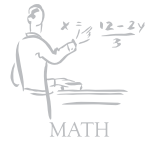


# Fad Fair

*Students evaluate fads, create their own fad and popularize them during a school “Fad Fair.” They then discuss the success/popularity of their fad.*

## 4-6

GRADE LEVEL



## Misc

MISCELLANEOUS



### Objectives

- Students analyze fads and develop one of their own.
- Students use communication skills to popularize their fad during a school “Fad Fair.”
- Students evaluate the success of their fad in class discussion.

### Materials

Examples of fads

Various crafts as needed  
(determined by each student)

Poster board, paper, video tapes, etc.

### Procedure

1. Discuss fads, giving examples. Have students brainstorm and create categorized lists of other known fads.
2. Review strategies for original thinking and meet with each student to discuss their idea for an original fad.
3. Supply each student with the craft materials needed to produce 75 samples of their idea.
4. Students create flyers, posters, videos to advertise the fad throughout the school. The fad will be popularized for one week after the “Fad Fair.”

5. Students develop criteria to evaluate the success/popularity of the fad such as how many people adopt the fad, how long does it take for someone to adopt it and how long does its popularity last.
6. Students present their fad at booths during the “Fad Fair” attended by schoolmates. At each booth, students explain their fad, how it is created, how it is used, what it is called and give a sample.
7. During the popularization week after the fair, students keep a log of the numbers involved in the fad and their gender as well as comments on feelings and events that occur during the exercise.
8. Students determine the success of their fad by applying the criteria previously developed and using data collected in their log.
9. Using each student's example, the class must determine the qualities that make a fad successful.

### Optional Addition

Stress interpersonal and communications skills further by instructing students to give each other compliments regarding their idea and performance to build self-esteem.



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