

Connection Activities

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SUPPLIES

10–15 covered objects; sand dollars; auction paddles; value cards; scoreboard; timer

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ACTIVITY 1 | ARIEL'S HUMAN WORLD AUCTION

THE PREMISE

Scuttle is auctioning off the strange human treasures Ariel has collected. Each small group receives 100 sand dollars and bids on mystery objects. Some are valuable, some are worthless, and others carry surprises. Highest final score wins!

HOW THE GAME WORKS

ROUND 1 | TREASURE AUCTION

Scuttle presents covered objects with hilariously inaccurate descriptions. Groups discuss and bid; true values stay hidden.

ROUND 2 | URSULA'S DEALS

Ursula offers tempting bargains with unexpected consequences. Each group decides whether the risk is worth the reward.

ROUND 3 | TRADING FLOOR

Groups negotiate, trade treasures, and spend sand dollars with one another. All agreed trades are final.

ROUND 4 | FINAL AUCTION

The remaining treasures go up for bid, with surprise auction rules and opportunities to go all in.

ROUND 5 | THE BIG REVEAL

Scuttle reveals the treasures' true values. Groups total their treasure points and remaining sand dollars, then subtract penalties.

LEADER ROLE

Help your small group discuss bids, make decisions, and stay involved. Encourage students to take turns sharing ideas and negotiating during the trading round.