

21 Extemp Drills for Practice

Fluency/Clarity and Content are the most important expectations of judges when it comes Extemp. But most beginning extempers focus solely on the content of their speeches. That's where drills come in – to develop the speaking skills that will launch their content into the stratosphere.

1. **Piranha Pack** - After the speech, multiple club members or peers will take turns cross-examining the speaker until they run out of questions. Tests topic knowledge, logical analysis.
2. **Obscure Only** - Students are given three topics on areas they are unlikely to have prior knowledge of. This drill develops well-rounded research and strong delivery while removing the crutches of familiarity. Best for advanced students.
3. **The Lawyer** - During the speech, the listeners are allowed to interrupt the speaker and ask questions at any time. Develops nuance and discourages audience pandering.
4. **The Pentagon+** - Speakers are required to utilize 5+ unique sources during their speech. Sources must be clearly delineated and cannot be applied to the same reference twice. For example, you could not simply use three sources to refer to the same death count of an earthquake. However, you could use one for the death count, a second one to estimate economic damages, and a third to introduce a quotation from a survivor. Develops research skill and punishes single-source reliance.
5. **Rabble-Rouser** - The speaker is required to take at least one position in their speech that would most likely conflict with the political views of their audience. Develops persuasive abilities.
6. **5 Minute Prep** - The speaker is allowed only 5 minutes of preparation time. Develops prep efficiency and delivery skill.

Source Reference

Drew Magness for Ace Peak - Character-first speech and debate coaching
February 6, 2019

<https://acepeak.org/the-acepeak-blog/6-advanced-extemp-drills>

7. **Musical Filing** - Put on a song & everyone reads evidence or files until the end of the song. Then everyone quickly summarizes one important point they learned. Works best in groups of 5 to 10.
8. **AGD Transition Game** - Rattle off unrelated extemp topics (the Iran Nuclear Deal, the upcoming election, Uzbekistan's economy). The speaker has to effectively link them together until they either stumble or pause for too long. If they make it three minutes without stuttering, they "win."
9. **Passage Discussion Round Table** - Everyone should read a passage in a larger article, highlight important information, and come back to summarize that information. Works well for very long think tank briefings you can analyze as a team.
10. **Policymaker** - Generate hypothetical questions (make them fun on occasion too) and everybody generates some solutions or acts how that politician would. This helps get people into the minds of those people.

Example 1: "You are Jair Bolsonaro and China promised to invest \$100 billion over the next 10 years with no strings attached. How do you take full advantage of this opportunity to grow Brazil's economy while boosting your own popularity?"

Example 2: "You are Joe Biden and Germany leaves the European Union. How should the US respond?"

11. **Topic Debates** - Similar to Policymaker, except encourage general discussion over a topic and debate the merits of different solutions and assess whether or not the issue in question is even a threat to begin with. For example, "Medicare-for-All: Is it a viable

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healthcare system?" One group should take the pro side, another the con side, and someone else should be the moderator. Everyone should come to practice prepared with evidence.

12. **Ask the Expert** - Everybody does some research on a specific topic & then is extensively cross-examined on that topic. They should research the questions they couldn't answer & provide answers afterward.
13. **Random Country Game** - Good impacting game. Everybody is assigned a random country & does 10-15 minutes of research on it. Then, you host debates where each side gets 2 minutes to explain why their country is the most important and 1 minute of rebuttal. Afterward, people can decide the "winner." This helps find effective statements of significance for IX questions.
14. **Book Summaries** - Everybody is given a book and they have to create a book summary with the 3-5 most important things to present to the rest of the group.
15. **The Newscaster** - Name as many developing stories as you can off of the top of your head. Make it a competition to see who can name the most.
16. **Satan Speeches** - 1 minute of prep, 7 minutes of speaking. Yes, it's hard. Modify as needed for novices.
17. **The Psychic** - Pick a current event (Iran nuclearization) and come up with three possible scenarios
Example: 1. Iran never nuclearizes and the regime collapses;
2. Iran never nuclearizes and a new deal is created;
3. Iran nuclearizes and becomes the powerhouse of the Middle East.

Determine what variables impact these choices (Iran's economic strength, threats from other countries, how willing would the US be to re-sign the deal, etc.) and then rank them in order of probability.

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18. **The Concision Drill** - Contest to see who has the best & shortest explanation of a complex current event. Class votes for the winner.
19. **Fun Introduction Game** - Everyone stands in a circle and is assigned random occupations (doctor, soldier, scientist, etc.) And you pretend that everyone is stranded on a deserted island, and someone has to be sacrificed for food. You go around, and everyone makes their case on why they should be kept alive based on their occupation and the benefits it would provide to the group. After a full lap of the circle, the circle “votes out” the person who makes the least compelling case on why they should be kept alive, and then repeat the cycle from there. The Doctor, the Soldier, the Pilot, the Child, the Politician, the Scientist, the Gym Buff, and the Old Man.
20. **Disad Game** - People are given two very unrelated things and are trying to link them in as little steps as possible (jaywalking → wall street crashes, for example). This forces narratives to be concise.
21. **Seamless Transitions** - Given a political topic (Gun control) and then three random words (pickles, Wall Street, and algebra II). Students create a 1 minute speech to seamlessly tie the three words together. Forces smooth delivery.

Source Reference

From The Extempers' Bible by Ananth Veluvali
<https://extempers.org/2021/04/02/drill-list/?amp=1>
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