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Speak It Up!

Speechable Rulebook

Speechable - an educational board game to improve
public speaking skills among young people.

www.speakitupproject.eu

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Introduction

Speechable is a board game for 7-30 (or more!) players, allowing them the floor to speak and Debate or argue on various interesting topics and prompt keywords, using specific Speech types, and adding the fun element of including cards of random images/words that must be used in their speech.

There are two different basic game modes within this set of rules depending on the number of players, introducing a fully competitive or a team competitive mode, giving the players the ability to critically vote on the players/teams who argued most convincingly amongst their peers.

Components

Speech Cards

Simple cards denoting a Speech Type.



Topic Cards

Cards indicating a specific topic to be discussed, and having keyword prompts on the particular topic.





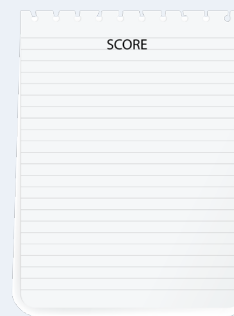
Inspiration Cards

Cards indicating an image and a word.



Scoreboard

A piece of paper, keeping score of points for players (used in the Debate Mode).



Awards

A set of pieces of paper, indicating numbers (used in the Party Mode).





The Game in a Nutshell

The Speechable game is played in more than one way, depending on the number of players; below, the main game mode is described (Debate) while the second mode is explained within the rules as a variation to the main mode.

The Speechable Debate game is played in a series of rounds, where 7-13 active players debate using a specific Speech type and relevant topic, one being in favor of the topic, the other being against.

During each round (consisting of 3 phases), Speakers will be selected to take the podium and debate on the Speech type selected. In each phase, the players will be given a specific card with an image and/or word, and will be asked to use that image/word into their speech, to debate on the given topic.

After the 3rd phase is completed, each Speaker is asked one question from the other participants, which they must answer within 30" (without the use of cards); should they be unable to answer, the player who posed the question gains 1 point. Subsequently, all players will vote which player they believe had more convincing arguments, and the winner will gain 1 point. Play then continues to a new pair, until all players had a chance to be a Speaker once.

Setup

- Place the Speech cards within easy reach.
- Place the Topic cards next to the Speech cards.
- Place the Inspiration cards next to the Topic cards.
- Select two persons to be the Critics (they are not considered to be players)
- Give the Critics the Scoreboard
- Select starting Speakers (two adjacent players).
- Deal each non-Speaker player 2 Inspiration cards.



Main Game Rules - Debate

After setup and selecting the initial Speakers, the game begins.

Game Round

Round Start

A Speech card is revealed and read outloud, and the players must now debate using the general concepts of that particular speech type. Subsequently, a Topic card is revealed and read outloud, indicating the topic that must be discussed. Finally, with a flip of the coin the players decide who will be “in favor” and who will be “against” the particular topic.

After the initial choices, the players move on to the three Speech phases.

Debate Phases

Phase I: Opening Statement

Each player draws an Inspiration card, and must weave that card’s content into their opening statement. They each have 30” to see the card and complete their statement, the player being “in favor” speaking first.

Phase II: Main Argument

Each player draws an Inspiration card, and must weave that card’s content into their argument. They each have 60” to provide at least one argument supporting their position, and may additionally offer one argument disproving their opponent. Players speak in the same order.

Phase III: Closing Statement

Each player draws an Inspiration card, and must weave that card’s content into their closing statement. They each have 30” to see the card and complete their statement concluding their position, the player being “in favor” speaking last.



Example:

The trainer chooses the topic of “Debate the current system of Elections”, and indicates who will be for and who will be against. The players subsequently each draw a card, and must say a sentence within 30” to support their position using the keyword. The player “for” draws “Rabbit” and the player “**against**” draws “**freedom**”.

“For” – *“The system currently in place serves the public greatly; wanting to change it is like chasing a Rabbit with tied shoelaces”*

“Against” – *“The current system inhibits the true freedom of choice, as the voters are too limited in the timeframe to attend the booth”*





Public Questions

After concluding Phase III, the players may receive one question each. Going clockwise, each non-speaker player has the option to ask a valid question to one of the speakers, revealing one of their Inspiration cards and weaving it into the question, or pass.

Each Speaker can only be asked a maximum of one question (if both Speakers have been asked one question, all non-speakers pass).

If the Speaker manages to give a proper response within 30", both players gain 1 Point. If the Speaker fails to give a proper response within 30", the player asking the question gains 2 Points.

Voting

The players will vote in secret which Speaker posed the most convincing argument; the Speaker with the most votes will gain 2 points, while the Speaker with fewer votes will gain 1 point.

Critique

The Critics play an important part in the game. They monitor the discussions, agreeing on whether the players correctly use the Topics and prompts, follow the Speech types, and correctly use the Inspiration cards. In addition, they are allowed to award or remove points to the Speakers and any players who successfully pose questions.

They can award 1 point on the following thematics:

- Most Original Statement/Question
- Most on-Point Statement/Question
- Faster Statement (Speakers)
- Most In-Character (Speech Type) Statement/Response (Speakers)



They can remove 1 point (total points cannot be lower than 0) on the following thematics:

- Out-of Time Statement/Question
- Irrelevant Statement/Question
- Incorrect use of Inspiration Card

For both awarding and removing points, both Critics must agree.

End of Round

After the final scores have been determined, if there are still players who have not spoken at least once, a new round begins.

- The players clockwise next to the previous Speakers are now the new Speakers, and discard (return to the pile of used cards) all Inspiration cards they have.
- Each other player is allowed to discard up to one of their Inspiration cards.
- Each non-Speaker player draws back up to two Inspiration cards.
- Start the new round!

Game End

After all players have had a chance to be the Speaker, the game ends and the final scoreboard is revealed, indicating the players with the most points, who win (if more than one player has the most points, they all are considered as top scorers).



Party Rules

The Party set of rules is useful for groups of 14-30 players (or more!). This set of rules uses the same components and Speech thematic, however it shortens the game's duration and introduces team play.

Setup Changes

- (same) Place the Speech cards within easy reach.
- (same) Place the Topic cards next to the Speech cards.
- (same) Place the Inspiration cards next to the Topic cards.
- (same) Select two persons to be the Critics (they are not considered to be players)
- Split the players into groups of 4,5 or 6 persons depending on your most even player count; the Critics should fill in any missing players to even all teams.
- Give each team a set of Awards, indicating numbers from 1 to up to one less than the total number of teams (example: with 6 teams, each team will have numbers 1-2-3-4-5)
- Give the Critics a set of Awards, indicating numbers from 1 to up to the total number of teams (example: with 6 teams, each team will have numbers 1-2-3-4-5-6)
- Select one team to be Active, and start the first round.

Party Round Start

A Speech card is revealed and read outloud, and the players must now act using the general concepts of that particular speech type. Subsequently, a Topic card is revealed and read outloud, indicating the topic that must be addressed.

Next, reveal Inspiration cards equal to the number of players in the team. The active team players now have 60" to look at the cards, split them amongst the team, and arrange themselves in order of play as they see fit.



Party Speech

The players will now try to form a coherent speech, each player adding a sentence that should connect with the previous and give a link to the next (if any) sentence. Before initiation of the Party Speech, the team has 30” to see their cards and think of ideas for their sentences, and decide whether as a team they will speak “in favor”, “against” or “neutral” to the particular topic.

Then, the Party Speech starts and each player must use their Inspiration card and include it within their sentence, each player having 15” seconds to speak their phrase.

Example:

The teams are given the type of “**Political Speech**”. The 5 participants then draw one card each, having the keywords “Rabbit”, “Freedom”, “Cake”, “Spontaneity”, “Innovation”. The first player starts, and each other follows:

1. Voting is like Alice chasing the Rabbit into wonderland,
2. you always have the freedom to do so,
3. but must beware which cake you choose to eat,
4. do your research and never use spontaneity when you go to vote,
5. trust in the party that supports public growth and innovation.

Once this is done, the players again continue the game with the opposite order, so the 5th player will make a second consecutive phrase with their second card, the 4th player will go next and so on until they conclude with the 1st player.



Critique

As previously, the Critics play an important part in the game. They monitor the discussions, agreeing on whether the players correctly use the Topics and prompts, follow the Speech types, and correctly use the Inspiration cards.

The Critics can award 1 negative point to the team for each player who:

- did not use their Inspiration card correctly
- did not follow the Speech type
- did not follow the Topic
- was not on-time

Both Critics must agree on their decisions.

End of Round

After any penalties are given, if there are still teams who have not had their Party Speech at least once, a new round begins.

- The next team becomes active.
- Start the new round!

Game End

After all teams have had their Party Speech, the game ends and the teams now get to vote on the other teams' performance.

Each team will allocate one of the Awards to the team they wish, as will the Critics. The final scoring of the teams will be the total of all Awards they have been given, with the team/teams scoring highest being the winners.



Notes





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