# Ice Breaker: Trade Show

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| **Audience**  large= 20+, medium= 10-20, small = under 10 | Small, Med, Large |
| **Team Size** | Requires a minimum of 6 people to play.  Teams must be at least 3 but not more than 6 per team. |
| **Activity Level**  highly active, medium effort, low impact | Active |
| **Title** | Trade Show |
| **Description** | Bigger and Better is a team building activity in which teams compete by trading ordinary objects. The winner is the team that ends up with the biggest and best items when time expires. |

**Materials**

* Identify and acquire a mix of small objects that are low in value (paper clips, ink pens, pencils, piece of gum, etc.)
* Approach A: Each team needs to get one item.
* Approach B: Give each team 1 paper clip

**Set up**

* Printed cards/paper with instructions (one per team)

**How To/Conduct or Run the Ice Breaker**

**Approach A**

* Divide the group into teams of 3 to 6.
* Give each team a small object
* Explain the rules:
  + Their job is to go out on campus and trade their item for something else. They are to keep trading and upgrading their team’s object to obtain the largest and most valuable item possible.
  + Teams may not offer anything other than the item they have, and they must stick together as a group.
* Set a time limit, such as one or two hours, and tell everyone that they must be back in time or else they will be disqualified.
* Announce that each team’s item will be judged in three categories: size, value, and creativity.

**Approach B**

* Divide the group into teams of 3 to 6.
* Give each team a paper clip.
* Explain the rules:
  + Their job is to go out on campus and trade their item for something else. They are to keep trading and upgrading their team’s object to obtain the largest and most valuable item possible.
  + Teams may not offer anything other than the item they have, and they must stick together as a group.
* Set a time limit, such as one or two hours, and tell everyone that they must be back in time or else they will be disqualified.
* When time expires, the judging process begins. Each team presents their item before the entire group. They explain why their item is biggest and best.
* At the end, choose winners for each of the three categories, or judge the items in any other way you wish.
* This activity involves good teamwork and creativity as each team coordinates their efforts and decides what strategies they will approach when playing.
* Camaraderie will be built, and surprises will come out of the activity. Who knows, a group might be able to turn a paper clip into a car! Well, maybe a toy car.