

## Accidental Salesman

**Goal of Exercise:** To help students think quickly—and outside the box—while having a little bit of fun!

**Description:** Gather any number of random objects from around the home, classroom, or office. You will need at least one object per student. Objects can be generic, recognizable items, or they can be slightly obscure. Place all the items into a bag to bring to class.

One at a time, students will reach into the bag to (blindly) choose an object. With no more than one or two minutes of preparation time, the student will then give a persuasive speech attempting to “sell” the item to the audience. Encourage students to use details and descriptions. The more persuasive and dramatic presentation, the better.

**Teacher’s Note:** To add another element of humor and challenge to the game, require that the students make up a new use for the chosen item. They are not allowed to call the object by its real name or description. (*Example: It’s called a Dingle Hopper and the mermaid uses it to brush her hair.*) Encourage the students to be as creative as possible. This is a game, so the more fun they have the better!

