

ADVANCED COMMUNICATION SERIES
STORYTELLING

Assignment #1:
THE FOLK TALE

Objectives

- To tell a folk tale that is entertaining and enjoyable for a specific age group.
- To use vivid imagery and voice to enhance the tale.
- TIME : 7 to 9 minutes

Note to the Evaluator:

The purpose of this talk was for the speaker to tell, not read, a folk tale. The speaker should not act out the story, but instead interpret it for the audience, using voice and imagery. It is suggested you read the entire project before the presentation.

Evaluation Guide

1. How did the speaker attract your interest to the story? Were you entertained?
2. What techniques (tempo, rhythm, inflection, pause, volume) did the speaker use that were especially effective?
3. Comment on the speaker's use of vocal variety in telling the story.
4. What parts of the story were most exciting? What parts (if any) slowed the story? What delivery technique(s) created or distracted from the effectiveness of the story?
5. What was the idea or mood the speaker was trying to convey? How was the idea or mood conveyed? Was the speaker successful?
6. Were you able to visualize the story in your mind? What parts of the story were most impressive?

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Assignment #2:
LET'S GET PERSONAL

Objectives

- To learn the elements of a good story.
- To create and tell an original story based on a personal experience.
- TIME : 6 to 8 minutes

Note to the Evaluator

For this project, the speaker was to create and tell a story based on a personal experience without using a script or notes. The speaker was to use vivid descriptions and dialogue to bring the story to life. It is suggested you read the speech project before the presentation.

Evaluation Guide

1. How was the plot or point of the story developed?
2. How did the story build to a climax?
3. Were the characters well developed? How did you learn about them?
4. How did the speaker use description and dialogue to add color to the story?
5. Were you able to picture the characters and action as the speaker told the story? What, if anything, could the speaker have done to help you better visualize the characters and action?

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Assignment #3:
THE MORAL OF THE STORY

Objectives

- To understand that a story can be entertaining yet display moral values.
- To create a new story that offers a lesson or moral.
- To tell the story, using the skills developed in the previous two projects.
- TIME : 4 to 6 minutes

Note to the Evaluator

The speaker had two options for this project: Create and tell an original story with a lesson or take a lesson from another story and create a new story to go with it. The story was to be entertaining and have a surprise twist to the ending, and the speaker was not to use a script or notes when telling the story. It is suggested you read the project before the presentation.

Evaluation Guide

1. Was the story presented simply and clearly?
2. How did the speaker capture and hold your interest?
3. Were all of the elements of a good story included (plot, setting, characters, action, etc.)? If not, which ones were missing and how did this affect the story?
4. How did the speaker use vocal variety to add to the story?
5. What was the twist to the story? Was it successful? Why or why not?

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Assignment #4:
THE TOUCHING STORY

Objectives

- To understand the techniques available to arouse emotion.
- To become skilled in arousing emotions while telling a story.
- TIME : 6 to 8 minutes

Note to the Evaluator

For this project, the speaker was to prepare and present an original story designed to evoke emotion among listeners, using description and dialogue. The speaker was not to use a script or notes when telling the story. It suggested you read the project before the presentation.

Evaluation Guide

1. What emotions did you experience as the speaker told the story? How did the speaker use descriptive words and phrases to evoke emotion?
2. How did the speaker use dialogue to evoke emotion?
3. Did the story contain the basic elements of setting, characters, plot, conflict, and action? If not, which were missing? How did this affect the story?
4. Were the characters well developed? How did the speaker use description and dialogue to give them life?
5. How was the story developed? Was the plot or point clear?
6. How did the speaker build to a powerful climax?

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Assignment #5:
BRINGING HISTORY TO LIFE

Objectives

- To understand the purpose of stories about historical events or people.
- To use the storytelling skills developed in the preceding projects to tell a story about a historical event or person.
- TIME : 7 to 9 minutes

Note to the Evaluator

The purpose of this talk was for the speaker to tell a story about a historical event or person. The event or person may be mythical, imaginative, fictional, or real. The story should have a plot and character development and should build to a climax. It is suggested you read the project before the presentation.

Evaluation Guide

1. Was the plot of the story clear?
2. To what degree did the speaker succeed in building the story to a climax?
3. How did the speaker develop the characters?
4. Did the speaker make effective use of description and dialogue in telling the story?
5. Did you gain greater insight into the historical event or person the speaker was telling about?
6. How effectively did the speaker use vocal variety while telling the story? Did the speaker display any distracting gestures or mannerisms?