

ACTIVITY 5: MYSTERY AUCTION

THIS ACTIVITY EXPLORES:

Hype, persuasion, missing information and group decision making.

YOU WILL NEED:

- Six envelopes
- Mystery Auction cards
- Play money or tokens
- A scoreboard

HOW TO SET-UP?

- Put one hidden result card inside each envelope.
- Split young people into teams.
- Give each team the same amount of play money or tokens.
- Explain that the aim is to finish with the highest score.

TIME NEEDED: 20-30 MINUTES

HOW TO RUN IT

1. Read out the pitch for the first envelope. Do not reveal what is inside.
2. Teams bid using their play money or tokens.
3. The highest bidder wins the envelope.
4. Keep the envelope closed until the end.
5. Repeat until all envelopes have been sold.
6. Once every envelope has been bought, open them one by one.
7. Add the scores to the board.
8. The team with the highest final score wins.

QUICK DEBRIEF

- Which envelope sounded best?
- Which envelope was actually best?
- Did anyone spend too much because something sounded exciting?
- Did anyone follow another team's decision?
- What information was missing before you chose?

KEY MESSAGE

Hype can make something sound better than it is. A popular, bright or limited choice is not always the best choice. The full picture is not always obvious at the start. Smoking, vaping and nicotine products can be made to seem appealing through packaging, flavours, image, popularity or "no big deal" messages. The part that gets left out might be cost, dependence, rules, pressure or feeling stuck.