

~~C~~andy Bar Mania Activity

Activity Instructions

During this getting acquainted activity, you will get to know the other participants in the workshop. This activity will provide an opportunity to chit-chat with the group, laugh, and have a good time.

1. There will be four tables set up. Each table will be designated as an appointed kind of candy bar. The choices are Snickers, Whatchamacallit, Milky Way and Three Musketeers. (These could be changed.)
2. You will decide which candy bar best describes yourself and move to that table.
3. At each table, you will discuss amongst yourselves why you chose that type of candy bar to describe yourself.
4. After lunch, you will go around the room and talk with others to see which candy bar they would be if they could be ANY candy bar and why.

Notes for Trainers

This activity can be administered differently than presented above. One suggestion is to buy bags of miniature candy bars and have the teachers sit at the table where their favorite kind of candy bar bag is located. The activity is optional, but remember that these teachers won't have a lot in common to talk about. They will talk for about 20 minutes and then the room tends to become quiet. An hour lunch is required. Lunch time should not be spent practicing with the computers. Some of the teachers will be overwhelmed and they need to feel comfortable with others in the room so they will have additional contacts as the project grows beyond the workshops.

For ideas: Snickers could be described as being “nutty” or Three Musketeers as “rich”.