



# Delegation Debate Activities

## About Running MUN Debate Activities

Learning how to garner strong public speaking skills, present arguments clearly and effectively, and develop speeches quickly is central to becoming a skillful delegate in Model UN. To develop these skills, delegates often need to practice delivering speeches

## Debate Activities Instructions

### Speed Debates

Two delegates are given one topic to debate and are assigned opposite stances. The two delegates are given 30 seconds to prepare and 45 seconds to deliver their argument. The advisor/head delegate or other delegates will vote to decide which delegate won the debate.

### Debate Musical Chairs

This activity is a spinoff of the normal childhood game of musical chairs. To set up the activity, organize chairs in the center of the room with the seats facing outwards and the backs of the chairs facing towards the center of the circle. There should be two less chairs than the total number of delegates participating. The head delegate or advisor will play a song and delegates will walk one direction around the circle of chairs. After approximately 20-30 seconds or a random interval, the head delegate or advisor will pause the song and the delegates must find a seat.

The two delegates who do not have seats go into the middle of the circle. The head delegate or advisor gives a topic and assigns two opposite stances to the two delegates. One of the delegates is chosen first and is required to give an on-the-spot speech defending their position in 30 seconds. After the first delegate is done, the second delegate goes immediately afterwards and defends their position in 30 seconds. When both delegates have delivered their speeches, the students who are in the chairs vote on which delegate defended their position better.



The winning delegate remains in the game and the other delegate can wait on the outskirts of the room and vote in following rounds. One chair is removed from the circle and the game resumes with the head delegate or advisor resuming the song and with the other delegates walking around the circle.

## **Debate Apples to Apples**

Best played in smaller groups of delegates, for this activity, the game [Apples to Apples](#) is needed. In their group, delegates will play a round of Apples to Apples per the game's instructions. However, instead of having the "judge" determine which card best relates to the given term, each delegate playing a card will have 20 seconds to explain why their card is the best. After each delegate defends their card, the "judge" will choose which delegate's argument was the best and the "winning" delegate becomes the new judge. After a few rounds, the delegate who collects the most "prompt cards" wins.

## **Storytelling Competition**

Delegates participating will line up in a single-file line or in a circle. The delegate at the very front of the line or at the "start" of the circle, will have 20 seconds to say one sentence that could turn into a story. After this first delegate says their sentence, the delegate next to them has 20 seconds to deliver another sentence to continue building the story. The activity continues until all delegates participating has an opportunity to speak and when the story is complete. Although this activity is less about forming arguments or debating, this activity tests delegates' abilities to think on their feet and adapt to what is presented to them.

## **Influential Historical Figures**

Each delegate is assigned a different historical figure (i.e Napoleon Bonaparte). After being given 30 seconds to 2 minutes to prepare. One by one, delegates will deliver a 45 second speech on a given historic (or modern) topic that the head delegate or advisor presents and will deliver the speech as if their figure was alive during the event, conveying the figure's views and perspectives.

**Questions? Please email us at: [adg@pacificmun.com](mailto:adg@pacificmun.com).**