

Texturing your Presentation Using Storyboards

Need/ Purpose/

Content/ Points

Close/ feedback/ commitment

Statistics- chart	Activity	Fill in backbone
Handout backbone	Slides (limited number)	Activity to apply ideas
Talk-story drama	Talk	Feedback/ affirmation
Demo-model/ prop	Audience involvement	Manipulative
Walk-through or practice with sm. group	Demo	Fill out form or interest card.
Flow diagram	Story	

Remember that your “natural” channel to present in is the one most comfortable for your own processing. Your audience, however, can have very different channel needs, so you must texture your presentation to tune them in.