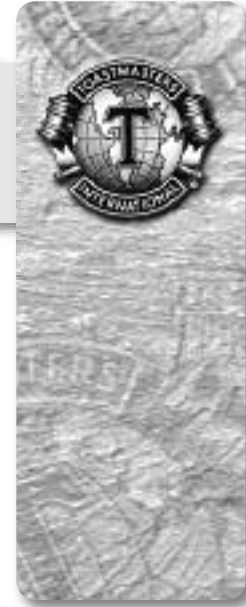


Programming Suggestions



The club meeting is the most important part of the Toastmasters experience. Enjoyable, dynamic, well-conducted meetings keep members interested and active, and they attract new members to your club. Dull, boring, poorly conducted meetings drive members away. Your club meeting should be a showcase event, well planned and full of variety. Following are some program ideas that will help your meetings be enjoyable and educational.

- Show and tell. Members speak about their hobbies or interests. They can display samples of their work, pictures, etc. or even give demonstrations.
- Roast the outgoing club president or a member who is leaving the club.
- Mock trial. Appoint members to serve as judge, lawyers, defense and plaintiff, and pose legal problems for them to try.
- Officer roles. Have newly elected club officers explain the duties of their respective offices and their goals for their term of office.
- Children. Invite the children of members and friends. Direct the program to youth problems and solutions, and allow children to participate.
- Pick a card. No program assignments are made in advance. Instead, members draw for roles as they arrive at the meeting.
- Backwards meeting. The meeting program is backward – it begins with adjournment and continues until the meeting is called to order. This means evaluations precede the speeches, as do the timer's and grammarian's reports.
- Movie reviews. Members must see a current movie and review it.
- Dear Abby. Various everyday problems and situations are discussed, with members offering solutions.
- Parenting. The program offers tips on child-rearing, from babies to teenagers. Include guest speakers.

Patterns in Programming (Code 1314) contains many proven ideas for club programming.

Table Topics Suggestions

A stimulating Table Topics session requires some preparation. The subject should be interesting, sometimes controversial and fairly well-known. The subject should not be so esoteric that members are confounded or overwhelmed. It should be challenging, but not impossible. Also, the subjects and ideas should be fresh and new. A little "spice" and some variety will add excitement to your club meeting. Following are some ideas that will stimulate your Table Topics sessions:

- Improvisational skits. These call for participation by two Toastmasters at a time. One member plays the role of a particular person, for example a rude sales clerk. The other member is given a slip of paper which tells him or her what he or she is supposed to do – for example, be a customer who is undaunted by the rudeness of the salesclerk and who eventually befriends the salesclerk.
- Telephone conversations. This also involves two members. One member is assigned a specific role, perhaps that of a "loan shark" asking for the delinquent payment of a loan secured to pay gambling debts. The other member plays the respondent, in the example a remorseful gambler.

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- Gripe sessions. Everyone has a pet peeve. Ask members to air their complaints.
 - News or sports shows. Have members act as newscasters, sportscasters or even call a horse race.
 - Talk shows. Two members seat themselves at the front of the room. One acts as the host, the other as the guest. The host is then told the guest's name (real or

fictional) and occupation. The host attempts to conduct an interesting interview.

If you need more Table Topics ideas, purchase the *Think Fast! Table Topics* manual (Item 1315) or Stand Up And Speak! a deck of Table Topics question cards. Check your Supply Catalog for more options.