

The Discussion Leader

1. The Seminar Solution

- Time: 20-30 minutes
- Objectives:
- Present an introductory short talk or brief lecture describing a theory, model or information about a topic that will be discussed by a group following the presentation.
 - Organize the information so that it is easy to understand and can be remembered.
 - Orient the group to think about the specific goal of the discussion that follows.
 - Use a buzz session discussion technique to promote group participation in deriving information leading to a solution to the problem.

2. The Round Robin

- Time: 20-30 minutes
- Objectives:
- Establish the meaning of a question with a discussion group.
 - Using a problem solving pattern, lead the participants in a brainstorming session.
 - Screen the possible solutions and lead the group in deciding what action to take.

3. Pilot a Panel

- Time: 30-40 minutes
- Objectives:
- Select a problem for panel discussion. Select not less than three members in advance to speak on the panel.
 - Define the common goals and the purpose of the panel.
 - Acting as moderator, monitor the panel discussion to inform the audience.

4. Make Believe (Role Playing)

- Time: 20-30 minutes
- Objectives:
- Understand what role-playing is and how to use it effectively in group communication.
 - Select a problem involving human relations in which you may use the role-playing method to illustrate and explore the problem.

- Create a plot and characters relevant to the discussion problem and select a cast from among the group members.

5. The Workshop Leader

Time: 30-40 minutes

- Objectives:
- Building group unity, guide the workshop participants in an investigative discussion of the problem.
 - Follow a problem solving pattern to arrive at a solution.
 - Bring the group to an agreement before the discussion ends.

Note: For some speech projects, the presentation time may also include additional segments for such activities as question-and-answer periods, depending on the project.