Shark Tank Program Summary

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This program is based on the hit NBC television series, "Shark Tank," in which various up-and-coming entrepreneurs pitch their inventions and businesses to a panel of famous investors. In this scenario, the entrepreneurs will be the NFTY participants, and the panel of investors will be RAs and Youth Professionals.

First, half of the participants will be sent to one area, and the other half will be sent somewhere else, so as to make the group size more manageable. Each half will be split into random groups of 4-6 participants and directed to introduce themselves and answer a mixer question (my favorite is "What is your favorite kind of dirt and why?"). The first half of the program---approximately 30 minutes---will consist of each group preparing an invention to address an environmental problem of their choice. At their disposal, the participants will have a myriad of what most would consider "junk" items: yarn, cardboard, glue, paper cups, index cards, etc. Each group will also have to work together to prepare a brief 1-2 minute pitch for the panel of Youth Professionals.

During the second half of the program (also ~30 minutes), each group will pitch their invention, and they will be able to see and hear what the other groups came up with. At the end of the pitches, both panels will convene and announce the "winner," which will be the group that is awarded the hypothetical investment. At this point, optional prizes may be awarded. The final component of the program will be a quick 5-10 minute reflection within each small group.

The purpose of this program is to foster creativity in attacking environmental issues, as well as to demonstrate that one doesn't need a lot of time or money to

invent something amazing. The program also serves as a great icebreaker, and will allow participants to work closely with people they've just met.