Many a big moment, whether social, business or personal, may come to a sad end just because you talked too much, too little, or said too many of the wrong things!

Good conversation involves the following factors: a pleasing voice, good diction, skill and ease in the use of words, background knowledge, an eagerness to learn, a variety of interests, the ability to listen actively, a liking for people, a positive self-concept, and the ability to read body language.

Mark each of the following statements according to the way you evaluate your conversational skills.

1. 2. 3. 4. 5. 6. 7. 8.

9. 10. 11. 123 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29.

		ALWAYS	USUALLY	SOMETIMES	NEVER
•	l monopolize conversation.				
•	l think of myself as an interesting conversationalist.				
	I frequently talk about matters of which I know very little.				
•	l admit I don't know a lot of things.				
	l value the opinions of others.				
•	l avoid using slang.				
•	My grammar is poor.			.e. '	
•	l read body language of others to get clues to their attitudes and interests.				
•	l talk continuously.				
•	J talk very little.				
•	I talk about myself all the time.				
-1b	l am sensitive to the feelings of others.				
•	I tell only clean jokes.				•
	I know when a conversation is over.				
	l am a good listener.				
	Others like to confide in me.				
•	l look people in the eye when talking.			· ·	
•	l forget people's names.				
• .	My disinterest in others is apparent.				
•	l tend to have opinions and am willing to state them.				
•	l don't debate.				
•	l avoid swearing.				
•	l have an abundant vocabulary.				
÷	l don't interrupt or finish another's sentence.				
•	l have a pleasant speaking voice.				,
	I remain relaxed and calm.				
•	I keep retelling the same old stories.		an an an an an	in the second	
•	I express many negative thoughts.	e e parte deserve	Section of the Section Bear	e anna Artainn a t	
•	I try to avoid arguments.	A CONTRACTOR	e e entre ser		
•	l don't use worn-out phrases.		· · ·		·