The Entertaining Speaker
Project Speech Guidelines

The Entertaining Speech

For this project, prepare, rehearse, and deliver a five to seven minute speech whose purpose is to simply entertain the audience. Relate some personal experience. Build up the aspects of the experience to keep the audience entertained. If you wish, assume that your Toastmasters Club audience represents some specific group, and practice your ability to relate your talk to their purpose and interests (be sure to advise the Toastmaster of this fact).

Resources for Entertainment

For this project, prepare, rehearse, and deliver a five to seven minute speech containing material taken from sources other than your own personal experience. You'll need to collect material, then adapt it to your own style and speech topic. Although your primary objective is to entertain, your speech should be organized around a central theme or message, and the stories, anecdotes, and quotations you use should support the message. In presenting the speech you should strive to be convincing and enthusiastic. Use appropriate body language and vocal variety to add flair to your presentation.

Make Them Laugh

For this project, prepare, rehearse, and deliver a five to seven minute humorous speech using original material drawn from your own experiences as well as material from other sources, adapted to fit the talk. Possible topic you may use:

- Embarrassing experiences
- Explaining a complex subject, making humorous mistakes as you do so
- Trying to cope with an unusual situation
- Making fun of yourself

A Dramatic Talk

For this project, prepare, rehearse, and deliver a five to seven minute dramatic speech, including narration, as you set the scene and describe what is taking place, and dialogue between characters. Use your own experiences or imagination. Your speech purpose is to entertain. As you develop the story, keep these points in mind:

- Describe the setting (time, place, circumstances) quickly and concisely, omitting unnecessary details
- Make clear the nature of the conflict or difficulty that had to be overcome
- Personalize the story to attract and maintain listeners’ interest
- Build realistic images and characters through imagery
- Establish a mood of excitement and drama from the beginning
- Keep the story moving and building
- End with a powerful climax
**Speaking After Dinner**

For this project, prepare, rehearse, and deliver an eight to ten minute after-dinner speech, using the entertainment skills you have developed in the preceding projects in this manual. Include humor, drama, or a combination of both, making sure they are relevant to the theme of your speech. You may simulate a particular audience or occasion if you wish, but be sure the Toastmaster is notified in advance.