

100 Uses

Audience: Teams

Group Size: N/A

Purpose

The PACEsetter encourages the team to use every possible idea to reach the goal

Description

This PACEsetter requires the team to list 100 uses for a common item (for example: paperclip, old newspapers, or unused pizza boxes) in 10 minutes. If the group is larger than 20 people, consider breaking up into teams of 10-15 and give each team a different item. Here are several key discussion points for after the PACEsetter.

- Encourages everyone to participate to reach 100
- Team uses every conceivable idea to reach the 100 ideas
- Demonstrates the importance of building off other ideas

Execution

Give the team(s) 10 minutes to develop a list of 100 uses for an everyday item. If multiple teams, provide each with a different item to use.

References

N/A
