TransFORMation
A Performance-Based Instant Challenge
Team Copy

Challenge: Your challenge is to PRESENT a story about how an event causes a person, place, or thing to transform, and the effect of that TransFORMation.

Time: You will have 4 minutes to plan your presentation, and 2 minutes to present it.

The Scene: Things change; it’s a fact of life. But what causes that TransFORMation, and the effect of that TransFORMation, depends on the situation.

- During the first part of the Challenge, you will have four minutes to plan your performance about how a person, place, or thing experiences a TransFORMation. During this time you will also need to plan on how to use the set of materials in as many imaginative and useful ways as possible.
- For the purpose of this Challenge, TransFORMation means a change in form for a person, place or thing.
- During the second part of this Challenge, you will present a story, aided by the use of materials, about how a person, place, or thing changes in form.
- You will show the cause and effect of the TransFORMation while using the materials.

Materials:
- 2 rubber gloves
- 2 rubber bands
- 2 cups
- 1 cardboard box

None of the materials may be damaged or modified in any way.

Scoring: You will receive up to:
A. 15 points for how well you act out the TransFORMation
B. 10 points for how well you show the cause of the TransFORMation
C. 10 points for how creatively you show the effect of the TransFORMation
D. 30 points for how creatively you use your materials
E. 15 points for having a complete presentation (having a beginning, middle, and an ending)
F. 20 points for how well your team works together
TransFORMation
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Appraiser Copy

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For the Appraisers only:

Set-Up:

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

2. To make more difficult:
   • Reduce the planning time to 3 minutes.
   • At the end of the planning time, introduce a random event or person, place, or thing that must tie directly into either the cause or the effect.

Notes:

1. Any materials can be used for this Challenge.

2. Teams will have to practice generating and focusing tools, and explore how to use various materials in different capacities.
<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. How well the TransFORMation is acted out</td>
<td>1-15</td>
<td></td>
</tr>
<tr>
<td>B. How well the cause of the TransFORMation is shown</td>
<td>0 if there is no cause, or 1-10</td>
<td></td>
</tr>
<tr>
<td>C. How creatively the effect of the TransFORMation is shown</td>
<td>0 if there is no effect, or 1-10</td>
<td></td>
</tr>
<tr>
<td>D. How creatively materials are used</td>
<td>1-30</td>
<td></td>
</tr>
<tr>
<td>E. Having a complete presentation</td>
<td>0 if not present, or 1-15</td>
<td></td>
</tr>
<tr>
<td>Beginning: _____ (0 if not present, or 1-5 pts)</td>
<td></td>
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<td>Middle: _____ (0 if not present, or 1-5 pts)</td>
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<tr>
<td>Ending: _____ (0 if not present, or 1-5 pts)</td>
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<tr>
<td>F. How well the team works together</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
## Team Assessment
### TransFORMation
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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](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):**