Beauty and the Bag
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to PERFORM a story where team members pull imaginary items from a bag to create or add beauty to a situation.

Time: You will have 5 minutes to use your imagination to plan and develop your story, and 2 minutes to perform.

The Scene: Your story will not be complete unless beauty is created or added to some situation. A bag is delivered. The bag contains everything needed.

- Team members reach into the bag and pull out imaginary items that create or add beauty to the situation in the story.
- Although team members may talk at any other time, they may NOT use words to describe the item, but instead must MIME what they have pulled out of the bag.
- For the purpose of this Challenge, “mime” means to act without talking or mouthing out words, making verbal sounds, or spelling out your meaning.
- Before performing, the team must write down on a piece of paper what items they will pull out of the bag.

Materials:

- 1 paper bag which may not be changed in any way
- 1 sheet of paper and 1 pencil for listing the items pulled out of the bag
- your IMAGINATION

Scoring: You will receive
A. Up to 5 points (35 points maximum) for each imaginary item creatively mimed
B. Up to 15 points for the creativity of the situation
C. Up to 30 points for how well your story is developed (having a beginning, middle, end)
D. Up to 20 points how well your team works together
Beauty and the Bag
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Appraiser Copy

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D. Up to 20 points how well your team works together

For the Appraisers only:

Notes:

1. After 5 minutes of planning and story development, ask the team to give you the piece of paper that lists the imaginary items that will be pulled from the bag. If the team has not written anything down, give the team 15 seconds or so to write, but with NO discussion allowed.

2. Imaginary items from the bag will receive a zero score if not mimed at all.

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3. It is not necessary for EVERY team member to mime an imaginary item from the bag. One or more team members may mime imaginary items from the bag while other team members perform other roles.

4. If a team member describes an imaginary item verbally, but still mimes the item, that item receives a lower score than if only mime is used. The score should NOT be zero.

5. If the story does not contain a beginning, middle or end, that part of the story that does not exist scores a zero, and all Appraisers must have the same zero score for that part of the story. Otherwise, this is a subjective score.
Beauty and the Bag  
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 imaginary items that are mimed</td>
<td></td>
<td>0-35</td>
</tr>
<tr>
<td>Item 1 ______________________________________</td>
<td>Score (0-5 pts)</td>
<td></td>
</tr>
<tr>
<td>Item 2 ______________________________________</td>
<td>Score (0-5 pts)</td>
<td></td>
</tr>
<tr>
<td>Item 3 ______________________________________</td>
<td>Score (0-5 pts)</td>
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<td>Item 4 ______________________________________</td>
<td>Score (0-5 pts)</td>
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<td>Item 5 ______________________________________</td>
<td>Score (0-5 pts)</td>
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<tr>
<td>Item 6 ______________________________________</td>
<td>Score (0-5 pts)</td>
<td></td>
</tr>
<tr>
<td>Item 7 ______________________________________</td>
<td>Score (0-5 pts)</td>
<td></td>
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</tbody>
</table>

B. Creativity of the situation  1-15

C. How well the team develops its performance (having a beginning, middle, end)  1-30

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>Beginning</td>
<td>(0-10 pts)</td>
<td></td>
</tr>
<tr>
<td>Middle</td>
<td>(0-10 pts)</td>
<td></td>
</tr>
<tr>
<td>End</td>
<td>(0-10 pts)</td>
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</tr>
</tbody>
</table>

D. How well the team works together  1-20

Comments:
Team Assessment
Beauty and the Bag
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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-walls uses for items; items showed outstanding skill or knowledge of team members. |

Comments (use reverse if necessary):