

# TABLE TOPICS FROM



- ART** – Bring pictures of abstract art. Ask members to describe what they see.
- ANIMALS** – bring a variety of small stuffed animals, have participant pick one and tell a story about it.
- BALLOONS** – place questions in balloons. Each speaker chooses a balloon and “Pops-it” for the question.
- BOOK TITLES** – Ask a person to tell what they think the book is about without looking in the cover.
- BOOK SWAP** – have members tell why they brought a book, then have a mad swap at end of meeting.
- CONTINUOUS STORY** – begin a story and ask participants to continue it.
- COINS** – Have participants pick a coin out of a bowl, then discuss or describe something significant about the year, state (quarters) or foreign place if a foreign coin.
- DEBATES** – count members off in twos and ask them to debate the pros and cons of certain issues. Selected issues can be funny or serious – why you’d like to be CEO of a major company; why you’d rather be living in (any state); why we should use the military to help resolve crimes; the prevalence of drugs etc.
- DEAR ABBY** – give each person a “Dear Abby “ question, ask them to respond.
- DISCUSSION** – Select local, regional, national or international issues and discuss: local taxes, crime, pollution, drugs, health care, the homeless, education, the Federal budget, peace initiatives.
- EDITOR** – each participant is the editor of a national magazine. Ask them what they plan for the next issue for their respective sections – World News, National News, Feature Articles, Sports, Health, Business, and People.
- EXCHANGES** – Bring “selected” gifts, wrapped or unwrapped. Ask members to give and receive them appropriately.
- FORTUNE COOKIES** – Ask participants to open a fortune cookie, read the fortune, and explain what it means – or take the cookie, remove the fortune and replace it with your own
- FRUIT** – bring in fruit and ask each participant to describe what they love about the fruit and why it is so important in their life.
- FOOD** – Ask members for the proper technique for eating artichokes, bacon, fried chicken, spaghetti.
- GADGETS** – go through the house collecting an assortment of oddball gadgets; place them in a brown paper bag. Have each participant pick a gadget from the bag and explain how James Bond would use it.
- GESTURES** – choose topics that lend themselves to gestures. Select a pair of participants – the first does the speaking only, the second person makes the gestures for the first speaker.
- HATS** – place a variety of hats on a table. Each participant chooses a hat and plays the character that would wear that hat. Examples: baseball hat, football helmet, fishing hat, chef hat.
- HOW TO** – Ask “how-to” questions: how to make a salad, how to change a tire, how to put up a tent. Participant can either describe with words, or gestures only (have audience guess what they’re doing).
- HISTORICAL EVENTS** – state Historical/recent event. Ask what the participant would have done if they were Napoleon, Caesar, and Queen Elizabeth.

# TABLE TOPICS A-Z CONTINUED

**INSTRUCTIONS** – See how well members follow instructions by asking them to draw an item which is described, or describe how to get to the meeting, how to get to any location etc.

**IMAGINE** – Ask members to imagine they were Little Red Riding Hood – how would they handle the wolf; if you could go back in time, what period would it be and why? Imagine it's the year 2100, what would life be like? Give recipe titles (real/imaginary), ask for ingredients, how to prepare, how to serve.

**INTERVIEWS** – interview famous people – the President, Tom Hanks, Cal Ripkin or figures from the past – Jefferson, Lincoln, Gandhi, Van Gogh, Marie Antoinette, Charles Dickens.

**JOB INTERVIEWS** – Help members prepare for job interviews by presenting Interview questions to participants – OR do the reverse by fielding questions to the TT Master, who would be the person seeking a job.

**KEYS** – Give participants a key and ask what it is the key to. Responses could be the key to success, happiness, mystery, disaster, or a key to a car, jewel box, mansion.

**LOTTERY** – Ask participants what they would do if they won specific amounts of money or various prizes.

**MUSIC** – Play old songs; ask what the songs mean to participants. Show album covers, ask for their memories.

**MYSTERY** – announce that one of the members has been murdered in the second floor bedroom of their mansion (or the family jewels were stolen). Everyone is a suspect. Ask each to defend themselves – maid, butler, mistress, mistress' husband, chef, business partner, mailman, brother, sister, sons, daughter.

**NEWSPAPERS/MAGAZINES** – Ask members to place an ad – find a mate, sell a car, and describe what the ad would say.

**OPPORTUNITY** – Describe unusual opportunities; present unusual opportunities, ask how they would handle.

**PRESENT AND ACCEPT AWARDS** – Ask participants to describe personal experiences: on their first date, with their best or worst boss, with a favorite family member, with a pet/any animal, on vacation, with natural disasters.

**QUOTES** – provide a quote or saying. Ask participants to explain where it originated and what it means. Examples – “A stitch in time saves nine” or “The early bird catches the worm.”

**READ ALOUD** – This allows for practice in vocal variety.

**REVIEWS** – Ask participants to review a book, a movie, radio, TV show.

**SALES** – Ask questions from “Jeopardy” or dating-game type questions: “Bachelor #1, if you could go anywhere in the world, where would you go?”

**UNUSUAL OBJECTS** – Ask participants to select an object and explain what it is.

**VALENTINE** – What was your favorite valentine; give out valentines, ask participants to send a message.

**WORD** – Give participants a word and ask them to elaborate on it or build a story around it.

**XEROX** – If you could “Xerox” only one document in the world, what would it be and why.

**YELLOW PAGES** – Have each member chose an ad at random and have them convince everyone that they must buy something from them or use their service.

**ZOO** – if you could be any animal in a Zoo, what would it be?