

Resource Trade Challenge



Planning

- 20-30 minutes
- 4-6 participants
- Ideal for high school age group

Materials

- Paper plates
- Index cards
- Straws
- Tape
- String
- Paper clips
- Markers
- Cups
- Scissors (only 1–2 groups get them)

Instructions

- Each group gets a different set of supplies.
- Build something that meets all criteria below:
 - Must be at least 12 inches tall
 - Must stand on its own
 - Must include at least 3 different materials
 - Must hold a small object (coin, wash, or ball)
- No group starts with everything they need—trading is required.

Game Play

1. Groups may trade materials with other groups.
2. They may also trade:
 - a. Time
 - b. Help
 - c. Leadership roles
 - d. Future favors (verbal only)
3. No stealing or borrowing without agreement.
4. You may not trade people between groups
 - Give them 3 minutes of planning before trading starts.

Variations

- Halfway through you can announce trading is frozen for 2 minutes.
- Declare one material suddenly “more valuable” Ex: tape is now limited.
- For 3 minutes, no talking allowed—only gestures or writing.

Debrief

- Who became the negotiator? Why?
- What made a trade successful?
- How did power or scarcity affect decisions?
- Did any group get stuck? What helped?
- How does this connect to real leadership situations?

