Magic Mirror
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to PERFORM a story in which a character has to overcome 3 obstacles before returning to the real world by stepping through a Magic Mirror.

Time: Your team will have up to 5 minutes to plan the story, and up to 3 minutes to perform it.

The Scene: Like the story about Alice who steps through a looking glass into Wonderland, one of your characters has stepped into an imaginary world through a Magic Mirror.
- A taped line on the floor represents the location of the Magic Mirror. On one side of the taped line is the real world. On the other side of the taped line is an imaginary world.
- To return to the real world, your character must overcome 3 obstacles and return through the same Magic Mirror.
- Your character will need some special help from friends in the real world. You can’t hear them and they can’t hear you, so you must use the Mirroring Technique to communicate.
- For the purpose of this Challenge, the Mirroring Technique means that the character in the imaginary world must reflect (or copy) the movements of one or more friends in the real world before stepping through the Magic Mirror.
- The body movements that are copied must look like a reflection in a mirror.

Materials:
- 1 cup
- 1 newspaper sheet
- 1 paper plate
- 1 string
- 2 balloons
- 2 chenille stems
- 2 mailing labels
- 2 straws
- 1 “Koosh” ball
- 1 plastic egg
- 1 plastic safety cone
- 1 playing card
- 1 set of keys
- 2 dice

The following materials may not be damaged or changed in any way:

A pair of scissors is provided but may not be used as part of the solution.

Scoring: You will receive
A. Up to 15 points for creative development of your characters
B. Up to 10 points for creative use of materials
C. Up to 5 points (15 points max.) for the creativity of each obstacle
D. Up to 10 points for effective use of the Mirroring Technique
E. Up to 30 points for overall creativity of your story (having a beginning, middle and ending)
F. Up to 20 points for how well your team works together
**Magic Mirror**
*A Performance-Based Instant Challenge*

**Appraiser Copy**

**Challenge:** Your challenge is to PERFORM a story in which a character has to overcome 3 obstacles before returning to the real world by stepping through a Magic Mirror.

**Time:** Your team will have up to 5 minutes to plan the story, and up to 3 minutes to perform it.

**The Scene:** Like the story about Alice who steps through a looking glass into Wonderland, one of your characters has stepped into an imaginary world through a Magic Mirror.
- A taped line on the floor represents the location of the Magic Mirror. On one side of the taped line is the real world. On the other side of the taped line is an imaginary world.
- To return to the real world, your character must overcome 3 obstacles and return through the same Magic Mirror.
- Your character will need some special help from friends in the real world. You can’t hear them and they can’t hear you, so you must use the Mirroring Technique to communicate.
- For the purpose of this Challenge, the Mirroring Technique means that the character in the imaginary world must reflect (or copy) the movements of one or more friends in the real world before stepping through the Magic Mirror.
- The body movements that are copied must look like a reflection in a mirror.

**Materials:**
- 1 cup
- 1 newspaper sheet
- 1 paper plate
- 1 string
- 2 balloons
- 2 chenille stems
- 1 “Koosh” ball
- 2 mailing labels
- 1 plastic egg
- 2 straws
- 1 plastic safety cone
- 1 playing card
- 1 set of keys
- 2 dice

The following materials may not be damaged or changed in any way:
- 1 playing card
- 1 set of keys
- 2 dice

A pair of scissors is provided but may not be used as part of the solution.

**Scoring:** You will receive
- A. Up to 15 points for creative development of your characters
- B. Up to 10 points for creative use of materials
- C. Up to 5 points (15 points max.) for the creativity of each obstacle
- D. Up to 10 points for effective use of the Mirroring Technique
- E. Up to 30 points for overall creativity of your story (having a beginning, middle and ending)
- F. Up to 20 points for how well your team works together
**Magic Mirror**  
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. Creative development of the characters</td>
<td>1-15</td>
<td></td>
</tr>
<tr>
<td>B. Creative use of materials</td>
<td>1-10</td>
<td></td>
</tr>
<tr>
<td>C. Creativity of each obstacle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Obstacle 1: _____________________________________________________________</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Points (0 or 1-5): ______</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Obstacle 2: _____________________________________________________________</td>
<td></td>
<td>0 if not present, or 1-15</td>
</tr>
<tr>
<td>Points (0 or 1-5): ______</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Obstacle 3: _____________________________________________________________</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Points (0 or 1-5): ______</td>
<td></td>
<td></td>
</tr>
<tr>
<td>D. Effective use of the Mirroring Technique</td>
<td></td>
<td></td>
</tr>
<tr>
<td>E. Overall creativity of the story</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Beginning: ______ 0 if not present, or 1-5 points</td>
<td></td>
<td>0 if not present, or 1-15</td>
</tr>
<tr>
<td>Middle: ______ 0 if not present, or 1-5 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ending: ______ 0 if not present, or 1-5 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>F. How well the team works together</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
# Team Assessment

**Magic Mirror**  
A Performance-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](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):