

# The Entertainer Role

This is a 10 minute role designed to re-energize the meeting immediately after the conclusion of the prepared speeches and before the evaluators give their reports. It also allows the evaluators extra time if needed to complete the preparation of their reports.

Here are 5 suggestions for this role:

## Round Robbin

Giving each person 45 secs, begin a story of your choosing and after 45 secs, the person to your right will continue where you left off. The story will progress as each person adds further twists and adventures to it. Try and avoid having people turn the story into a dream that they wake up from. Also, encourage people to make it difficult for the next person to continue. This can be hilarious!

## 20 New Uses For...

Arrange people in teams of 2 or 3 and provide each team with an object from the room (or supply them yourself). Have each team come up with 20 different uses for that object.

## What's Your Middle Name

Pick a person and guess their middle name and why you think it's that name. Have that person then reveal their middle name and then pick someone else at random to guess their middle name and why.

## Advertising Campaign

Arrange people in teams of 2 or 3 and provide each team with a print ad from a magazine. Have that team come up with a new campaign for the item being advertised. Get them to present the original campaign and then their new one and explain why theirs is better.

## Debate

Divide the room into 2 groups. Assign one group the affirmative and the other the negative. Read out a debate topic and have the groups come up with their arguments for or against. Allow 3 mins to organise their arguments and then start the debate. Let each person talk for 45 seconds switching between sides each time.