



60 second strategies



60 second strategies

Voice 21's 60 second strategies aim to give classroom practitioners simple oracy strategies that are quick and easy to implement. Each one includes a video that describes each strategy as well as links to our Oracy Framework.



The Oracy Framework

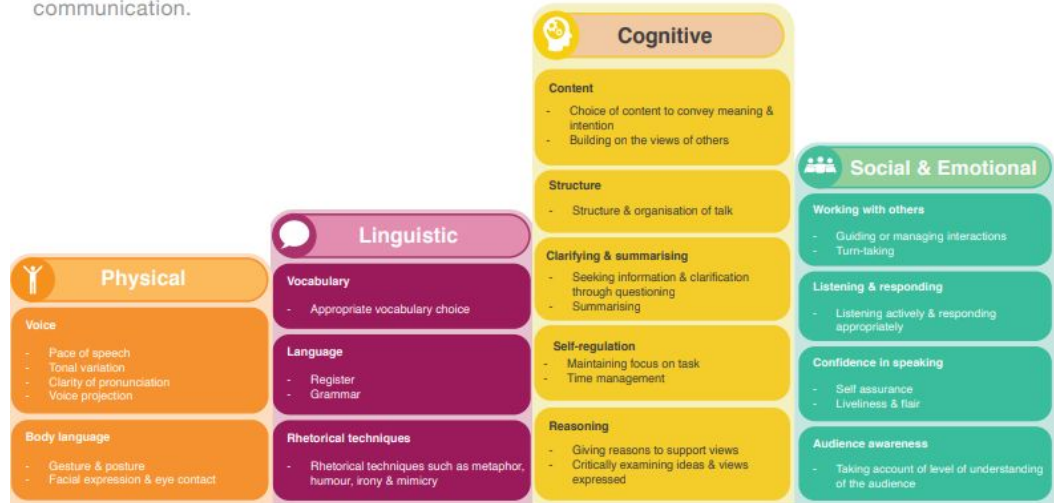
The Oracy Framework, devised by Voice 21 and Oracy Cambridge, breaks down the skills within oracy into four distinct but interlinked strands: physical, linguistic, cognitive and social & emotional.

Can you work out which strands are being practised most through each strategy? Most include ways to embed skills from two or more of the Oracy Framework Strands.

The Oracy Framework

Use the Oracy Framework to understand the physical, linguistic, cognitive, and social and emotional skills that enable successful discussion, inspiring speech and effective communication.

Oracy
Cambridge





Voice 21 core strategies

Talk Tokens

‘Talk Tokens’ can help with students who dominate discussions in your class as well as students who struggle to contribute. Find out how you can put them into practice by watching the video.



60 second strategy



Talk Tokens



01:16



Yes, but...

‘Yes, but...’ is all about developing students’ challenging skills. Watch to see how the simple sentence starter ‘Yes, but...’ help to prompt some debate.

The video player interface shows a video titled "Yes...but video.mp4" from "voice 21". The video content features a light blue header with the text "60 second strategy" and a small icon of a person. Below this, the phrase "Yes, but..." is displayed in a large, bold, purple font. To the left of the text are two circular icons: a yellow one with a brain and gears, and a teal one with three stylized human figures. To the right is a circular inset image of a young boy in a blue shirt speaking to a girl in a purple shirt sitting at a desk in a classroom. The video player controls at the bottom show a play button, a progress bar at 01:25, and the "vimeo" logo.



Opinion Line

The 'Opinion Line' strategy specifically supports students to think about the cognitive and social & emotional strands of the Oracy Framework. It is a great way to get students to share and elaborate on their opinions and could also be used as an opportunity to check in with students on their wellbeing.



Would you rather...

‘Would you rather...’ encourages students to make a choice between two opposing options or scenarios. It is a great way to provoke conversations about differences in opinions or ideas.



60 second strategy

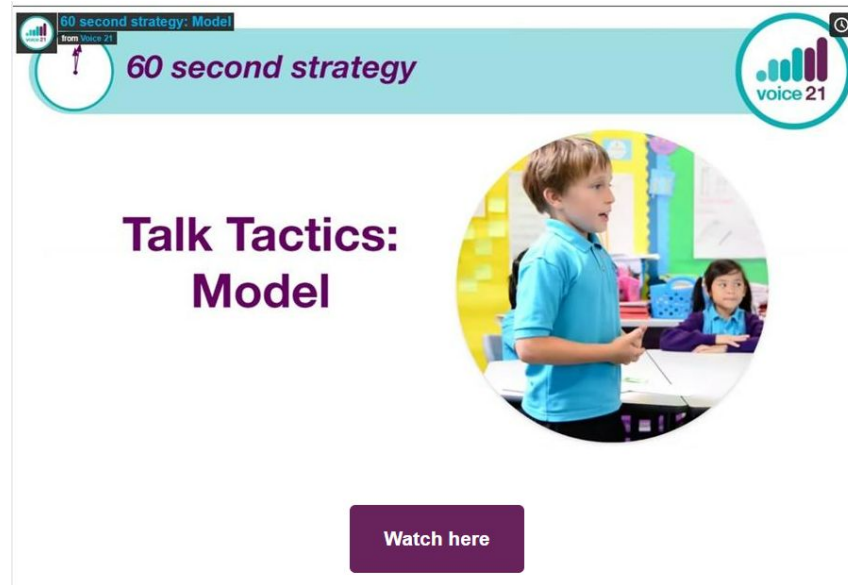


Would you
rather...



Model

‘Model’ is one of our Talk Tactics which is an excellent way of raising students’ awareness of the thought processes surrounding talk.



The screenshot shows a video player interface. At the top, there is a teal header bar with the text "60 second strategy: Model" and "voice 21" on the right. Below the header, the text "Talk Tactics: Model" is displayed in purple. To the right of the text is a circular image of a young boy in a blue shirt speaking to a girl in a purple shirt. At the bottom center, there is a purple button with the text "Watch here".



Talk Detectives

Improve the quality of discussion in your classroom by using 'Talk Detectives' as a way to scaffold peer feedback on group discussion.



Consensus circle

A 'Consensus Circle' encourages your students to share their viewpoints before coming to a consensus.

60 second strategy

Consensus circle

What three things can we do as a school community to help the environment?

- Recycle
- Walk to school
- Conserve water
- Grow
- Fundraise for charities
- Uniform swap
- Eat less meat

I think we should...because...
I agree/ disagree with... because...
Have you considered...?
How about we...?

voice 21

voice 21

02:20

vimeo

Consensus Circle

A 'Consensus Circle' is an excellent way to support your students to synthesise and evaluate their group's thinking and work toward reaching consensus.

60 second strategy - Consensus Circle
from voice 21

60 second strategy

Consensus Circle

02:04

voice 21



If I ruled the world...

'If I ruled the world...' gets students to think hypothetically about the changes they would make if they ruled the world, and challenge the reciprocal ideas from their peers.

The screenshot shows a video player interface. At the top left, there is a logo for 'voice 21' and a title bar that reads '60 second strategy: If I ruled the world' and 'Voice 21 Ltd'. On the right side, there is a small video feed of a woman named 'Becy' with a heart icon and a clock icon. The main content area displays the word 'Variations' in purple, followed by three speech bubbles containing the following text: 'If I was Head Teacher I would....', 'I couldn't agree with you more....', and 'If I was Churchill I would have...'. At the bottom, there is a video player control bar with a play button, a timestamp of '02:57', and the 'vimeo' logo.



Discussion Guidelines

‘Discussion Guidelines’ are an effective way to support students to understand what makes effective discussion and create positive norms for talk.

60 second strategy



DISCUSSION GUIDELINES

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Yes, but...

‘Yes, but... ‘ develops your students’ cognitive and physical oracy skills using a quick-fire strategy that encourages students to develop arguments and counter arguments.

60 second strategy

Yes, but...

To have some fun and for me to practice using praise for oracy?

To practice new vocabulary on a topic?

To write a balanced argument for a news report?

To prepare for a formal debate?

To finding out what the class have understood?

Update Windows
Go to Settings to activate Windows

04:12

voice 21

Concept Cartoons

‘Concept Cartoons’ can be used as a stimuli for discussions about misconceptions regarding neurodiversity. These cartoons present various points of view, which can be a starting point for students to explore different opinions before entering into a discussion of their own.

60 Second Strategy - Concept cartoons
from Voice 21

Neurodiversity Concept Cartoon

Karl
Neurodiverse people have made lots of important contributions to the world.

Tamana
Neurodiverse people think differently, so they can come up with amazing new ideas and ways to solve problems.

Tom
If we are neurotypical, we should help neurodiverse people to think more like us.

Erika
Sometimes neurodiverse people experience the world differently, so we should make sure we understand how to make it better for them.

Why is it important to talk about Neurodiversity?

02:15

vimeo

Talk Tokens

‘Talk Tokens’ can help to create an equitable culture of talk in your classroom, which ensures quieter students feel comfortable speaking up.

The screenshot shows a video player interface. At the top left, there is a small icon of a bar chart and the text "60 Second Strategy Talk Tokens" and "voice 21". Below this is a teal banner with a white arrow icon and the text "60 second strategy". In the top right corner, there is a small video thumbnail of a man and the "voice 21" logo. The main content area features the title "Talk Tokens" in large purple font. Below the title are two circular icons: a yellow one with a brain and gears, and a teal one with three stylized figures. To the right is a circular video frame showing a young boy in a blue shirt speaking to a classmate. At the bottom, there is a video player control bar with a play button, a progress bar, and the "vimeo" logo.

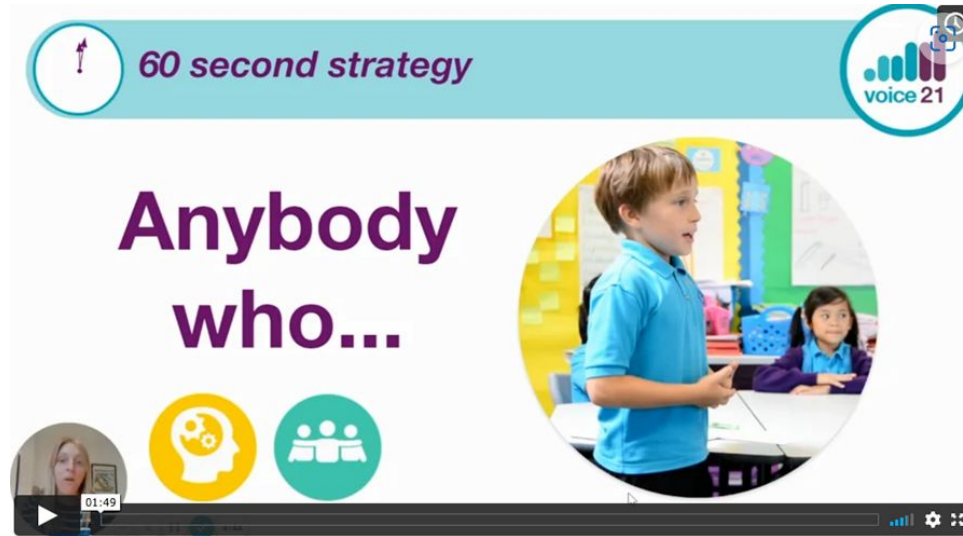




Icebreaker and warm-up activities

Anybody who...

'Anybody who' specifically supports students to develop their cognitive and social-emotional oracy skills. It is a fun ice-breaker game which could be a springboard to further discussion.



The screenshot shows a video player interface. At the top, a teal banner contains a red pin icon and the text "60 second strategy". In the top right corner of the video frame is the "voice 21" logo, which consists of a bar chart with four bars of increasing height and the text "voice 21" below it. The main content of the video is the text "Anybody who..." in a large, purple, sans-serif font. Below this text are two circular icons: a yellow one with a white brain and gears, and a teal one with white silhouettes of three people. To the right of these icons is a circular inset image of a young boy in a blue polo shirt speaking to a young girl in a purple shirt sitting at a desk in a classroom. At the bottom left of the video frame is a small circular video thumbnail of a woman with a play button and a timer showing "01:49". At the bottom right of the video frame is a standard video player control bar with a play button, a progress bar, a settings gear icon, and a full-screen icon.

Dubbing...

'Dubbing' supports students to think about the physical strand of the Oracy Framework. It is a fun ice-breaker game that can be played in person or online.

A video player interface for a 60-second strategy. The video title is "Dubbing...". The video shows a young boy in a blue shirt standing and speaking to a young girl in a purple shirt sitting at a desk in a classroom. The video player includes a play button, a progress bar at 02:00, and various control icons. The video is framed by a light blue header with a red arrow icon and the text "60 second strategy", and a circular logo with a bar chart and the text "voice 21".



Connection Circles

‘Connection Circles’ can help students to get to know each other better and find common ground by helping them to practise sharing with and responding to each other respectfully.



Question tennis

‘Question Tennis’ is an excellent way to strengthen the cognitive strand of oracy by encouraging students to generate questions on a given topic or stimulus. It works well in the physical classroom but can also be adapted for online learning.



60 second strategy



Question Tennis



Categories

'Categories' can change up registration time with your students. When you call a student's name in the register they respond with a word that fits with the chosen category and gain a point for every new word.

 *60 second strategy* 

Categories





Why? Because...

'Why? Because...' helps your students to practise their reasoning skills.



Stop and talk

‘Stop and talk’ is a livelier, more energetic version of ‘talk to your partner’ in which students get to share their ideas with multiple classmates. It’s also a great way to develop students’ social skills and so it’s a perfect strategy to introduce at the beginning of a year or topic.



Any questions?

'Any Questions' challenges your students to answer other questions only using questions.



The screenshot shows a video player interface. At the top left, there is a title bar with the text "60s - any questions.mp4" and a small icon. Below this, a light blue banner contains a purple question mark icon in a circle and the text "60 second strategy". In the top right corner, there is a small video inset of a woman with the text "voice 21" below it. The main content area features the title "Any Questions" in large purple font. Below the title are two circular icons: a yellow one with a brain and gears, and a teal one with three stylized figures. To the right of these icons is a circular video frame showing a young boy in a blue shirt speaking to a girl in a purple shirt sitting at a desk. At the bottom of the video player, there is a standard video control bar with a play button, a progress bar, and the text "vimeo".



Word association

This 'word association' game will give your students a chance to try out the vocabulary they have learnt.

The screenshot shows a video player interface. At the top, a teal banner contains a small icon of a person and the text "60 second strategy". Below this, the title "Word association" is displayed. The main content area features two circular icons on the left: a red speech bubble and a green circle with three white figures. To the right is a word association diagram with yellow circles containing the words "Apple", "Tree", "Leaf", "Green", and "Peas". Arrows indicate associations: "Apple" points to "Tree", "Tree" points to "Leaf", "Leaf" points to "Green", and "Green" points to "Peas". A small cartoon pea character with a British flag is positioned near the "Peas" word. The video player controls at the bottom show a play button, a progress bar at 00:01, and the Vimeo logo.



Other classroom strategies

Treasure Hunt

‘Treasure Hunt’ gets students thinking carefully about their choice of language and how they can choose clues that are appropriate for their audience. It is a fun game for students to play at school or with their families.



Oracy protocols

Are you looking for ways to implement oracy in a covid secure way? Find out how you can put these protocols into practice by watching the video and [downloading our covid oracy protocols resource](#).



60 second strategy



**Oracy protocols for
the covid
classroom**



The Director

‘The Director’ is an engaging strategy to get students working on the performative aspects of oracy in your lessons.

The screenshot shows a video player interface. At the top, a teal banner contains the text "60 Second Strategy - The Director" and "60 second strategy". The main content of the slide is the title "The Director" in large purple font. Below the title are two circular icons: an orange one with a white stick figure and a teal one with three white stick figures. To the right is a circular video inset showing a boy in a blue shirt speaking to a girl in a purple shirt. The video player controls at the bottom show a play button, a progress bar at 01:24, and the Vimeo logo.



Macro vs micro listening

Explore what is and isn't being said by your students in 'Macro vs micro listening' which encourages your students to think about different types of listening.

ToT 60 second - Micro & Macro
from voice 21

60 second strategy

voice 21

"A time when I felt part of a community was..."

Micro Listener

- What points did the speaker raise?
- What facts, details or dates did the speaker share?
- How did the speaker start and end what they were saying?

Macro Listener

- How is the speaker feeling?
- What is the speaker not saying?
- What do the speaker's tone of voice, body language and facial expressions convey?

Reflect and repeat

01:52 vimeo

Talking about words

'Talking about words' is a great way to improve their vocabularies and instil a curiosity about language.

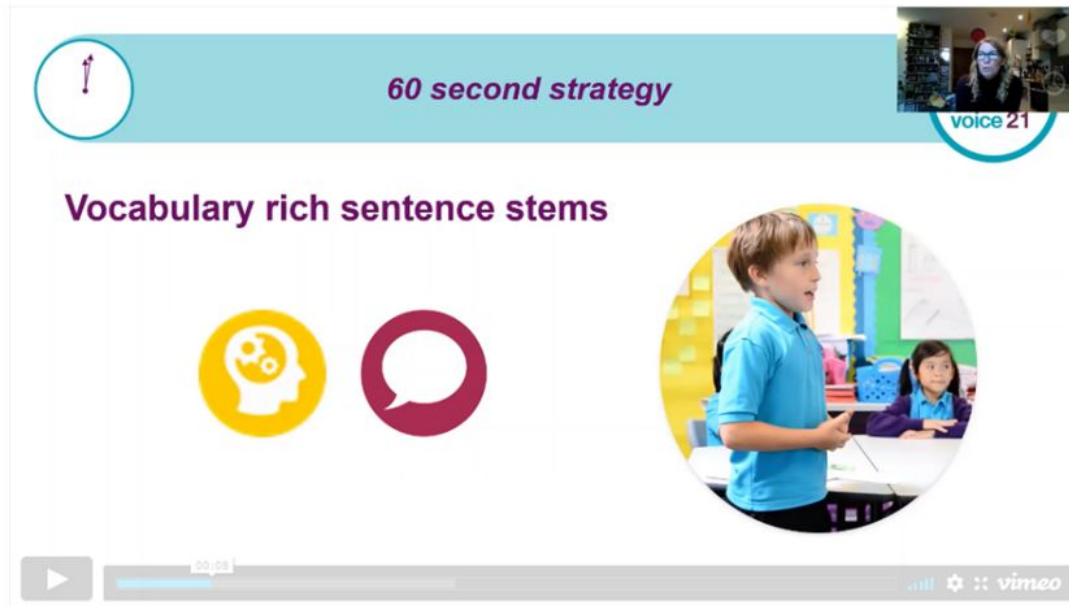


The screenshot shows a video player interface. At the top, a light blue banner contains a red arrow icon and the text "60 second strategy". In the top right corner of the video frame is the "voice 21" logo, which consists of a bar chart with four bars of increasing height and the text "voice 21" below it. The main content of the video is the text "Talking about words" in a large, bold, purple font. Below this text is a purple speech bubble icon. To the right of the text is a circular inset image showing a young boy in a light blue polo shirt standing and speaking to a young girl in a purple shirt who is sitting at a desk in a classroom. At the bottom left of the video frame, there is a small black progress bar and the text "00:02".



Vocabulary-rich sentence stems

Explore the impact that ‘vocabulary-rich sentence stems’ can have on your students’ writing in this week’s 60 second strategy.



The screenshot shows a video player interface. At the top, a teal banner contains a red pin icon in a circle on the left, the text "60 second strategy" in the center, and a small video thumbnail of a woman on the right with the "voice 21" logo below it. Below the banner, the title "Vocabulary rich sentence stems" is displayed in purple. Underneath the title are two circular icons: a yellow one with a brain and gears, and a purple one with a speech bubble. To the right of these icons is a circular video thumbnail showing a young boy in a blue shirt speaking to a girl in a purple shirt in a classroom. At the bottom of the player, there is a play button, a progress bar showing 00:08, and the "vimeo" logo.

Partner hot-seating

‘Partner hot-seating’ challenges your students to explore the thoughts and feelings of someone who lived through World War 1.



The screenshot shows a video player interface. At the top, a teal banner contains a red exclamation mark icon in a circle on the left and the text "60 second strategy" in purple. In the top right corner of the video frame, there is a small inset video of a woman with the "voice 21" logo below it. The main video content features the title "Partner Hot-seating" in purple, followed by two circular icons: a teal one with three white figures and a yellow one with a white brain. To the right is a circular video frame showing a boy in a blue shirt speaking to a girl in a purple shirt. At the bottom, a grey video control bar shows a play button, a speaker icon, the time "0:04 / 1:40", and icons for subtitles, settings, and full screen.

We said

‘We said’ looks at teacher questioning to ensure that student feedback accurately summarises what was said in the group.



The screenshot shows a video player interface. The main content is a presentation slide with the following elements:

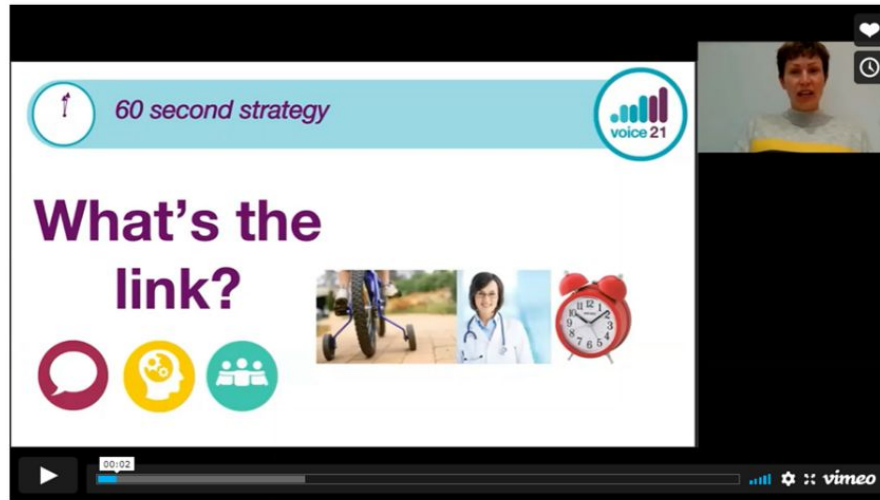
- A light blue header bar containing a circular icon with an upward-pointing arrow and the text "60 second strategy".
- A circular logo in the top right corner of the slide area with a bar chart and the text "voice 21".
- The main text on the slide: "Representative Feedback" in large purple font, followed by "“We said...”" in a slightly smaller purple font.
- A yellow circular icon with a white silhouette of a head containing gears, positioned below the text.
- A circular inset image showing a young boy in a blue shirt speaking to a group of students in a classroom.

On the right side of the video player, there is a small video feed of a man with glasses, identified as "Michael Walsh". The video player controls at the bottom show a play button, a progress bar with "00:27" and "01:23" markers, and the "vimeo" logo.



What's the link?

'What's the link' encourages students to find links between objects and concepts where perhaps they hadn't considered these links before.



The screenshot shows a video player interface. At the top left, there is a teal banner with a speech bubble icon containing an upward arrow and the text "60 second strategy". To the right of this banner is the "voice 21" logo, which consists of a bar chart with four bars of increasing height. Below the banner, the main content area displays the title "What's the link?" in a large, bold, purple font. Underneath the title are three circular icons: a purple speech bubble, a yellow head with a brain, and a green circle with three white figures. To the right of these icons is a row of three images: a blue wheelchair, a female doctor in a white coat, and a red alarm clock. The video player controls at the bottom show a play button, a progress bar at 00:02, and the "vimeo" logo. In the top right corner of the video frame, there is a small video feed of a woman with short brown hair, a heart icon, and a mute icon.





Email us: hello@voice21.org

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