Frame the Problem
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to PRESENT a performance about how 3 Problems are solved using 3 Devices.

Time: You will have 5 minutes to plan your performance, and 2 minutes to perform it.

The Scene: No matter who you are and where you come from, everyone experiences problems. One day, you encounter 3 Problems that need to be solved pronto. But in order to solve them, you need to use 3 Devices you will build.

- During the first part of the Challenge, you will have 3 minutes to plan and build your Devices before drawing 3 Problems from the bag. All team members must stop working while the 3 Problems are being drawn. After drawing from the bag, you will have 2 more minutes to finish your preparations.
- During the second part of this Challenge, you will perform a story about how you solve your 3 Problems using your 3 Devices.
- Before the second part of this Challenge begins, you must write on a piece of paper what your three Devices are.

Materials:
- 1 sheet of paper and a pencil to identify your Devices
- 1 cardboard tube
- 6 straws
- 1 newspaper sheet
- 1 cup
- 1 paper plate
- 1 spoon
- 3 chenille stems
- 3 mailing labels
- 1 piece of aluminum foil

The paper and pencil may not be part of your performance.

Scoring: You will receive:
A. Up to 15 points for the creativity and use of materials for each of your 3 Devices (45 points maximum)
B. Up to 25 points for the effective theatric development of your skit
C. Up to 15 points for how well you develop your performance (having a beginning, middle, and ending)
D. Up to 15 points for how well your team works together
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Appraiser Copy

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For the Appraisers only:

Set-Up:
In the paper bag you should have the following Problems: brain freeze, dodo bird extinction, melting of the polar icecaps, drought, the world has run out of candy, the big bad wolf has blown a house down, flowers are not blooming, swarm of mosquitoes, a comet is going to crash into earth, shipwrecked on a desert island, broken arm, and the entire Internet crashes.

Notes:
1. To make easier:
   - Pick only 2 Problems and make only 2 Devices.
   - Problems will be selected at the beginning of the 5-minute prep time.

2. To make more difficult:
   - Construction of devices can only be done in the first 3 minutes of the prep time.
   - The team only gets 60 seconds after drawing the Problems to discuss how it will use them.
# Frame the Problem
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 and use of materials for each of your three Devices</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Device 1: _____________________________</td>
<td>0 or 1-45 points</td>
<td></td>
</tr>
<tr>
<td>______ 0 if not present or 1-15 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Device 2: _____________________________</td>
<td></td>
<td></td>
</tr>
<tr>
<td>______ 0 if not present or 1-15 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Device 3: _____________________________</td>
<td></td>
<td></td>
</tr>
<tr>
<td>______ 0 if not present or 1-15 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B. Effective theatric development of skit</td>
<td>1-25 points</td>
<td></td>
</tr>
<tr>
<td>C. How well the team develops its performance</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Beginning: ______ 0 if not present or 1-5 points</td>
<td>0 or 1-15 points</td>
<td></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>D. How well the team works together</td>
<td>1-15 points</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
### Team Assessment

**Frame the Problem**

**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?

<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. Did not make a 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):