Challenge: Your challenge is to make sounds that might be heard in three different situations.

Time: You will have 10 minutes to discuss and make sounds for different situations using materials that are provided, and 2 minutes to demonstrate the sounds and explain them to the Appraisers.

The Scene: Sounds are all around us, and many are not voices. Sounds can be loud or soft, happy, sad, or scary. They let us know something about what to expect in the situation. For this challenge, a situation is what is happening at a time or in a place. Some examples of sounds and situations could be the siren of a fire truck, the barking of a dog, or kids at the swimming pool. Your challenge is to use the materials provided to make sounds that might be heard during the situations described on three different cards.

Part 1: (10 minutes)
- Look at each situation card provided by the Appraiser and choose three of them to do.
- Talk about the kinds of sounds you might hear in each situation.
- Use the materials provided to create ways to make at least one sound for each situation.
- Each of the sounds you make should be different.
- At least one of the materials provided must be used to make each sound.

Part 2: (2 minutes)
- Put the situation card on the table so the Appraisers can see it.
- Demonstrate for the Appraisers the sound or sounds you have created for that card.
- Explain why you think the sound(s) created fits that situation.
- Do this for each of the other two situation cards.

Materials:
- 2 pencils
- 4 straws
- 2 cardboard tubes
- 10 macaroni noodles
- 1 piece of paper
- 1 piece of aluminum foil
- 1 large balloon
- 4 rubber bands
- 6 mailing labels
- scissors which can be used as a tool but cannot be used to make a sound

Remember! Your team needs to . . .
A. Work together on your ideas and share materials.
B. Each person needs to do something in your challenge.
C. Use the materials to make different sounds for each situation.
D. Demonstrate the sounds for each situation card.
E. Explain how each sound fits the situation.
Sounds Around Us
Performance-Based Challenge for Rising Stars®
Appraiser Copy

Challenge: Your challenge is to make sounds that might be heard in three different situations.

Time: You will have 10 minutes to discuss and make sounds for different situations using materials that are provided, and 2 minutes to demonstrate the sounds and explain them to the Appraisers.

The Scene: Sounds are all around us, and many are not voices. Sounds can be loud or soft, happy, sad, or scary. They let us know something about what to expect in the situation. For this challenge, a situation is what is happening at a time or in a place. Some examples of sounds and situations could be the siren of a fire truck, the barking of a dog, or kids at the swimming pool. Your challenge is to use the materials provided to make sounds that might be heard during the situations described on three different cards.

Part 1: (10 minutes)
- Look at each situation card provided by the Appraiser and choose three of them to do.
- Talk about the kinds of sounds you might hear in each situation.
- Use the materials provided to create ways to make at least one sound for each situation.
- Each of the sounds you make should be different.
- At least one of the materials provided must be used to make each sound.

Part 2: (2 minutes)
- Put the situation card on the table so the Appraisers can see it.
- Demonstrate for the Appraisers the sound or sounds you have created for that card.
- Explain why you think the sound(s) created fits that situation.
- Do this for each of the other two situation cards.

Materials:
- 2 pencils
- 4 straws
- 2 cardboard tubes
- 10 macaroni noodles
- 1 piece of paper
- 1 piece of aluminum foil
- 1 large balloon
- 4 rubber bands
- 6 mailing labels
- scissors which can be used as a tool but cannot be used to make a sound

Remember! Your team needs to . . .
A. Work together on your ideas and share materials.
B. Each person needs to do something in your challenge.
C. Use the materials to make different sounds for each situation.
D. Demonstrate the sounds for each situation card.
E. Explain how each sound fits the situation.
For the Appraisers only:

Set-up:

1. Have all the materials on one table.
2. When the team is ready to work, give them the situation cards.
3. Read them aloud to the team, then begin the 10-minute work time.
4. Possible situation cards follow on the next page. Select three of them to use.

Notes:

How did you do? Make sure you take the time to debrief your team by asking your team these questions:

1. Did you listen to each other?
2. Did you work together and share the materials?
3. Did each person do something in your challenge?
4. Did you make at least one sound for each situation card?
5. Did you finish your challenge on time?
6. Were your sounds for each card different?
7. Were you able to explain how each sound fit the situation?
<table>
<thead>
<tr>
<th>Outside during a rain storm</th>
<th>A parade</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Image of a rain storm" /></td>
<td><img src="image2.png" alt="Image of a parade" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A child’s birthday party</th>
<th>A busy street</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image3.png" alt="Image of a birthday party" /></td>
<td><img src="image4.png" alt="Image of a busy street" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Camping</th>
<th>A kitchen at meal time</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image5.png" alt="Image of camping" /></td>
<td><img src="image6.png" alt="Image of a kitchen" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bedroom when someone is sleeping</th>
<th>A school classroom</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image7.png" alt="Image of a bedroom" /></td>
<td><img src="image8.png" alt="Image of a school classroom" /></td>
</tr>
</tbody>
</table>
Team Assessment  
Sounds Around Us  
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)

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):