Frame Scope
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to present an intergalactic broadcast about beings from Earth who are observed through a device called the Frame Scope.

Time: You will have 4 minutes to plan your presentation, and 2 minutes to present it.

The Scene: In a galaxy far away from the planet Earth, broadcasters report the findings of a new device called the Frame Scope that has discovered beings on a planet called Earth. The Frame Scope is a viewing device that points to a time and place somewhere in a galaxy, and shows whatever is in the frame of the lens. The Frame Scope cannot hear what is going on, so scientists must make intelligent guesses based on what they see. Your team’s job is to:

- Divide into 2 parts, the broadcasters and the Earth beings.
- The broadcasters may or may not include scientists.
- The broadcasters must report on what they see in three frames of the Frame Scope.
- The Earth beings must mime action within a taped-off area on the floor that represents a frame.
- For the purposes of this Challenge, mime means to act without speaking or making sounds.
- Before Part 1 of the Challenge begins, the setting of the three frames will be decided by a spinner. If the spinner points to the same setting twice, then that setting must be used again in a different way.
- Before Part 2 begins, the team will tell the Appraisers in what order the settings will appear.
- The broadcasters must report only what they see taking place within the frames.
- The broadcasters must report why or why not Earth is worth visiting.

Materials:

- 1 spinner
- Your team’s IMAGINATION

Scoring: You will receive

A. Up to 30 points for the creative explanations of each frame by the broadcasters
B. Up to 30 points for how well mime is used in each frame
C. Up to 20 points for the creativity of a report about why or why not Earth is worth visiting
D. Up to 20 points for how well your team works together
**Frame Scope**

A Performance-Based *Instant Challenge*

Appraiser Copy

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C. Up to 20 points for the creativity of a report about why or why not Earth is worth visiting
D. Up to 20 points for how well your team works together
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For the Appraisers only:

1. If a frame is skipped, then that frame or mime cannot be scored.
2. If the Earth beings speak or make sounds, only the mime is scored, not the speaking or sounds.
3. The frame measures 8 feet x 8 feet.
4. The spinner contains the following settings:
   a. Land of the Dinosaurs
   b. Olympic Contest
   c. Classroom
   d. Wild West
   e. Grocery Store
   f. Circus
## Frame Scope

**A Performance-Based Instant Challenge**

Score Sheet

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Creativity of broadcasters’ explanation of frames:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Frame 1 Setting:</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>Frame 2 Setting:</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>Frame 3 Setting:</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>B. How well mime is used in each frame:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Frame 1 Setting:</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>Frame 2 Setting:</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>Frame 3 Setting:</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>C. Creativity of a report about why or why not Earth is worth visiting</td>
<td>0 or 1-20 points</td>
<td></td>
</tr>
<tr>
<td>D. How well your team works together</td>
<td>1-20 points</td>
<td></td>
</tr>
</tbody>
</table>

Comments:

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# Team Assessment

**Frame Scope**

A Task-Based *Instant Challenge*

*Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page’s content: Minnesota Destination ImagiNation, http://www.mndi.org)*

1. Did the solution match what the team was asked to do in the challenge?
   - Not complete.  
   - Finished, but just barely.  
   - Finished with time to spare, and time to rehearse.

2. Did the team develop a well-organized plan of action to solve the challenge?
   - Were disorganized.  
   - Did not make a plan.  
   - Sort of knew what they wanted to do and how.  
   - Jumped right in on a plan and carried it out with flair.

3. Was the team aware of time-management issues and constraints?
   - Time flew and team didn’t realize it.  
   - Was aware of the time and tried to use it well.  
   - Monitored time, worked efficiently and had time to think.

4. Did team members interact and depend on each other?
   - They were individuals, wanting own way; dominators.  
   - Looked to each other for ideas and support.  
   - Fed off each other and multiplied the outcome; each felt great at the end.

5. Did everyone in the *Instant Challenge* participate?
   - A couple of strong voices; others were invisible.  
   - Most participated and added to the challenge.  
   - Each member played a role and was affirmed for it.

6. Did the team listen and follow directions?
   - Not completely; jumped to conclusions and wasted time.  
   - Knew what they had to do; knew what was expected.  
   - Follow to a “T” . . . played the game with confidence!

7. Was the solution creative/unique?
   - Predictable, obvious solution.  
   - Tried to change the obvious to unusual application/outcome.  
   - One-of-a-kind; out-of-the-blue; clever.

8. How creatively did the team use the materials provided?
   - Predictable and expected use of the components.  
   - New twists to some common items.  
   - Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.

Comments (use reverse if necessary):

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