gesture, pace, volume & facial expressions. Try to cover a discussion of different persuasive styles of speaker. It is important that students understand that they don't need to shout to be persuasive. Speakers who are naturally calmer or quieter or less bombastic can still have very strong expression and delivery.

Display a list/mind-map of good communication skills that the pupils can refer to.
Explain to the pupils that they have become citizens of Ma Ma Moo Land. It is a peaceful land, and this has allowed them to develop a sophisticated style of communication. Mamamooians only have 3 words in their language: ma, moo and ma-ma-moo. They rely on non-verbal cues in order to communicate.

Split the class into groups of 4/5. These groups represent the different regions of Ma Ma Moo Land. Each person will have 30 seconds to give their speech to the rest of their group. After each person has taken their turn, each group should vote for their candidate.

The chosen candidate from each county will then come to the front of the room and present their speech to the class as a whole. The pupils will then evaluate the speeches and vote for the new Leader of Ma Ma Moo Land. Wrap up by discussing the ways in which some candidates were more effective communicators than others, emphasising tone, speed and volume of voice as well as eye contact and gestures.