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| --- | --- |
| A1 | A2 |
| A3 | A4 |
| A5 | A6 |

|  |  |
| --- | --- |
| B1 | B2 |
| B3 | B4 |
| B5 | B6 |

General rules: Pick a maximum length for each speech (30s to 2 mins), and a minimum if students have trouble talking (~30s). ‘Challenging questions’ can be limited to 1-3 for larger classes for the sake of time.

1. **Heads Tails Pro Con**

Flip a coin: heads for Con, tails for Pro. Then, pick a slide number. You have to argue your chosen side for that topic! Let your classmates ask some challenging questions after.

1. **Dicey Debate**

Go up in pairs. S1 (student 1) rolls a die (D6). S2 argues for one side (you choose: Pro or Con!) and S1 argues for the opposite. Teachers or student judges decide the winner!

1. **Dicey Pairs**

Go up in pairs. S1 rolls a die (D6) and argues for one side (you choose: Pro or Con!). Then, S2 gives a speech for the same side, adding additional points. The class then can ask challenging questions to the pairs!

1. **Mini-Constructives**

Two pairs of students go up; each pair is a team. Students should play rock-paper-scissors to see who gets to choose sides. Pick a topic, then the winner picks a side (Pro/Con). The other students argue the opposite side. In each team, S1 gives the first speech about the topic, and S2 gives a rebuttal speech, answering what the other team said. Each speech can be 30s-1min. The order will be ProS1, ConS1, ProS2, ConS2.

1. **Master of Disguise**

One student goes up and gives two speeches for the same topic: one Pro and one Con. Each speech can be 30s-2 mins.

Of course, there’s many more games you can come up with! The possibilities are endless.