Life Frame
A Rising Stars!® Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to create and tell a STORY about the life of a piece of trash.

Time: You will have 8 minutes to create your story and draw pictures, and 2 minutes to tell your story.

The Scene: Everything tells a story, even trash. Where did it come from? How did it get here? What will happen to it in the future?

Part 1 (8 minutes):
- Your team will pick a piece of trash from a box.
- Create a story that tells the life of that piece of trash.
- Draw pictures of three different stages of its life.
- For this Challenge, a stage of life is an important time of a life. For example, some stages of your life might be when you were a baby, when you learned to walk or talk, and when you started going to school.

Part 2 (3 minutes):
- Tell your story.
- Show your pictures while you are telling your story.

Materials:
- 3 blank papers with a frame around the outside edge
- Markers

Scoring: Your team should try to:
- Show 3 different stages or times of the life of the piece of trash
- Draw creative pictures
- Tell a good story.
- Each team member should do something during Part 1 and Part 2
Life Frame
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Appraiser Copy

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For the Appraisers only:

1. Have a box of typical, but safe, pieces of trash found along trails and roads, such as the following:
   
   - pop can
   - fast food container
   - shoe
   - box
   - child’s toy
   - glove
   - piece of clothing
   - old letter or card
   - tire

2. Items should be clean with no sharp edges.
Team Assessment
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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-wall uses for items; items showed outstanding skill or knowledge of team members.

Comments (use reverse if necessary):