

Verbal Spontaneous: Create a Vending Machine

(When the team enters the room, tell the team that this will be a verbal problem)

- 1) You will have 1 minute to think and 3 minutes to respond.
- 2) Each of you has 7 cards. After each response, you will place a card in the container. You will respond in sequence. You may give responses until you no longer have any cards or until time ends, whichever occurs first.
- 3) Questions count against your thinking time.
- 4) Common answers will receive 1 point. Creative answers will receive 5 points.
- 5) Your problem is to imagine you are the designer of a new vending machine. You must decide what you would sell in it. For example, you could say, "I would sell home made cookies."

For Judges Only

- 1) Provide 35 cards. If you have colored cards or cards that are somehow marked, that works the best.
- 2) Look for unusual responses and always reward humor
- 3) Examples of common responses (1 point)

I would sell home made cookies.
I would sell tea.
I would sell make up.
I would sell school supplies.
I would sell candy.
- 4) Examples of creative responses (5 points)

I would sell jokes to tell in class.
I would sell creative answers for spontaneous.
I would sell crumbs for ants.
I would sell pairs of animals for Noah.
I would sell completed homework assignments.