

# Auction

# Hunters





# Auction Hunters



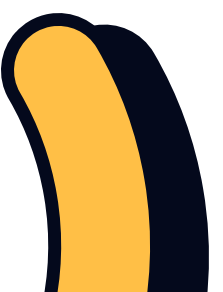
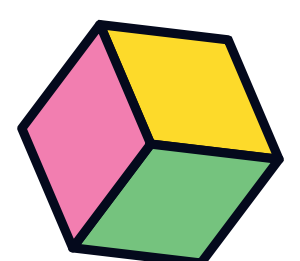
Based around the Auction Hunters TV show, this fitness game will be sure to create fun, excitement and potential “game creation” heartache for those who happen to purchase the wrong storage crates.

## The game

Set up 8 storage boxes around the area, filled with sports equipment and items from the classroom. Then place a cover over the 8 storage crates so that students are unable to see what's inside. Each container will contain different types of equipment eg. Container 1 may have tennis balls, skipping ropes and a dictionary. Split up the class into 2, 3 or 4 teams and give each team a certain number of tokens (attached to this PDF document) that they will use to bid with for containers during the storage auctions. Students need to budget the total tokens they have to make the best possible purchase they can. Once they have spent all their tokens they don't receive more.

## The rules

All groups move to station 1 and the teacher lifts the cover off the container. The participants get 5 seconds to see what is in the container (if you have watched the show storage wars or auction hunters this is what they do in the show). They will not get the chance to write down the equipment and classroom items before the container is covered again. The teacher will then start a bidding auction and the teams bid as many tokens as they like to win that container. The winning team gets that container and hands over the sale number of tokens. Then the whole class moves to container 2 and the process is repeated. Once all containers are sold, the participants move to each of the containers they purchased to uncover the items contained within them. Some of them may be surprised how little or how much they actually have in each container (some surprises just like the TV show!) Each team then needs to use the sports equipment and classroom items they have, to design a lesson plan or game that they will play. The groups need to work as a team and design their own unique activity that they will have to peer teach to the class.





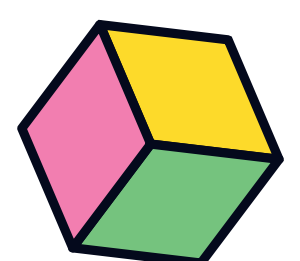
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The teacher starts a set time limit (I suggest 15 minutes) and the students begin working through each container they have won to create what they can using this equipment. You can talk to the students about real life auctions and how some students may have got a bargain, or were smart with budgeting their money. Other teams may have spent all their money on one container and it ended up full of junk. This is a real-life situation, and the teams with low equipment can still use that to create a magical game or activity for the class.

At the end of the 15 minutes (or how ever long you give the students to create the activities) you can get the groups to explain their creations. Another option and this is one I love, is that you get each group to write up their game or activity, and then to start each morning for the rest of the week, one of the teams must use their creation to start the day. This is a great way to give students ownership of their own learning in a very fun challenging way.

Below are 8 examples that we have used before and work fantastically with students of all ages. Another option is to fill the creates with items or equipment that relate to the topic you are working on. Then students need to create a learning game to suit the equipment they have. For example, you may be using this activity as a writing exercise and the students need to create a story with all items in the container. The possibilities are endless with this super fun "real-life bidding" activity.



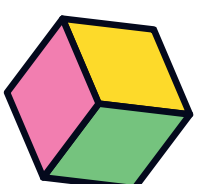


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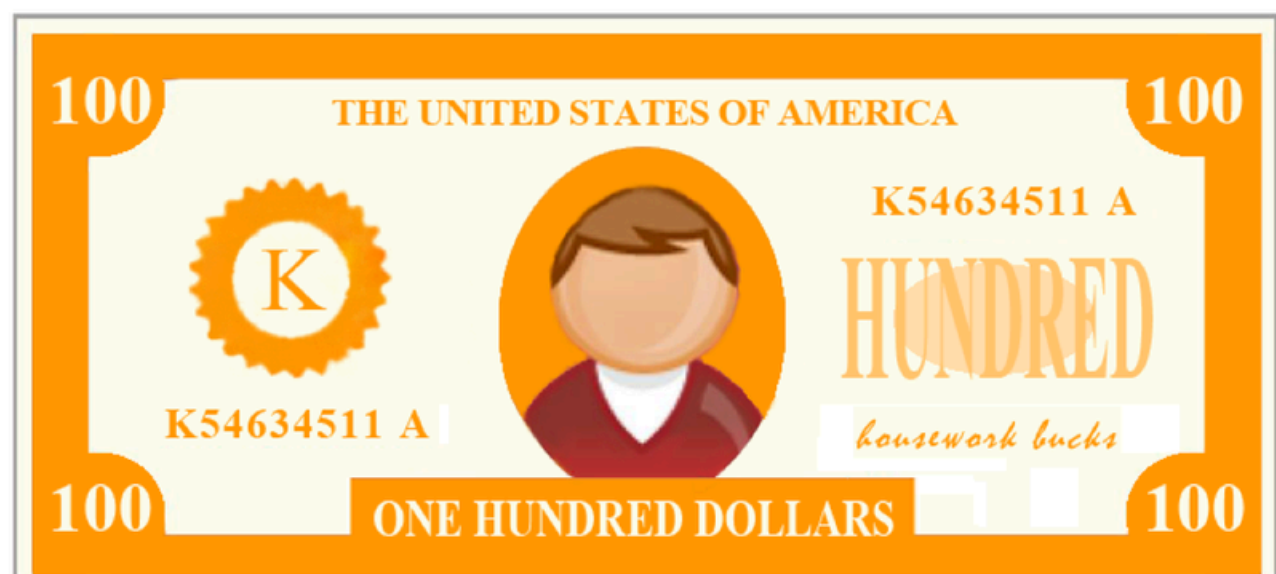
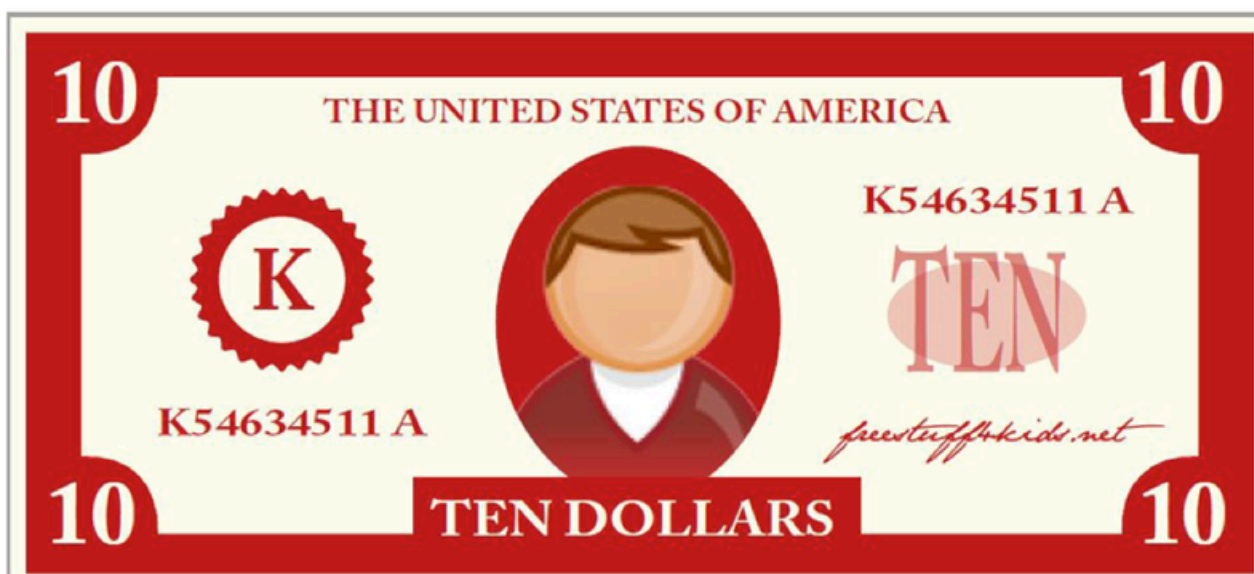
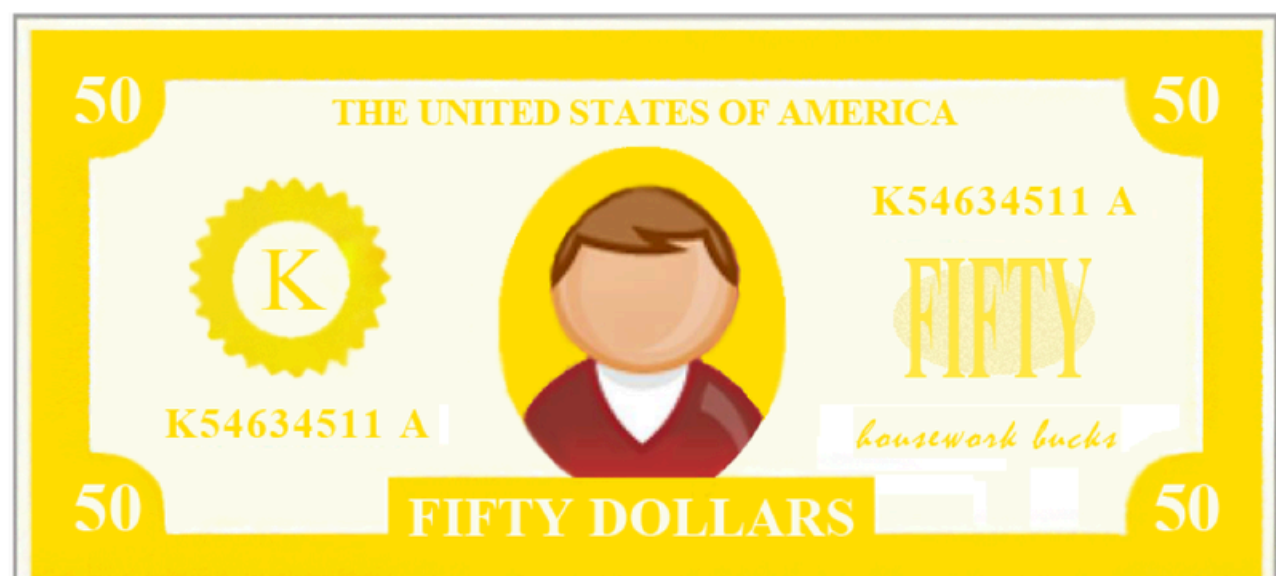
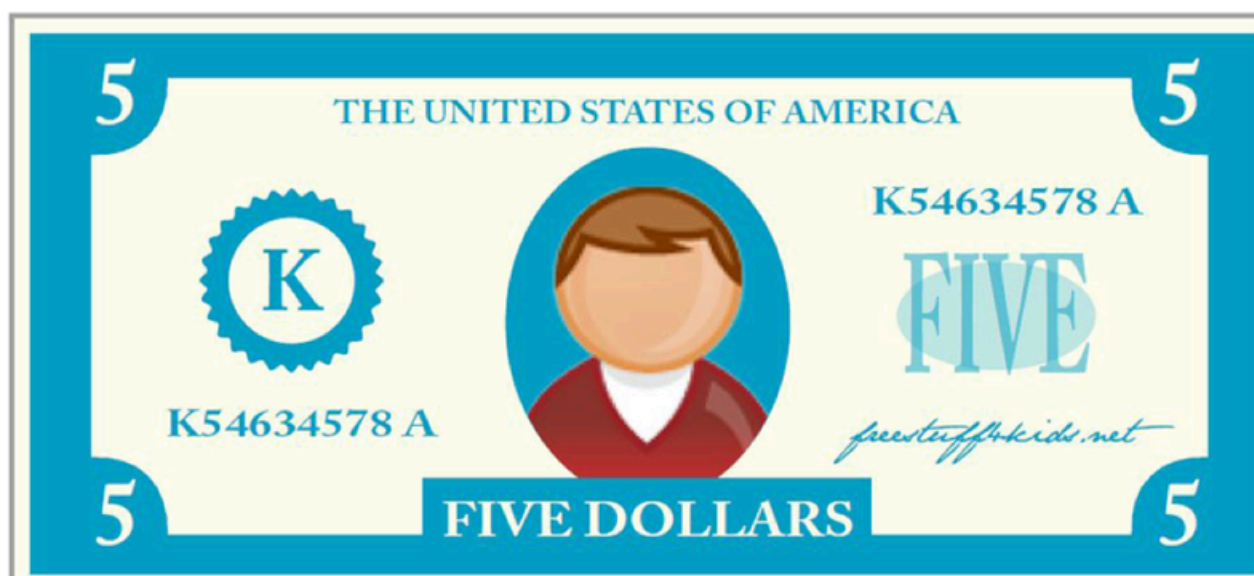
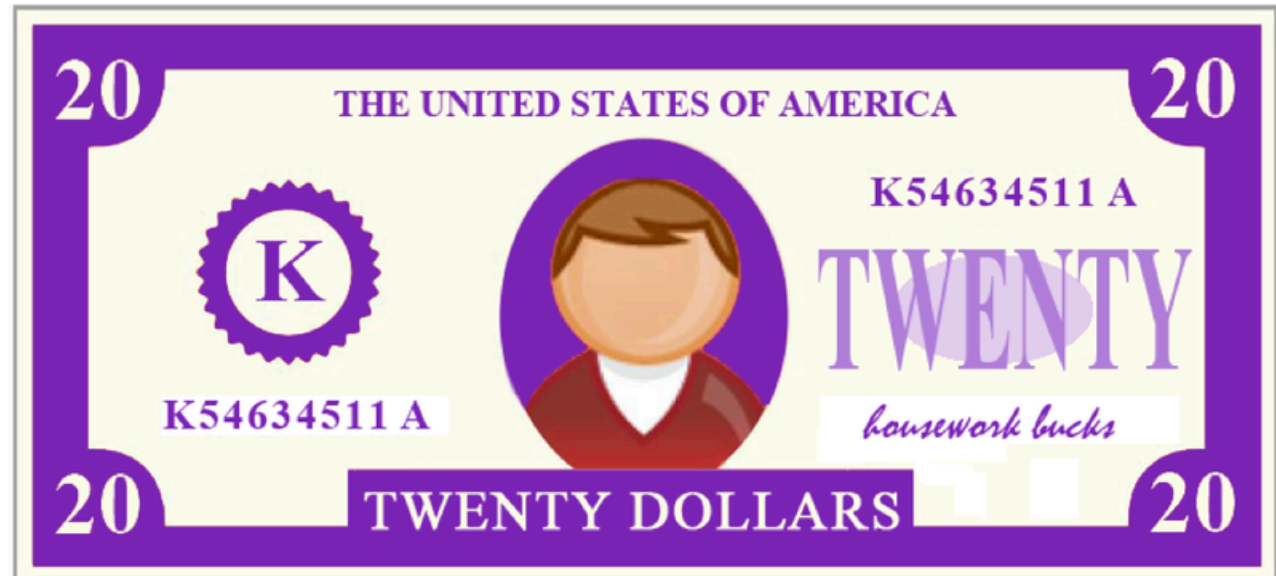
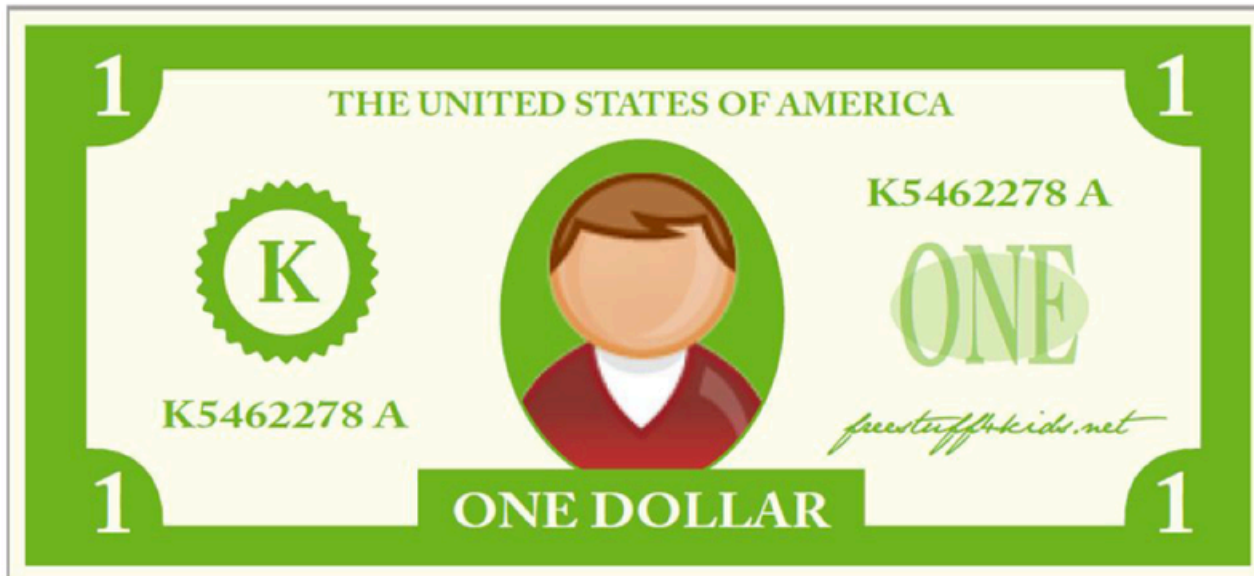
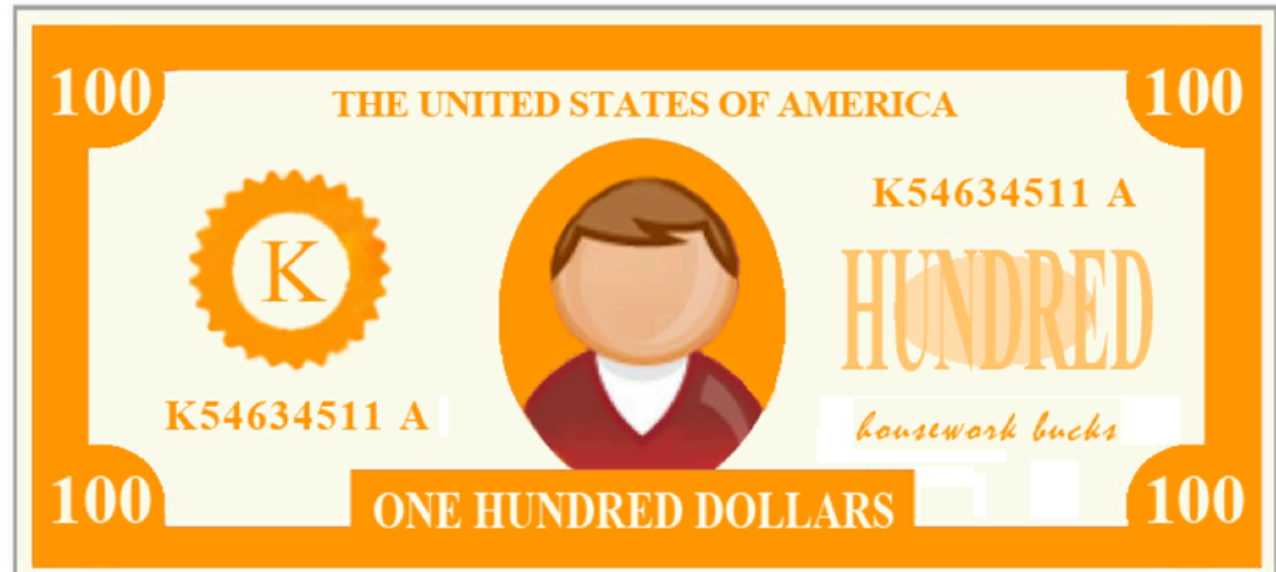
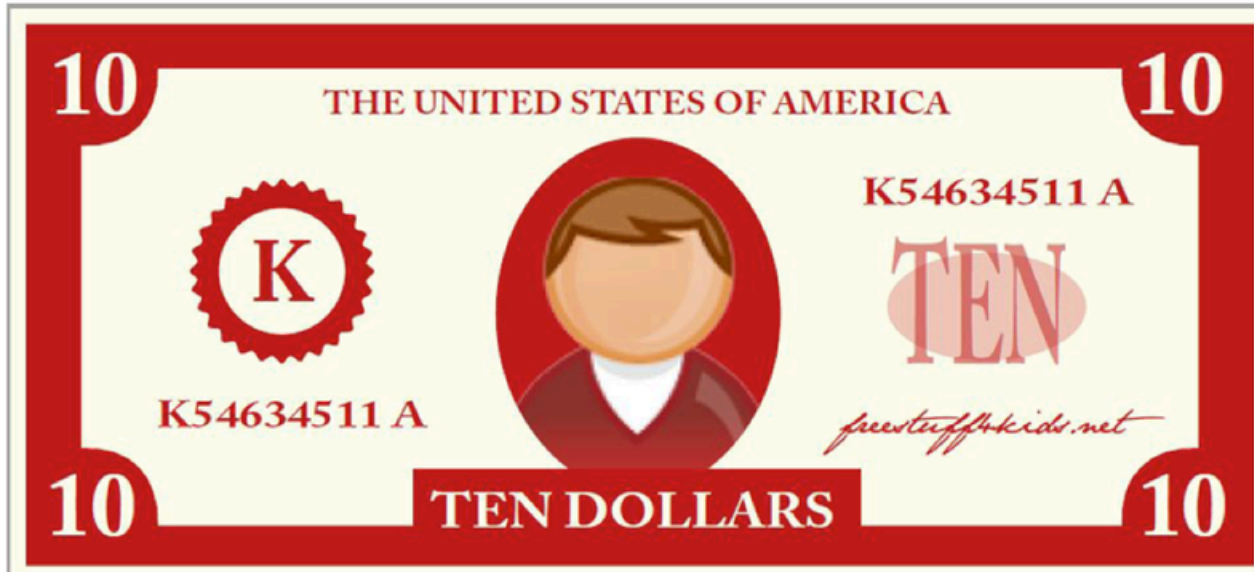
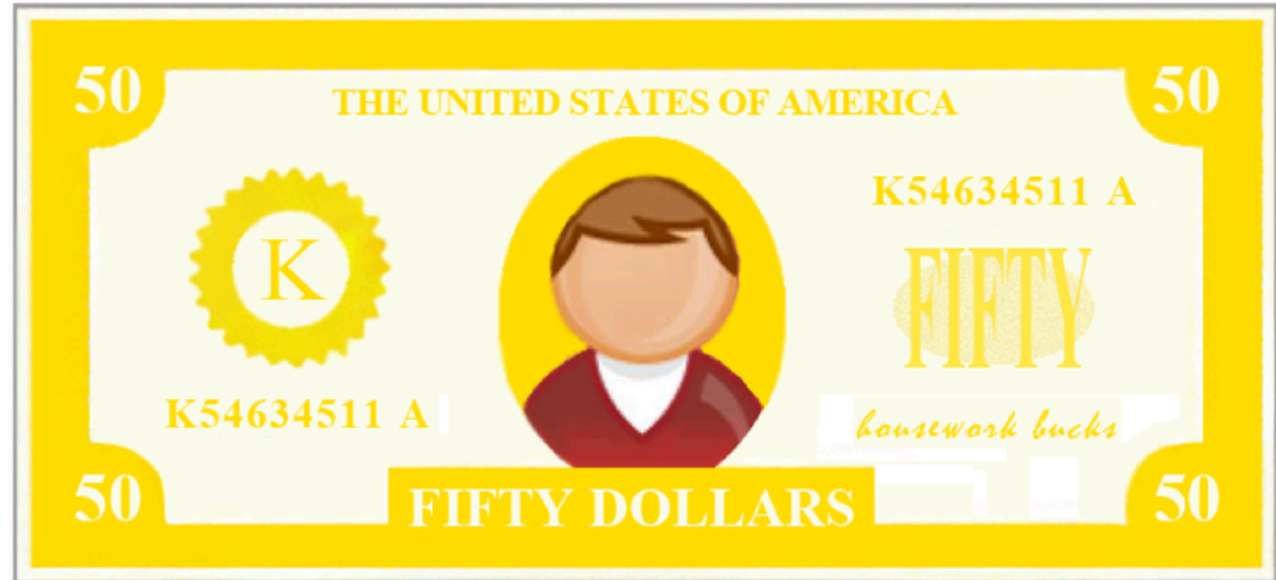
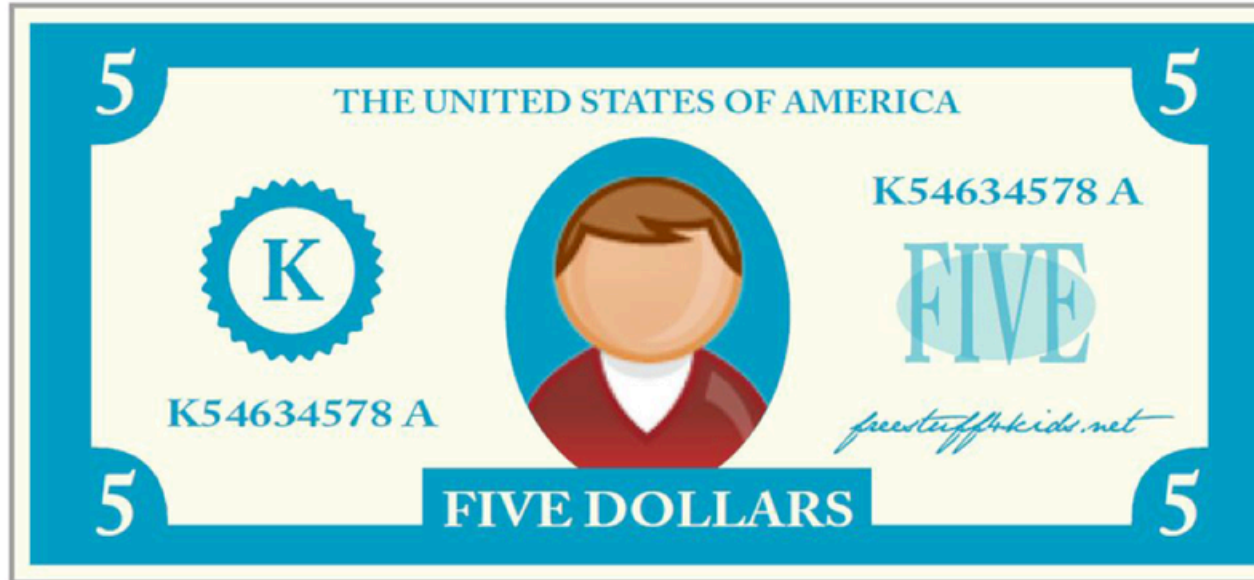
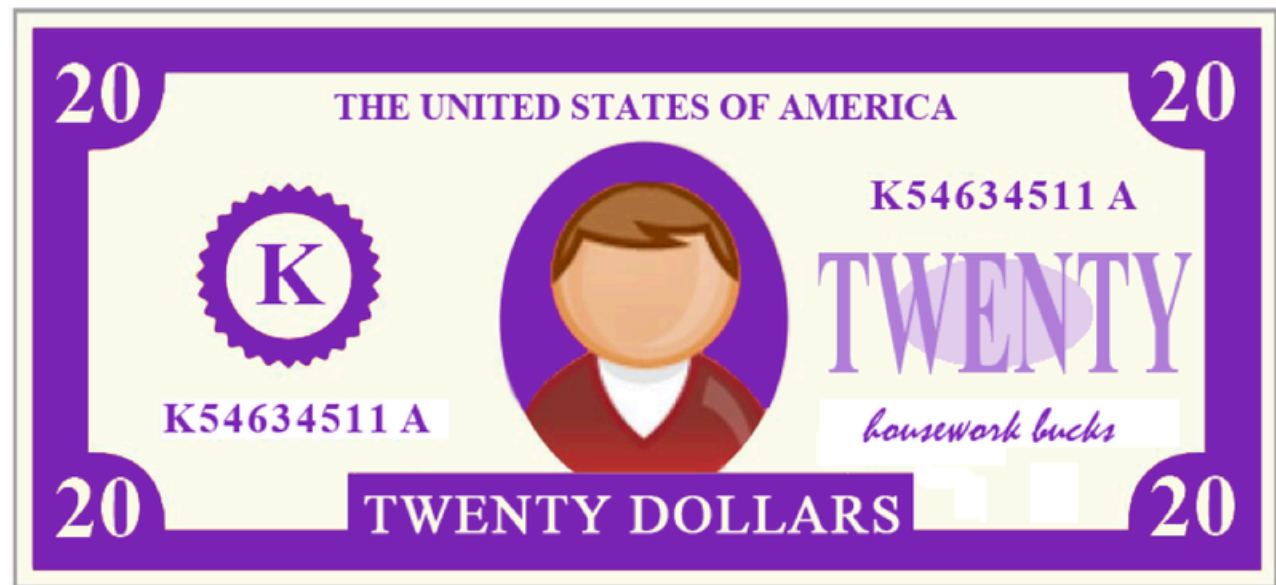
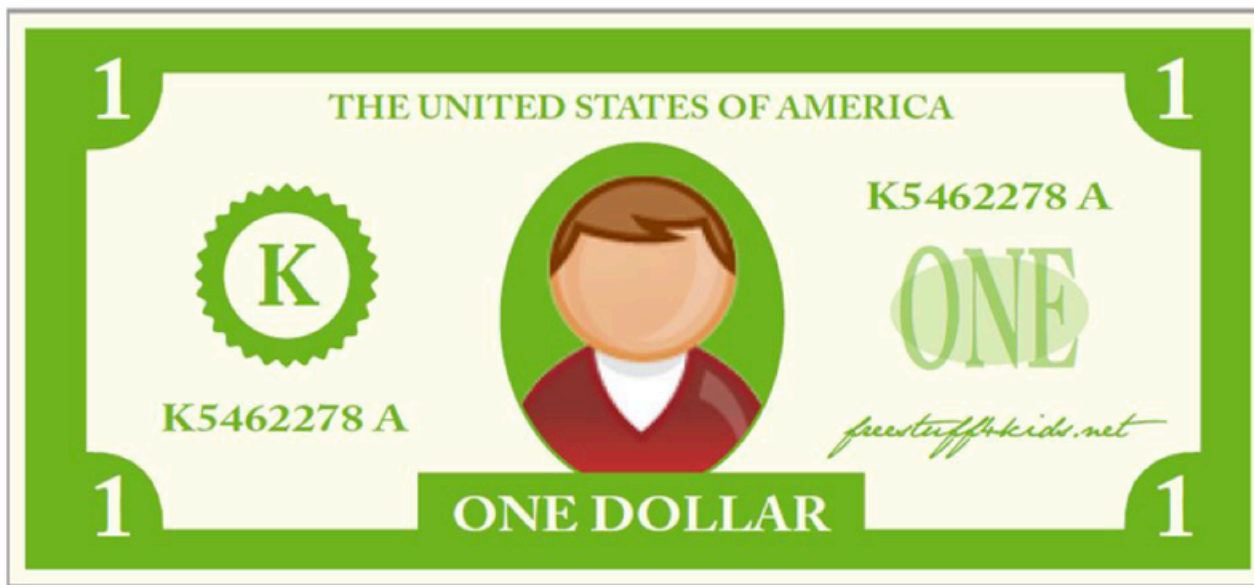


## The set-up

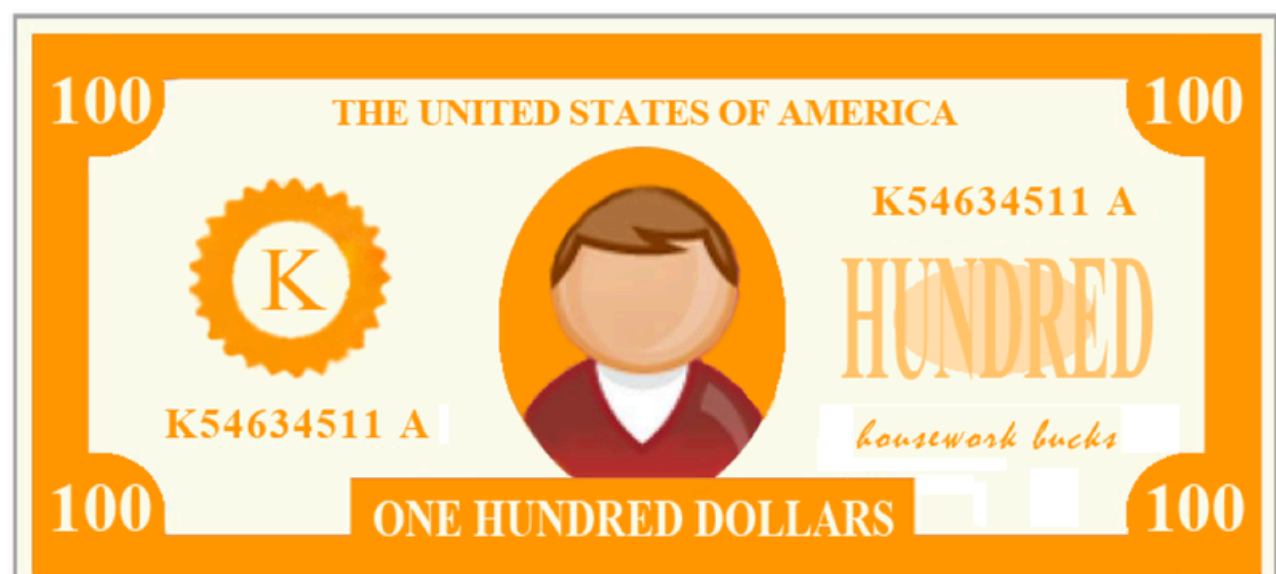
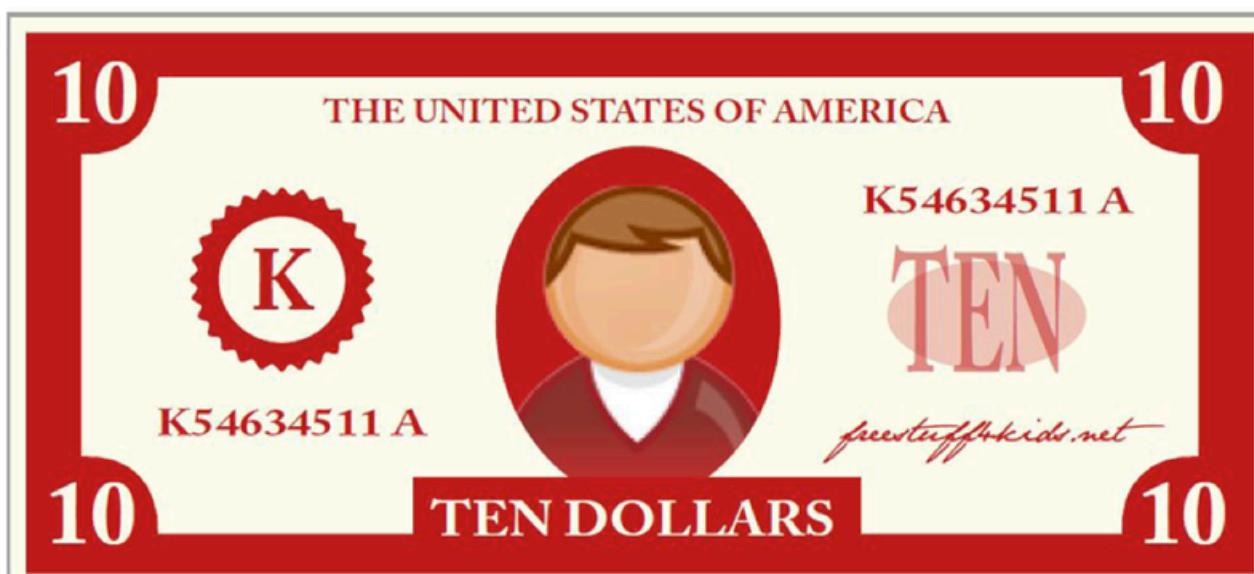
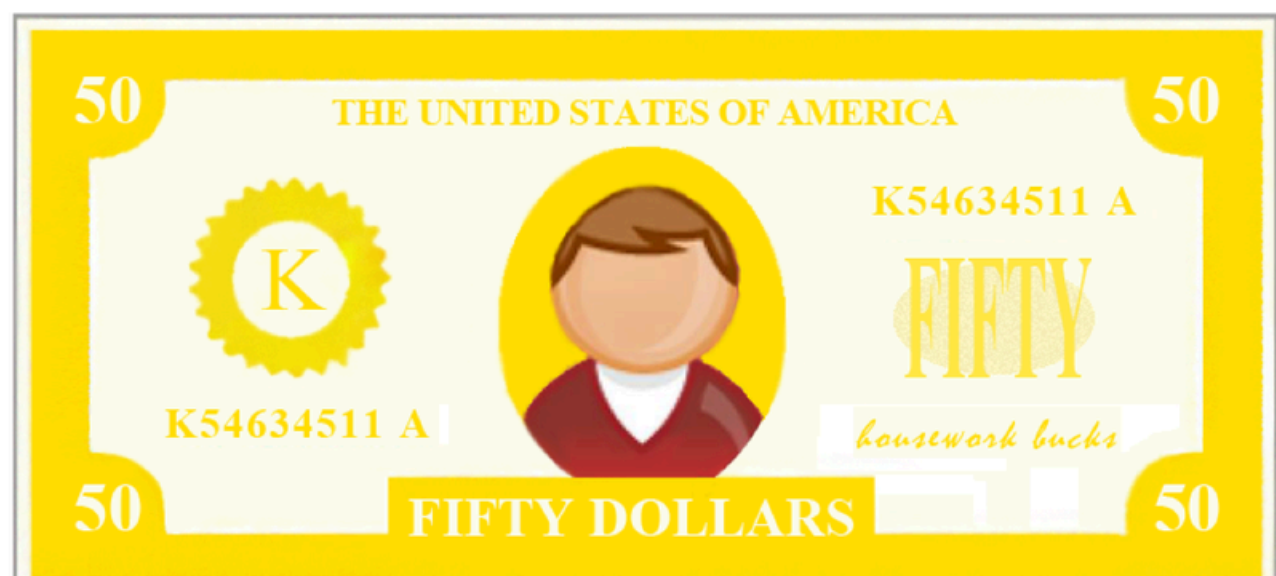
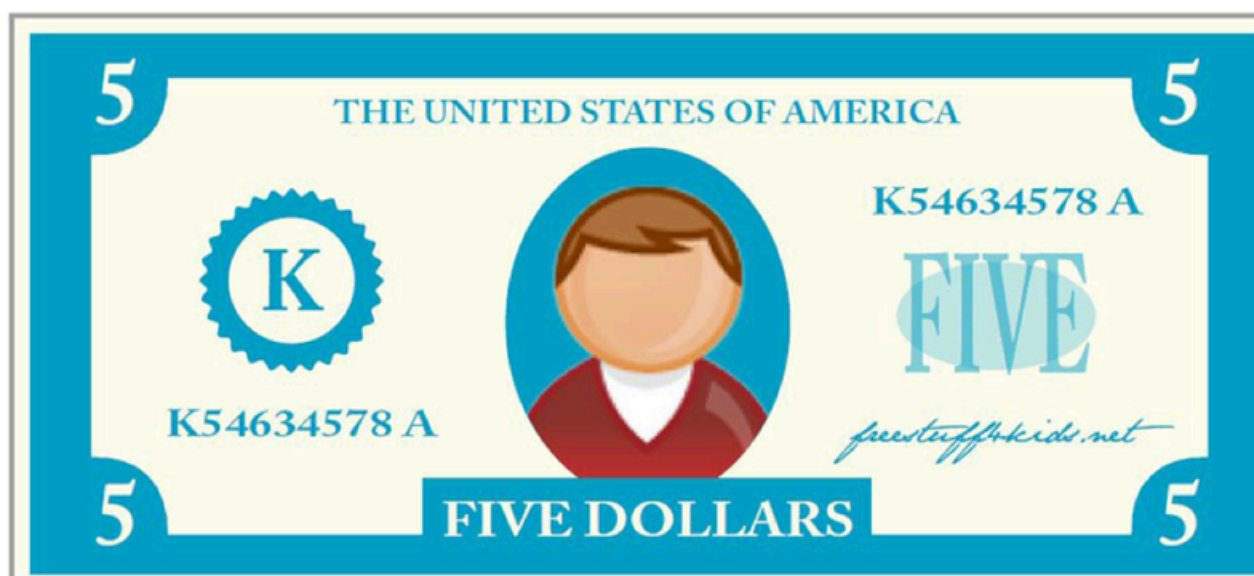
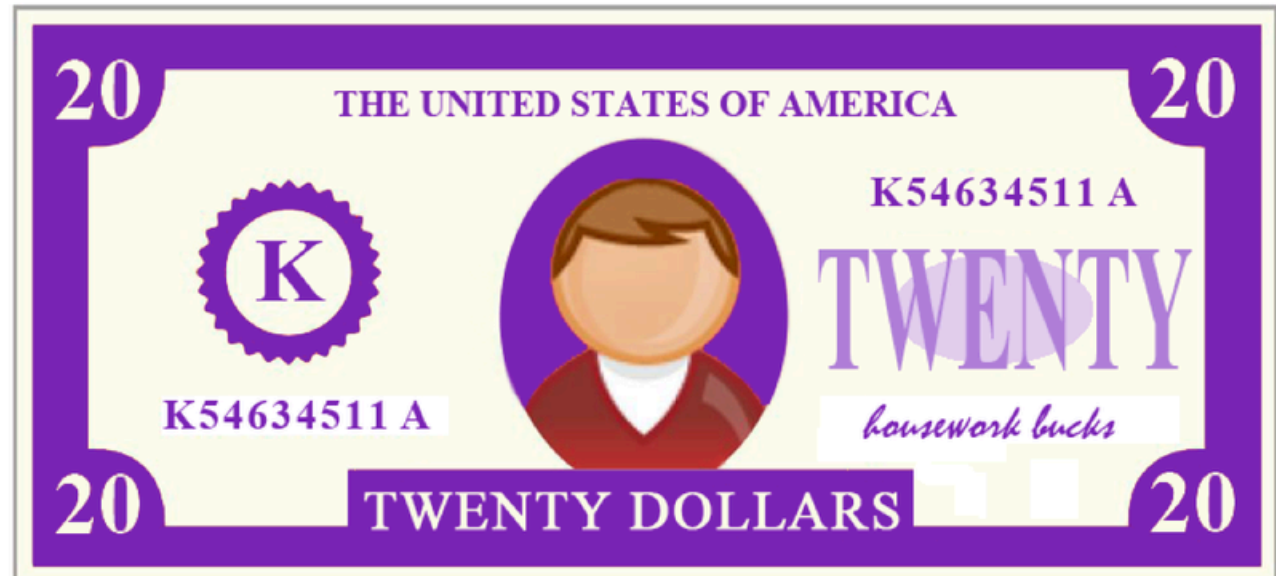
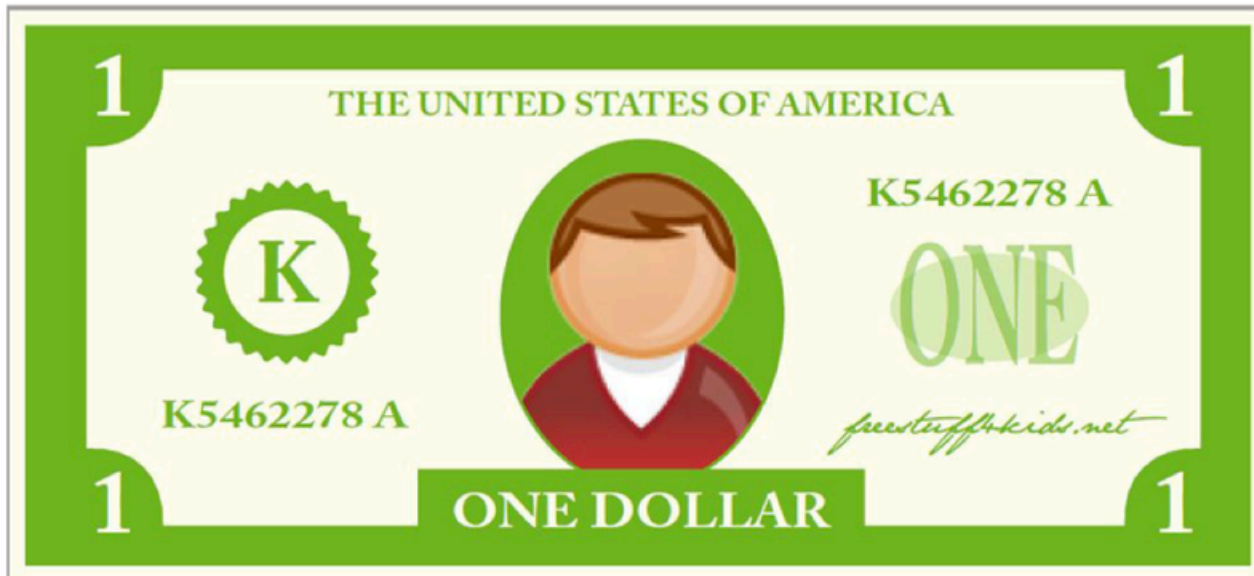
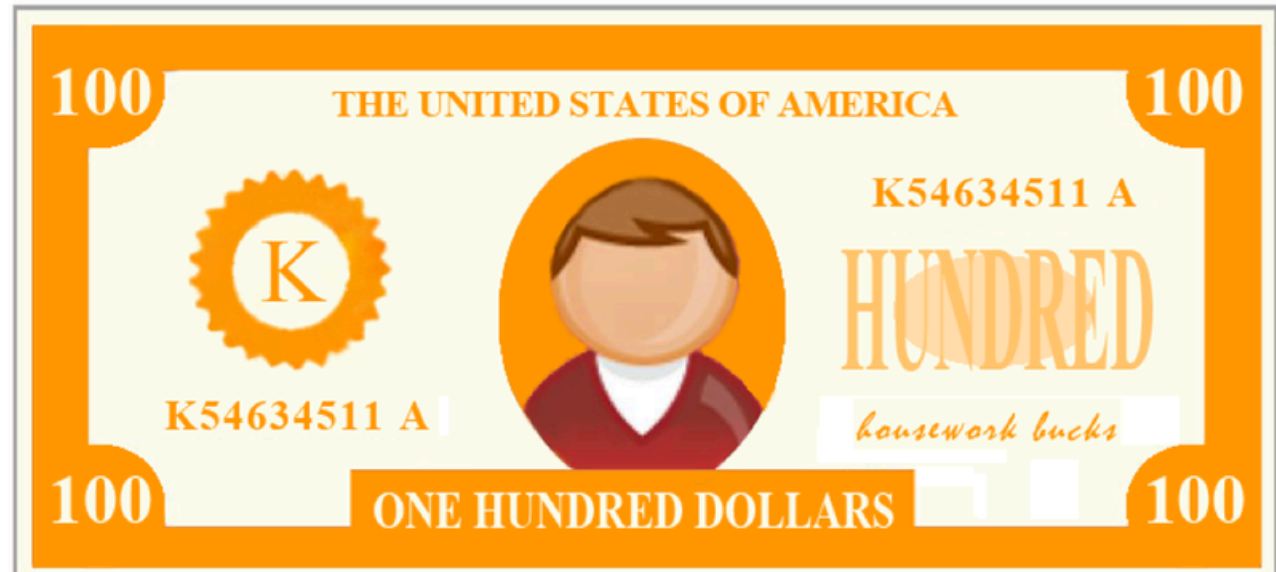
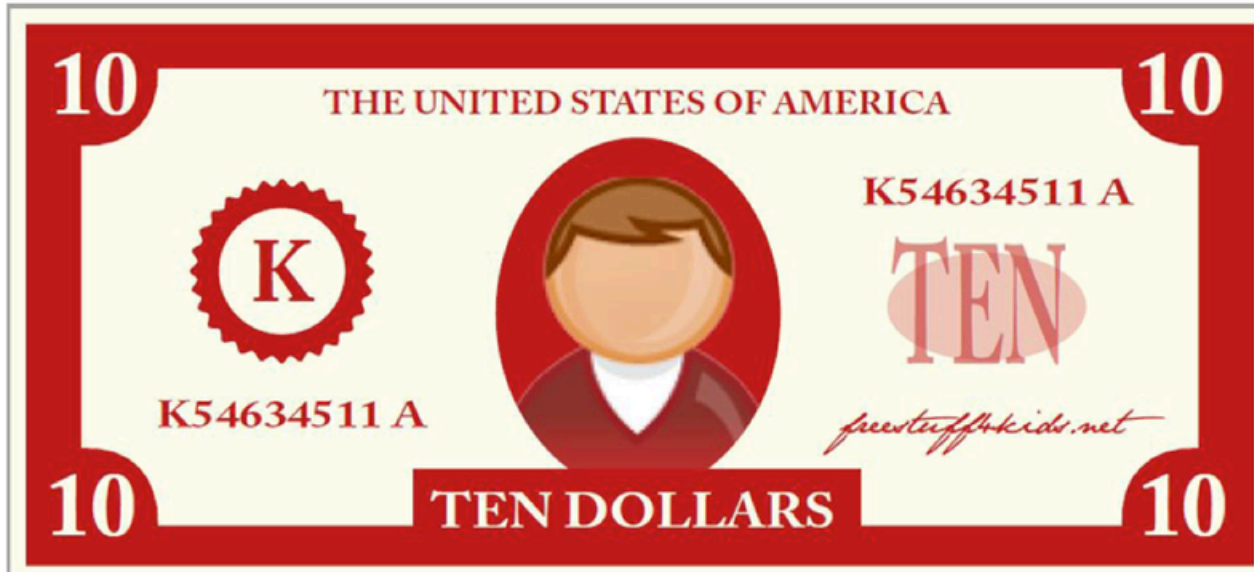
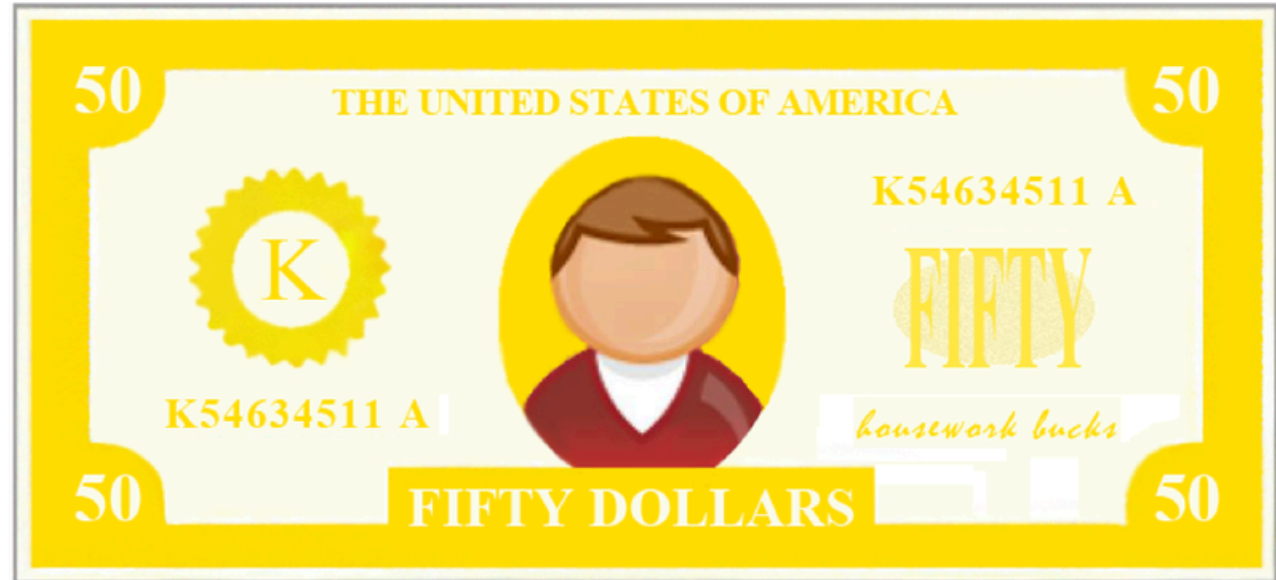
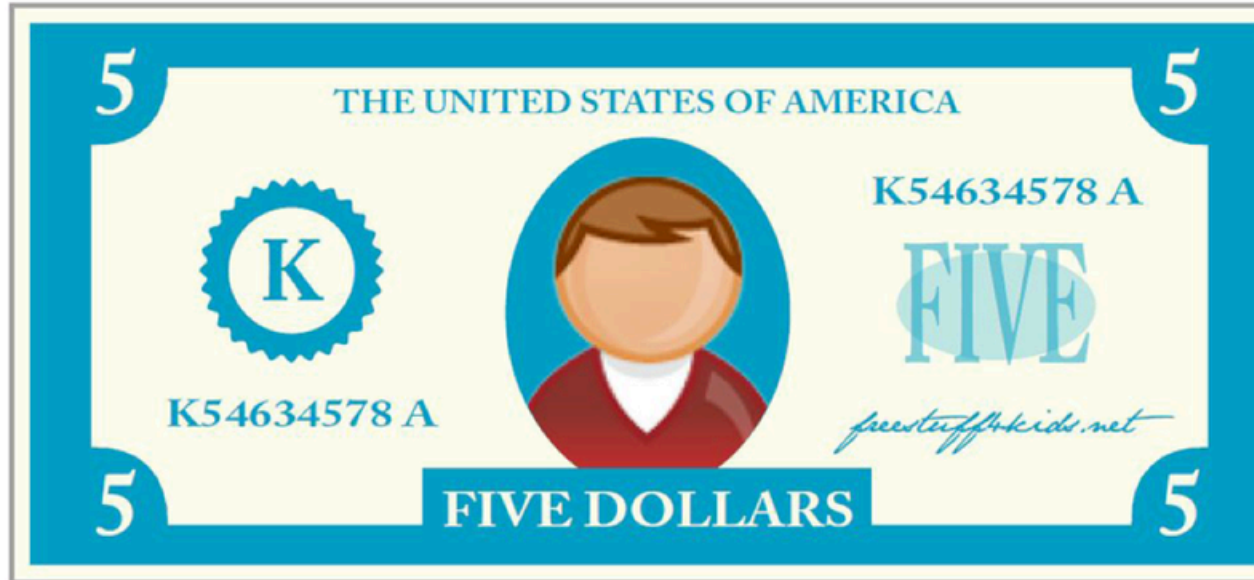
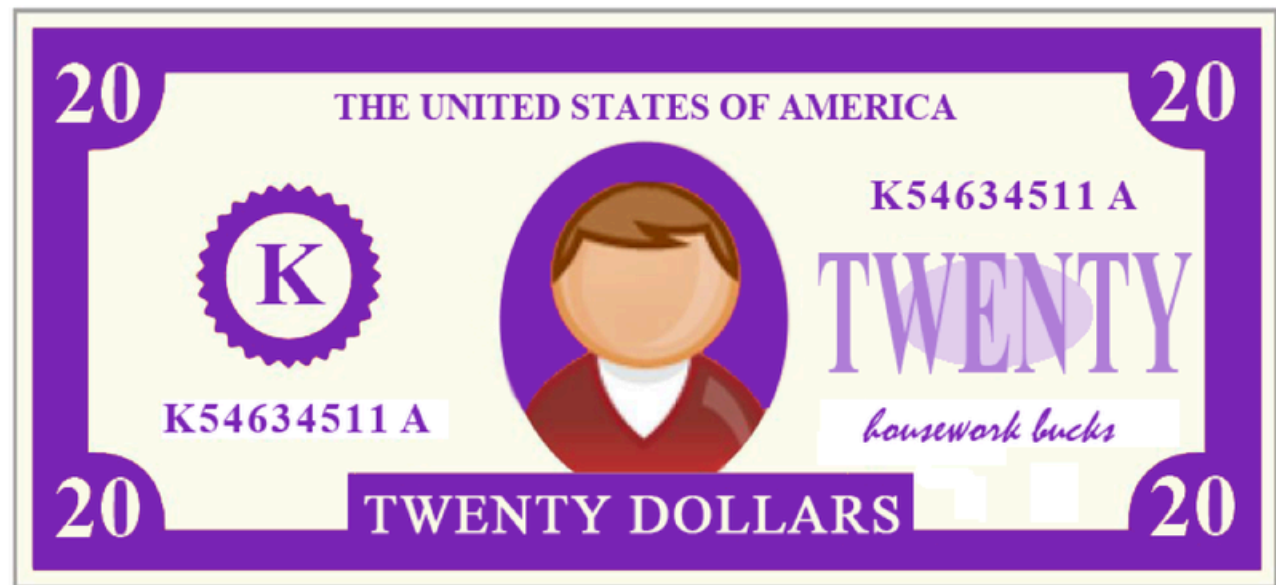
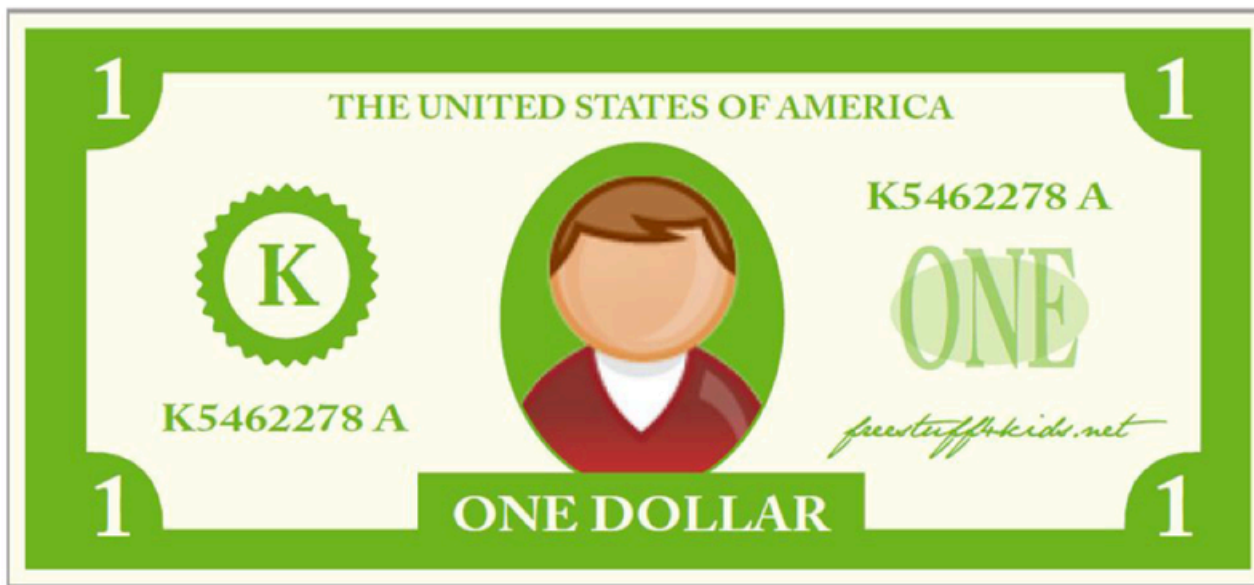
<b>Container 1</b> <b>Equipment</b> 10 tennis balls 10 skipping ropes 5 dictionaries'	<b>Container 2</b> <b>Equipment</b> 40 6-sided dice 1 basketball 10 30cm rulers
<b>Container 3</b> <b>Equipment</b> 1 soccer ball 1 large storey book 30 coloured pencils	<b>Container 4</b> <b>Equipment</b> 4 decks or cards 4 netballs 10 random books
<b>Container 5</b> <b>Equipment</b> One piece of paper that says 'bad luck this is an empty container'	<b>Container 6</b> <b>Equipment</b> 1 6-sided dice 1 deck of cards 1 skipping rope 1 tennis ball 1 dictionary
<b>Container 7</b> <b>Equipment</b> 10 balloons 5 decks of cards 2 packets of chalk	<b>Container 8</b> <b>Equipment</b> 30 tennis balls UNO cards or deck of cards if you don't have any UNO cards



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