



# Will You Buy My Donkey?

Group members try to sell a very talented donkey to some unwilling buyers

## TIME

10 minutes



## MATERIALS

None

## TEAM STAGE

Storming, Norming, Performing

## SUMMARY

In this silly game, participants try to sell a very talented donkey to unwilling buyers. The seller will try to sell their donkey to a group member and will explain what the donkey can do. Another group member will act as the donkey and will act out what the seller says the donkey can do. If the potential buyer laughs the participants will switch roles.

## SET UP

- Ask participants to close their eyes, then place a sticker on each participant's forehead.
- Allow participants to open their eyes and tell them not to touch the stickers unless they feel like they are falling off.

## INSTRUCTIONS

- The seller moves around the circle with the donkey and then chooses someone to stop in front of and ask, "Will you buy my donkey?"
- The person picked must respond, without laughing, "No thank you."
- The seller then has a second chance and must say, "but my donkey can....." and the seller picks an action (dance, sing, tell jokes etc.). The donkey then performs the action.
- The person picked must respond, "No thank you" while still refraining from laughing.
- If the person laughs, then they become the donkey, the donkey becomes the seller and the seller joins the group.
- If they do not laugh, the seller must move on to sell their donkey to another group member.



**Safety:** Although it's fun to get close in this activity, discourage participants from touching each other.

## VARIATIONS

- For added fun, allow participants to use props (hats, instruments, etc.)

 **Large Groups:** To facilitate this activity for a large group, have two "donkeys" work together to perform the actions.

 **Online:** To facilitate this activity virtually, have all participants turn their cameras on. Ask for a volunteer to be the first seller and donkey. Have the seller choose who they want to try to sell their donkey to by saying their name. That person must then go off mute and refrain from laughing while the donkey performs the action. [\[click here for video\]](#)



## DEBRIEF QUESTIONS

- What thoughts went through your mind during this activity?
- Why is it important to be willing to go with a situation even without knowing what will happen?
- How can this activity help you improve your leadership skills?

■ **Facilitator Note:** Typically a game like this does not need to be debriefed, however, when done intentionally, inserting a mini debrief or thought provoking question can help to tie a lesson together in a more seamless fashion. These are some sample questions that can be used or modified to connect this game to a lesson.