By the Numbers
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to PRESENT a story in which characters solve a mystery, but one character speaks only 4 words: seven, thirteen, twenty and forty.

Time: You will have 5 minutes to develop your story and create props, and 3 minutes to present your story.

The Scene: Your Client is in trouble because of a Missing Object. But never fear, a DI-tective Team saves the day by solving the Mystery of the Missing Object.

Part 1 (5 minutes):
- Your story must include a Missing Object that is found by the end of the story.
- One of your characters speaks only 4 words: seven, thirteen, twenty and forty. All 4 of the numbers must be used at least once in different ways.
- You may use the materials provided during your story.

Part 2 (3 minutes): Present your story.

Materials:
- 1 cup
- 1 paper plate
- 1 piece of aluminum foil
- 1 rubber band
- 2 mailing labels
- 2 sheets colored paper
- 4 straws
- 6 cotton swabs
- marker that may not be damaged or be part of the solution
- scissors that may not be damaged or be part of the solution

The following materials may not be damaged or changed in any way:
- 1 playing card
- 1 sock
- 2 hats

Scoring: You will receive
A. Up to 15 points for the creativity of the Missing Object
B. Up to 5 points (20 points max.) for creative use of the 4 numbers
C. Up to 15 points for creative use of materials
D. Up to 30 points for creativity of your story that must include a beginning, middle and ending
E. Up to 20 points for how well your team works together
By the Numbers
A Performance-Based Instant Challenge
Appraiser Copy

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D. Up to 30 points for creativity of your story that must include a beginning, middle and ending
E. Up to 20 points for how well your team works together
For the Appraisers only:

1. Nothing in the rules prevents team members from continuing to create props during Part 2 of the Challenge.

2. There are a lot of materials in this Challenge, which may tempt a team to invest time and effort in using them. However, the team needs to balance the points they earn for creative use of the materials (15 points) vs. the points they earn for creativity of the story (30 points).
# By the Numbers

**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 the Missing Object</td>
<td>1-15</td>
<td></td>
</tr>
<tr>
<td>B. Creative use of the 4 numbers:</td>
<td>1-15</td>
<td></td>
</tr>
<tr>
<td>Seven:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Points (0 or 1-5):</td>
<td></td>
<td>0 if not present, or 1-20</td>
</tr>
<tr>
<td>Thirteen:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Points (0 or 1-5):</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twenty:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Points (0 or 1-5):</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Forty:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Points (0 or 1-5):</td>
<td></td>
<td></td>
</tr>
<tr>
<td>C. Creative use of materials</td>
<td>1-15</td>
<td></td>
</tr>
<tr>
<td>D. Creativity of the story</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Beginning:</td>
<td></td>
<td>0 if not present, or 1-10 points</td>
</tr>
<tr>
<td>Middle:</td>
<td></td>
<td>0 if not present, or 1-30</td>
</tr>
<tr>
<td>Ending:</td>
<td></td>
<td>0 if not present, or 1-10 points</td>
</tr>
<tr>
<td>E. How well the team works together</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
# Team Assessment  
By the Numbers  
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?**

<table>
<thead>
<tr>
<th>Not complete.</th>
<th>Finished, but just barely.</th>
<th>Finished with time to spare, and time to rehearse.</th>
</tr>
</thead>
</table>

2. **Did the team develop a well-organized plan of action to solve the challenge?**

<table>
<thead>
<tr>
<th>Were disorganized. plan</th>
<th>Sort of knew what they wanted to do and how.</th>
<th>Jumped right in on a plan and carried it out with flair.</th>
</tr>
</thead>
</table>

3. **Was the team aware of time-management issues and constraints?**

<table>
<thead>
<tr>
<th>Time flew and team didn’t realize it.</th>
<th>Was aware of the time and tried to use it well.</th>
<th>Monitored time, worked efficiently and had time to think.</th>
</tr>
</thead>
</table>

4. **Did team members interact and depend on each other?**

<table>
<thead>
<tr>
<th>They were individuals, wanting own way; dominators.</th>
<th>Looked to each other for ideas and support.</th>
<th>Fed off each other and multiplied the outcome; each felt great at the end.</th>
</tr>
</thead>
</table>

5. **Did everyone in the Instant Challenge participate?**

<table>
<thead>
<tr>
<th>A couple of strong voices; others were invisible.</th>
<th>Most participated and added to the challenge.</th>
<th>Each member played a role and was affirmed for it.</th>
</tr>
</thead>
</table>

6. **Did the team listen and follow directions?**

<table>
<thead>
<tr>
<th>Not completely; jumped to conclusions and wasted time.</th>
<th>Knew what they had to do; knew what was expected.</th>
<th>Follow to a “T” . . . played the game with confidence!</th>
</tr>
</thead>
</table>

7. **Was the solution creative/unique?**

<table>
<thead>
<tr>
<th>Predictable, obvious solution.</th>
<th>Tried to change the obvious to unusual application/outcome.</th>
<th>One-of-a-kind; out-of-the-blue; clever.</th>
</tr>
</thead>
</table>

8. **How creatively did the team use the materials provided?**

<table>
<thead>
<tr>
<th>Predictable and expected use of the components.</th>
<th>New twists to some common items.</th>
<th>Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.</th>
</tr>
</thead>
</table>

Comments (use reverse if necessary):