

**Speak Out Cards**

You have the cards ... you can use them as often as you like! Mix it up by doing it differently each time. Select students by drawing names out of a hat or letting the last student choose. Focus on something different each time: speaking the entire allotted time, not using filler words, projecting and speaking clearly, etc.

**Pitch It**

This activity can be found in the curriculum. There is some prep you must do beforehand so don't wait until the last minute to decide you want to do it. Once you have done the prep, Pitch It is a really fun way to fill those last few minutes before the bell. One way to change it up to make it quicker is to select three students to draw the words and the rest of the class assumes the role of the customer (you draw the customer and tell them who they are). Each of the three students pitches to the entire class. The entire class then chooses by a show of hands. Repeat that process with a new set of three students.

**Shark Tank**

Keep a list of a few specific episodes that you can cue up easily. Have your students watch a segment (not an entire episode) and take notes focusing on certain aspects of the pitch. For instance; use the Codec and have them focus on the Foundational Values or 10 Economic Principles. They don't have to do all of them, maybe just three. Another option would be to focus on the pitch itself. Did the entrepreneurs speak clearly? Did they answer the Sharks' questions accurately? Were they prepared?

**Disruptus**

You can do Disruptus without having the game. Use clip-art and randomly select a type of innovation (disrupt, create, innovate). Again, you can do this really quickly by selecting a small group of students and allowing the rest of the class to be the customer. Or you can have the class get into groups as you normally would.

**Innovation/Invention**

Choose a random product or service for your students to innovate. Give them a few minutes to generate their ideas and then share them. Another option is to give your students a problem to solve. Again, give them a few minutes to generate solutions to the problem and then pitch.

**Pit**

Play one or two rounds of Pit. Nothing fancy here. Just break out the Pit cards and some currency!