The Case of the Missing Artifact
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to PERFORM a story about the case of a missing artifact and how it is solved.

Time: You will have 5 minutes to discuss the case during Part 1, and 3 minutes to perform your solution during Part 2.

The Scene: Tomorrow is the grand opening of a new historical museum, and a famous artifact is missing. The artifact, a famous treasure, is the centerpiece of an important exhibit. Your task is to locate and return the missing artifact in time for the grand opening. There are 2 clues found at the scene, a puddle of water and a shoelace.

- Your story should include creative explanations for what the artifact is, what the exhibit is about, and what the 2 clues represent.
- You may ask the Timekeeper for remaining time only during Part 1.
- A shoelace and puddle of water represent clues in the case, and may not be moved.

Materials:
- 1 rubber band
- 1 pair of chopsticks
- 1 piece of aluminum foil

The following items not be damaged:
- 1 Slinky, which may not be changed or have anything attached to it
- 1 marble
- 1 hula hoop

Scoring: You will receive
A. Up to 10 points for a creative explanation of the artifact
B. Up to 10 points for a creative explanation of the exhibit
C. Up to 10 points (20 points maximum) for a creative explanation of each clue
D. Up to 15 points for creative use of materials
E. 10 bonus points for having a performance that is at least 2 minutes and 45 seconds long
F. Up to 15 points for having a beginning, middle and ending
G. Up to 20 points for how well your team works together
The Case of the Missing Artifact
A Performance-Based Instant Challenge
Appraiser Copy

Challenge: Your challenge is to PERFORM a story about the case of a missing artifact and how it is solved.

Time: You will have 5 minutes to discuss the case during Part 1, and 3 minutes to perform your solution during Part 2.

The Scene: Tomorrow is the grand opening of a new historical museum, and a famous artifact is missing. The artifact, a famous treasure, is the centerpiece of an important exhibit. Your task is to locate and return the missing artifact in time for the grand opening. There are 2 clues found at the scene, a puddle of water and a shoelace.

- Your story should include creative explanations for each of the 2 clues
- Your story should include a creative explanation for how the artifact came to be missing.
- You may ask the Timekeeper for remaining time only during Part 1.
- A shoelace and puddle of water represent clues in the case, and may not be moved.

Materials:
- 1 rubber band
- 1 pair of chopsticks
- 1 piece of aluminum foil

The following items not be damaged:
- 1 Slinky, which may not be changed or have anything attached to it
- 1 marble
- 1 hula hoop

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C. Up to 10 points (20 points maximum) for a creative explanation of each clue
D. Up to 15 points for creative use of materials
E. 10 bonus points for having a performance that is at least 2 minutes and 45 seconds long
F. Up to 15 points for having a beginning, middle and ending
G. Up to 20 points for how well your team works together
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For the Appraisers only:

Set-up: Ahead of time, place the shoelace and paper representation of the puddle of water in the center of the performance area. The clues may not be moved.

Notes:

1. One of the goals of this Instant Challenge is to encourage teams to develop a timekeeping method that does not involve the Timekeeper during the performance part of a Challenge. If the team asks for time remaining during Part 1, you should provide that information. For Part 2, however, do not answer questions related to remaining time.

2. To make easier:
   - Extend the planning time to 6-7 minutes.

3. To make more difficult:
   - Reduce the planning time to 3-4 minutes.

4. To make more open-ended:
   - Eliminate the rubber band, chopsticks and aluminum foil.
# The Case of the Missing Artifact

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 explanation of the artifact</td>
<td>0 if not present, or 1-10</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
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<tr>
<td>B. Creative explanation of the exhibit</td>
<td>0 if not present, or 1-10</td>
<td></td>
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<tr>
<td></td>
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<tr>
<td>C. Creative explanation of clues</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Puddle of water (0 if not present, or 1-10 points):</td>
<td>0 if not present, or 1-20 (total)</td>
<td></td>
</tr>
<tr>
<td></td>
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<tr>
<td>Shoelace (0 if not present, or 1-10 points):</td>
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<td></td>
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<td></td>
<td></td>
<td></td>
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<tr>
<td>D. Creative use of materials</td>
<td>1-15</td>
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<tr>
<td>E. Length of performance: _____ min., _____ sec.</td>
<td>0 or 10</td>
<td></td>
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<tr>
<td>Check one:</td>
<td></td>
<td></td>
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<tr>
<td>___ Less than 2 min., 45 sec. (0 points)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>___ At least 2 min., 45 sec. (10 points)</td>
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<tr>
<td>F. Having a complete story</td>
<td>5, 10 or 15</td>
<td></td>
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<tr>
<td>Check all that apply:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>___ Beginning</td>
<td></td>
<td></td>
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<tr>
<td>___ Middle</td>
<td></td>
<td></td>
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<tr>
<td>___ Ending</td>
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<tr>
<td>G. How well the team works together</td>
<td>1-20</td>
<td></td>
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</tbody>
</table>

Comments:
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.                          Sort of knew what they wanted to do and how.           Jumped right in on a plan and carried it out with flair.
   Did not make a plan.

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):