

ELEVATOR PITCH

DURATION & TEAM SIZE



Starting from 20 minutes



Teams from 6 to 18 people

DESCRIPTION

A quick and fun Icebreaker that will help your team members to get to know each other better! Would you buy a house that self-produces mosquitoes? Or some milk that will change taste at every sip? Think of the most unbelievable scenario and try to sell it. The craziest it is, the better!

HOW IT WORKS

Two participants at a time will think of something that they will try to sell to the other team members. The main goal is to have fun and break the ice between participants. All team members will have a chance to sell their crazy ideas.

SKILLS DEVELOPED

Team Cohesion

Teamwork

Communication

