

Instructions

Building Group Identity: Twister Style

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Adapting the Twister spinner for this assignment:

The colorful, iconic game Twister was introduced in 1966 by Milton Bradley; since that time it has been played by millions across the globe. It is still sold in stores and on line. Three to eight people are recommended to play the original game but it can be played with two. Twister has always been considered a party game. The game consists of a large floor mat with 4 colored circles and a spinner. The object of the game is for players to literally twist their bodies by placing their hands and feet on the circles on the mat without falling down. Agility and coordination are helpful but the object of the game is also to have a good time, laugh and build community.

The Twister spinner is a colorful and memorable component of the game, Twister. This game or the spinner can be purchased together or separately on Ebay or in a toy store. The spinner is known for its bold colorful circles around the perimeter of the spinner. The spinner is also divided into 4 quadrants: left foot, right foot, left hand and right hand. When the spinner is set into motion it will stop on a corresponding quadrant and color (for example: Right foot, green). In the original game, participant would place their right foot on a green circle on the corresponding large mat placed on the floor. The game would progress while a group of players twisted their bodies into all types of shapes depending on the spinner's instructions. Smiles and laughter have always been the by-product of this game. Therefore, aligning it with a greatly feared speech is a strategic way for students to relax and learn in a gaming-type atmosphere.

This activity only uses the spinner and not the mat. To successfully execute this type of attribute-impromptu, each color on the spinner is designated as a particular attribute. For example:

Attribute List

Red	Competition
Yellow	Charity
Green	Decisiveness
Blue	Selfishness

If your spinner has a 5th color, you may either create another attribute or use it as a wild card. You may also change or expand upon the attributes depending on the needs of the class. Other attributes include creativity, perfection, conformity, particularity, rigidity, etc.

After presenting the 4 attributes, explain that students will use these **attributes** as the actual **topics** for a 1-2 minute impromptu speech. However, each attribute must be paired with a speech purpose. For this speech, there are two purposes: to praise or to blame. If the spinner lands on either the **left or right hand quadrant**, the student will deliver a speech in **praise of the attribute** concentrating on the perceived desirable, positive characteristics of the attribute. If the spinner lands on either **left or right foot**, the student

will deliver a 1-2 minute speech in **blame of the attribute** explaining why we must use caution with it or consider its potential for adversity and negativity.

Example: If the spinner lands on left foot - green, the speaker will deliver a 1-2 minute speech on decisiveness as a negative attribute. Right hand - red means the student will deliver a 1-2 minute speech on why competition has praise worthy components.

The attributes are purposely created to explore two sides of issues and consider opposing viewpoints. This leads to greater tolerance and exposure to a variety of opinion in the class.

After the spinner is explained:

1. Divide the class into dyads. Explain that the students will be working in groups of two to help each other craft and deliver an impromptu speech.
2. Ask the dyads to introduce themselves and get ready for some fun.
3. Have dyads decide who will be the first speaker and who will serve as peer coach.
4. Each speaker will be given two minutes to work with their peer coach before speaking.
5. The peer coach should keep time, help brainstorm ideas, and help build the speaker's confidence.
6. Each dyad member should have time to serve as both speaker and peer coach.

Additional notes and adaptations:

This assignment can be used as a non-graded, in class assignment or as a graded assignment. I have done both. Nevertheless, a rubric should be used to help execute desired outcomes.

Rather than attributes, this activity can be used in a business communication course when studying business leaders in history. It can be used to test readings and knowledge or simply to speak about these individuals as interesting topics. If so, this is how colors can be adapted:

Red	Jack Welsh
Yellow	Bill Gates
Green	Steve Jobs
Blue	Ursula Burns

The hand quadrants would convert into speeches reviewing the leaders rise to greatness and the foot quadrant would have students focus on challenges and obstacles in the path of this leader.

Yet another rendition of this activity can be impromptu speeches about areas of study that may be viewed with controversy such as:

Red	Bitcoin
Yellow	Travel Bans
Green	Socialized medicine
Blue	Investing in emerging markets

The hand quadrant would dictate that the student's speech focus on the positive features of the attribute. Landing on the foot quadrant means that the student speaks against the selected attribute.

This simple, colorful spinner can be used for many diverse impromptu speaking speech opportunities.