

# 100 Uses

**Audience:** Teams**Group Size:** N/A

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**Purpose**

The PACEsetter encourages the team to use every possible idea to reach the goal

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**Description**

This PACEsetter requires the team to list 100 uses for a common item (for example: paperclip, old newspapers, or unused pizza boxes) in 10 minutes. If the group is larger than 20 people, consider breaking up into teams of 10-15 and give each team a different item. Here are several key discussion points for after the PACEsetter.

- Encourages everyone to participate to reach 100
- Team uses every conceivable idea to reach the 100 ideas
- Demonstrates the importance of building off other ideas

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**Execution**

Give the team(s) 10 minutes to develop a list of 100 uses for an everyday item. If multiple teams, provide each with a different item to use.

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**References**

N/A

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Contact Us

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