Bag Nabber
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to PERFORM a story backwards about a character who steals a bag filled with one or more mystery objects.

Time: You will have 4 minutes to plan your performance, and 2 minutes to perform it.

The Scene: A character steals a bag filled with one or more mystery objects. Your challenge is to explain who the character is, what’s in the bag, why the bag is stolen, and what happens next. However, your story must begin at the end, and end at the beginning.

- Your story can answer these questions in any order.
- You should act out the ending of your story first, then the middle, and finally the beginning.

Materials: Your IMAGINATION.

Scoring: You will earn
A. Up to 20 points for creative development of the Bag Nabber
B. Up to 15 points for a creative explanation of what’s in the bag
C. Up to 15 points for a creative explanation of why the bag is stolen
D. 10 points (30 points maximum) for each part of the story acted in the right order: ending, middle and beginning
E. Up to 20 points for how well your team works together.
Bag Nabber
A Performance-Based Instant Challenge
Appraiser Copy

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E. Up to 20 points for how well your team works together.

For the Appraisers only:

Notes:

1. To make easier:
   • Extend the planning time to 5-6 minutes.

2. To make more difficult:
   • Reduce the planning time to 3 minutes.
# Bag Nabber

## 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 Bag Nabber</td>
<td>1-20</td>
<td></td>
</tr>
<tr>
<td>B. Creative explanation of what’s in the bag</td>
<td>0 if not present, or 1-15</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C. Creative explanation of why the bag is stolen</td>
<td>0 if not present, or 1-15</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>D. Acting out the story in the correct order</td>
<td>0 or 10, 20 or 30</td>
<td></td>
</tr>
<tr>
<td>Ending: _____ 0 if not present, or 10 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Middle: _____ 0 if not present, or 10 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Beginning: _____ 0 if not present, or 10 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>E. How well the team works together</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

**Comments:**

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# Team Assessment

**Bag Nabber**

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):