

# Mad Minute

Classroom Resource



**Masters Academy**

# Mad Minute

## A Resource for Talking and Listening

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### Activity Setup

Mad Minute is a game that can be used to develop impromptu speaking skills and active listening skills in a classroom environment. For playing 'Mad Minute' a stopwatch or timing is required. The whole class is given a topic (i.e. TV, sport, string, cabbages, cars, and teachers).

About ten seconds later a name is announced, the clock is started and the named student stands and commences to speak on the topic that was given. Any other class member may challenge their speech by challenging on one of three grounds:

Irrelevance	Repetition	Hesitation
It is not related to the topic	The speaker is repeating themselves or listing ideas to waste time	The speaker is saying 'um' repeatedly or not saying anything for 5 seconds or more

To challenge, they should raise their hand. When called upon, the stopwatch is stopped and the challenger has to explain their challenge. The teacher adjudicates - if the challenge is overruled the speaker is allowed to continue and the stopwatch resumes timing.

If the challenge is valid the challenger takes over until they are successfully challenged or until the one minute is up. The winner is the person who is speaking when the minute is up.

This activity can be made more challenging by adding rules. For example, you could ban any speaker from repeating any idea that has already been brought up, or ban speakers from mentioning certain words, and allow the class to challenge on these grounds.

Example Mad Minute Topics			
Games	Travel	Hats	Politics
Scissors	Villains	Laptops	Smells