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**Objective:** This is a role play to assess presentation skills and whether participants use creativity to convince and influence others. Mind Twirl aids the building of a positive learning dynamic within the group and heightens awareness of different and diverse opinions and perceptions. It also builds tolerance and acceptance of these varied ideas.

**Time:** 25-30 Minutes

**Demonstration:**

1. Prepare enough raffle tags for every participant - use the tags on page 2. Fold the tags and put them in a container and pass around. Ask everyone to take a tag. This will describe their role in the game. People will be divided into:
   1. Speakers - (with options of 'Selling beef burger to vegetarians', ' Selling cigarettes to athletes', ' Selling pages to IT CEOs' or 'Selling original fur to animal right activists')
   2. Customers/Clients - (Athletes, Animal Rights Activists, IT CEOs or Vegetarians).
   3. Time Keeper.

1. Ask the customers/clients to sit in their group, Athletes etc, and start to discuss and share their core values and jot them down. Give them 10 minutes.
2. At the same time, the speakers sit alone and prepare their pitch. While giving a short presentation a pitch is a selling presentation, they can make notes. Give them 10 minutes.
3. Call time and ask your trainees to form new groups as follows:

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Group 1

* 1. Speaker who sells burgers to vegetarians
  2. Vegetarians (customers)
  3. A Time Keeper

Group 2

1. Speaker who sells cigarettes to athletes
2. Athletes (customers)
3. A Time Keeper

Group 3

1. Speaker who sells pagers to IT CEOs
2. IT CEOs (clients)
3. A Time Keeper

Group 4

1. Speaker who sells real fur to Animal Rights Activists
2. Animal Rights Activists (customers)
3. A Time Keeper
4. Allow each group to have a turn while the rest of the groups watch. Ask the speaker of the first group to make his pitch. Each group-speaker will address their audience and do everything possible to convince them to buy. Speakers ought to sell:
   1. Beef Burgers to Vegetarians
   2. Cigarettes to Athletes
   3. Pagers to IT CEOs
   4. Real Fur to Animal Rights Activists

Ask each Time Keeper to call time after 10-15 minutes.

1. As each speaker is presents, there will be bursts of laughter while the speaker tries desperately to persuade the audience to buy products that represent everything they oppose! As each speaker finishes, ask the audience who would buy the product, to raise their hands. Notes the numbers.

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1. Discuss your notes with the entire group. Ask them what they liked most about each speaker's approach.
2. After the game is complete, ask everyone to go back to their seat.

**Materials Required**: Label raffle tags as follows. (You can also use index cards):

**Speaker**

Sell Pagers to IT CEOs

**Speaker**

Sell Cigarettes to Athletes

**Speaker**

Sell Beef Burgers to Vegetarians

**Audience**

IT CEOs

**Audience**

Athletes

**Time Keeper**

**Audience**

Animal Rights Activists

**Audience**

Vegetarians

**Speaker**

Sell Real Fur to Animal Rights Activists