

# THE EMPEROR'S NEW CLOTHES

Once upon a time there was an Emperor who was very vain and really cared about what he wore. He was also very rich, so he hired some tailors to make him a fabulous new suit from the finest cloth. Unfortunately, they weren't really tailors and didn't know anything about sewing. They took his money without making anything at all! Fortunately for them, the tailors were very good at selling their "creations" and convinced the Emperor that he was wearing a beautiful outfit, even though he wasn't. (He didn't want to say that he couldn't see it because he didn't want to appear stupid.) But a small child tattled on the Emperor! Oh, no! What can he do? Look, there's a candy store across the street! Perhaps your team can help the Emperor get fashionably dressed. Think fast!

**Set-Up:** All team members must wash their hands.

**Challenge:** Create a new outfit from the seasonal food items commonly found in a candy store. Like the tailors, sell your creation to the Emperor.

**Time:** Part One: You will have 4 minutes to design new clothes for the Emperor from a small set of materials and make a sample on a tailor's dummy (the gingerbread man). Plan a presentation that will convince the Emperor (and the appraisers) how wonderful his new clothes will be!

Part Two: You will have one minute to display the model of your creation and explain its excellent style to the appraisers.

**Materials:** a dinner plate for a base for your creation (may not be altered)  
one big gingerbread man (the tailor's dummy)  
2 candy canes  
6 gold foil covered chocolate coins  
one dozen miniature marshmallows  
some cake frosting in a tube or in a zipper bag with one corner cut off

**Scoring:** up to 30 points for the creative use of materials  
up to 45 points for the effectiveness of the presentation  
up to 25 points for positive team work

**Special note:** Substitute materials as needed.