Framed Point of View
A Rising Stars!® Performance-Based Instant Challenge
Team Copy

Challenge: Taking turns, tell a STORY about an Artist who is having troubling making a picture.

Time: You will have 8 minutes to make up a story about an Artist who is having trouble making a picture. Then you will have 3 minutes to tell the story by taking turns, talking.

The Scene: Pretend that you meet an Artist who is having trouble making a picture. How would you help the Artist? What picture would you make? Who would the Artist meet?

- During the first 8 minutes, you will talk to each other about how to make up a story about an Artist who is having trouble making a picture.
- Your story should include different 3 characters.
- When your 8 minutes is past, it is time to tell your story.
- When you tell your story, each person should take a turn by holding a Frame in front of his or her face. Only the person with the Frame can talk or tell the story.

Materials:
- 1 Frame that allows a person to talk when it is held in front of the face.

The Frame may not be damaged in any way.

Scoring: Your team should try to:
A. Use your imagination to make up a story about an Artist who is having trouble making a picture
B. Use your imagination to make up 3 characters who will be a part of the story
C. Take turns telling the story by holding the Frame in front of your face. Remember: Only the person with the frame can talk!
D. Make sure everyone gets to tell or act out part of the story
Framed Point of View
A Rising Stars® Performance-Based Instant Challenge
Appraiser Copy

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Team Assessment
Framed Point of View
A Rising Stars® 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.
   - 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):