

Expanded 2001 Team Challenge Previews

Challenge A: *It's Your Move*

80% Technical Elements, 20% Other

Introduction

Everybody loves to play games. Whether they are board games, video games, arcade games, or fantasy role playing games, they can be really fun and challenging. What if you could play a game on a giant game board using a vehicle for a "Game Piece?" What if you could use mechanical devices, computer technology, robotics, and engineering inventions to create the parts for your game?

Your team's task will be to create a theme and playing pieces for a game in which a vehicle serving as your "Game Piece" moves an "Object Delivery Device" to four locations on a giant game board. From each of those locations the Object Delivery Device must deliver three Objects to a Receiver. This is a technical Challenge, so in order to solve it, your team will need to incorporate different technical innovations. To make the game more interesting, the path that the vehicle must travel and the four locations on the game board will be different each time the game is played. Your team can also choose where it wants to put its technical emphasis: on the vehicle or on the delivery system.

The goal of this Challenge is to have fun and be as technically creative as possible. Are you ready for the ultimate high tech gaming Challenge? If you are, then It's Your Move!!

Challenge Requirements:

- ★ The team will design and build a vehicle to serve as its Game Piece. It will have a self-contained Power Source, a Propulsion System, and a Steering System. The Game Piece will travel a randomly chosen course across the Game Board.
- ★ The team will construct an Object Delivery Device (ODD) that will deliver three Objects to a Receiver located on the edge of the Game Board. This ODD may be placed on the vehicle or may be towed, pushed, or otherwise maneuvered by the Game Piece.
- ★ The team will construct a Receiver which will act as a receptacle for the Objects delivered by the ODD.
- ★ The team will create a story or a theme for their game. This story should tie together all aspects of the presentation. This should include, but is not limited to, the Performance, the Game Piece, the Object Delivery Device, the Receiver, and the Objects. Other aspects of the team's solution may be incorporated into the overall theme.
- ★ The team will also integrate an Improv Item and three *Side Trips* into its Presentation.

NOTE: THIS IS NOT THE FULL CHALLENGE BUT ONLY AN EXPANDED VERSION OF THE PREVIEWS. IN ORDER TO SUCCESSFULLY SOLVE THIS CHALLENGE, IT IS NECESSARY TO OBTAIN A FULL SET OF PROGRAM MATERIALS. PLEASE RETURN TO THE HOME PAGE AND CLICK ON PASSPORT REGISTRATION INFORMATION.

Challenge B: *On Holiday*

70% Theatrical Elements, 30% Other

Introduction

New places, new people, new experiences, time off just for fun!!! Regardless of who you are or where you live, one thing everyone looks forward to is going “On Holiday!” You and your teammates will create comic escapades in a humorous Presentation about vacation adventures in a Nation other than your own. Humor, drama and enchantment may collide when travelers express wildly different Interpretations as they explore the heart and heritage of a new “DestiNation.” All aboard! Bon Voyage! Sayonara!

“Travel has a way of stretching the mind. The stretch comes not from travel's immediate rewards, the inevitable myriad new sights, smells and sounds, but with experiencing firsthand how others do differently what we believed to be the right and only way.” -- Ralph Crawshaw (1864 - 1929) US sociologist

Challenge Requirements:

- ★ As the basis of the Presentation, the team must select and learn about a Nation other than their own as they prepare to travel to that Nation “On Holiday.”
- ★ The team’s original and humorous Presentation will feature one or more traveling groups of characters and their new experiences during a visit to another Nation.
- ★ The Presentation must include the presentation of at least two different Interpretations of a certain National or a Cultural Landmark, Event, Custom, Holiday, Plant, Animal, Food, Costume, Language, or Geographic Feature that is unique to that Nation.
- ★ The team will design and construct at least one Costume and a Set to enhance the Presentation.
- ★ As part of the Presentation, the team must design and create a prop or scenery that undergoes a Physical Transformation that reflects or enhances the change in Interpretation.
- ★ The team will integrate an Improv Item and three *Side Trips* into the Presentation.

Note: This *Team Challenge* is also available in a Primary Level Version.

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Challenge C: *Dual DI-lemma*

65% Structural Elements, 35% Other

Introduction:

Life is filled with *contrasts*! Have you ever noticed that when one person tells you, “Wait a minute!” somebody else is telling you to “Hurry up!” We have *contrasts* everywhere! Just think of seasons (frigid winters and sizzling summers), music (slow waltzes and frantic rock and roll) and time (endless eras and quick moments). *Contrasts* show us differences and allow us to make comparisons.

Since the beginning of time, people have struggled with finding just the right combination of *contrasting* materials to build Structures that are strong yet lightweight. While some tribes used wooden poles and animal skins for their homes, city skyscrapers are made of steel and concrete. What a *contrast* of materials!

Your Dual DI-lemma is to design, build and test TWO Structures using contrasting materials and contrasting construction methods, and to present a performance illustrating two contrasting Segments.

What a dilemma this dual balsa wood Structure Challenge is going to be!

Challenge Requirements:

There are several integral parts of this *Team Challenge* that must work together.

- ★ The team will design, build and test two Structures, one PRE-BUILT (built prior to the Tournament) of balsa wood, paper, and glue, and the other SITE-BUILT (built on site at the Tournament) of balsa wood and duct tape. The testing of the Structures will take place during the team’s Presentation.
- ★ The team will create a Presentation with two distinct Segments showing a CONTRAST between each.
- ★ The team will create a Costume that shows a CONTRAST by changing from one segment to another.
- ★ The team will construct a Prop that shows CONTRAST by being transformed from one segment to the other.
- ★ Teams will also integrate an Improv Item and three *Side Trips* into the Presentation.

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Challenge D: *StranDId!*

Sponsored by 3M

45% Theatrical Elements; 30% Technical Elements; 25% Other

Introduction:

Think adventure! Think suspense! Stories of people cut off from their world can be thrilling. Robinson Crusoe was marooned on a desert island. The crew of Apollo 13 drifted in a damaged spacecraft. Dorothy was trapped in the Land of Oz. All were stranded with no apparent way to meet the challenges of their circumstances. Yet through their own cleverness, they were all able to succeed.

Imagine the exciting possibilities as your team presents a performance in which the characters must work together to resolve their dilemma. Isolated in a stranded situation and unable to use electric power of any kind, the characters must use a team-invented mechanical device (and their own "energized" ingenuity!) to cope with their situation. By skillfully adapting everyday items to use in new ways, and with the help of a humorous character, the team will bring its predicament to a happy conclusion.

Challenge Requirements:

- ★ The team will create a Presentation in which team members are in a Stranded Situation, and must work together to resolve their predicament.
- ★ The team will include a Humorous Character whose humor is integrated into the story.
- ★ The team will build a StranDId DIvice that uses no electric power, that combines Simple Machines into a Complex Machine. The StranDId DIvice will complete a task that will either help the team while they are stranded or help them to resolve their situation.
- ★ The team will incorporate into the performance two Commonplace Objects used in new and imaginative ways.
- ★ The team will integrate an Improv Item and three *Side Trips* into the presentation.

Note: This *Team Challenge* is also available in a Primary Level Version.

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Challenge E: *Art of Improv*

91% Improvisation, Teamwork, and Theatrical Elements; 9% Research Elements

I. Introduction:

What do a noisy neighbor, a famous painting, a bucket of cold water, and a snake have in common? You tell us! Your challenge is to create a connection of unrelated elements by integrating a team created image(s) from *Famous Artwork*, information gathered from an *Exploration*, a *Situation*, and a *Surprise Character* by using an *Improvisational Technique*.

Travel into the world of Improvisation: experience the thrill of unknown challenges and quick thinking...
DI-scover the *Art of Improv*.

Challenge Requirements:

- ★ In the months prior to the Tournament, a team will: Prepare research on two Improvisational Elements, practice Improvisational Techniques, explore the possible uses of a set list of items that may be used to create their Presentation, and determine their Specialties as a team.
- ★ At the Tournament during a thirty-minute time period in a StuDIo, the team will prepare a Presentation that will incorporate the four Improvisational Elements listed below.
 1. Team-created Image(s) from one of six Famous Artworks
 2. Information from one of six Explorations
 3. At least one Improvisational Technique
 4. A Situation
- ★ While in the StuDIo, in addition to the above Improvisational Elements, the team will also prepare one *Side Trip*, a creation of the team's choosing that showcases one of their Specialties as a team.
- ★ The Team will bring a Tool Box and ten specified Prop Items into the StuDIo, and these items are the only materials the team may use in the creation of their Presentation.
- ★ One minute prior to the performance, teams will randomly select the identity of one additional Improvisational Element, a Surprise Character, that they will integrate into the Presentation.

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Primary Level Version: *On Holiday*

Please note: This special version of *On Holiday* has been prepared for **PRIMARY LEVEL TEAMS ONLY**. The Challenge has been simplified and will not be scored or ranked competitively. All teams above Primary Level who would like to do this Challenge must use **Challenge B: *On Holiday***.

I. Introduction

New places, new people, new experiences, time off just for fun!!! Regardless of who you are or where you live, one thing everyone looks forward to is going “On Holiday!” You and your teammates will create a funny performance about your vacation adventures in a different country other than your own. Humor, drama and make-believe may collide when travelers express wildly different Interpretations as they explore what life is like in a new “DestiNation.” All aboard! Good Bye! Have a good time!

“Travel has a way of stretching the mind. The stretch comes not from travel's immediate rewards, the inevitable myriad new sights, smells and sounds, but with experiencing firsthand how others do differently what we believed to be the right and only way. “ -- Ralph Crawshaw (1864 - 1929) US sociologist

Challenge Requirements:

- ★ As the basis of the Presentation, the team must select and learn about a country other than their own as they prepare to travel to that country “On Holiday.”
- ★ The team’s original and funny performance will feature one or more traveling groups of characters and their new experiences during a visit to another country.
- ★ The Presentation must include the presentation of at least two different ways of looking at a certain National or a Cultural Landmark, Event, Custom, Holiday, Plant, Animal, Food, Costume, Language, or Geographic Feature that is unique to that country.
- ★ The team will design and construct Costumes and a Set to enhance the Presentation.
- ★ The team will integrate two *Side Trips* into the Presentation.

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Primary Level Version: *StranDId!*

Please note: This special version of *StranDId!* has been prepared for **PRIMARY LEVEL TEAMS ONLY**. The Challenge has been simplified and will not be scored or ranked competitively. All teams above Primary Level who would like to do this Challenge must use **Challenge D: *StranDId!***

I. Introduction:

Think adventure! Think suspense! Stories of people cut off from their world can be thrilling. Robinson Crusoe was marooned on a desert island. The crew of Apollo 13 drifted in a damaged spacecraft. Dorothy was trapped in the Land of Oz. All were stranded with no apparent way to meet the challenges of their circumstances. Yet through their own cleverness, they were all able to succeed.

Imagine the exciting possibilities as your team presents a performance in which the characters must work together to resolve their dilemma. Isolated in a stranded situation and unable to use electric power of any kind, the characters must use a team-invented mechanical device (and their own 'energized' ingenuity!) to cope with their situation. By skillfully adapting everyday items to use in new ways, and with the help of a humorous character, the team will bring its predicament to a happy conclusion.

Challenge Requirements:

- ★ The team will create a Presentation in which team members are in a Stranded Situation, and must work together to resolve their predicament.
- ★ The team will build a StranDId DIvice that uses no electric power. The StranDId DIvice will complete a task that will either help the team while they are stranded or help them to resolve their situation
- ★ The team will incorporate into the performance two Everyday Objects used in new and imaginative ways.
- ★ The team will integrate TWO *Side Trips* into the presentation.

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