The Incredible WIDGET and Wonderful GIZMO
A Performance-Based Instant Challenge
Team Copy

**Challenge:** Your Challenge is to make a PRESENTATION about the Incredible WIDGET and the Wonderful GIZMO and all of their wonderful uses.

**Time:** You will have 5 minutes to plan your presentation and then 2 minutes to present it.

**The Scene:** You have been hired by cre8Media to create a presentation about the company’s new inventions, the Incredible WIDGET and the Wonderful GIZMO. Each of these devices has multiple functions that you will need to explain in a manner that is fitting for your audience. For the purpose of this Challenge, an audience is a group of beings who you think would be interested in buying the WIDGET and GIZMO.

Part 1 (5 minutes):
- During the first part of the Challenge, plan your presentation and select your audience from the Audience Selection List.
- You will need to describe all the unique functions of the devices during your presentation.
- For the purpose of this Challenge, a UNIQUE FUNCTION means a use of a device that is unlike any other uses.
- Your presentation should make your audience want to buy the WIDGET and GIZMO.
- At that end of Part 1, your team will need to tell the Appraisers who your Audience will be, which item is the WIDGET, and which item is the GIZMO.

Part 2 (2 minutes)
- Make your presentation.

**Materials:**
- 1 GIZMO that may not be modified or damaged in any way
- 1 WIDGET that may not be modified or damaged in any way
- Your imagination
- 1 Audience Selection List that may not be damaged or used as part of the presentation

**Scoring:** You will receive up to:
- A. 2 points for each unique use or function for the WIDGET (up to 10 points maximum)
- B. 2 points for each unique use or function for the GIZMO (up to 10 points maximum)
- C. 30 points for the creativity of the device functions
- D. 30 points for how appropriate your message is for the audience
- E. 20 points for how well your team works together
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Appraiser Copy

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For the Appraisers only:

Set-Up:
• Provide 2 objects to serve as the WIDGET and GIZMO. These objects can be anything, but should contain at least 2 parts/components. The team will choose which item is a WIDGET and which is a GIZMO.
• GIZMO example: a 2-inch Styrofoam ball with 6 toothpicks or craft sticks protruding.
• WIDGET example: a flexible or rigid tube with a spool on a pipe cleaner at one end and a pipe cleaner with a bell on the other.
• Provide the team with an Audience Selection List (see next page).

Notes:
1. If teams combine the WIDGET and GIZMO, then each function that requires both devices can receive points for both scoring elements A and B.
2. At the end of Part 1, ask the team which item is the WIDGET, and which item is the GIZMO so that Appraisers can correctly identify them on the Score Sheet.
3. At the end of Part 1, ask the team who its Audience(s) will be. The team may have multiple Audiences, but the message must be appropriate for them.
4. To make easier:
   • Require only one device.
   • Increase work time.
   • Provide fewer Audience options.
5. To make more difficult:
   • Require the use of imaginary devices.
   • Decrease work time.
   • Require teams to come up with the Audience.
     o In this case, change scoring element D to 20 points.
     o Add scoring element F, 10 points for the creativity of your audience.
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Audience Selection List:

- Pirates
- Singing Dogs
- Talking Trees
- Baby Monsters
- Elderly People
- Germs
- Planets/Stars
- Robots
- Zombie Vegetables
- Non-Human Spaceship Pilots
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Score Sheet

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Number of unique uses ___ for the WIDGET x 2 points</td>
<td>0-10</td>
<td></td>
</tr>
<tr>
<td>B. Number of unique uses ___ for the GiZMO x 2 points</td>
<td>0-10</td>
<td></td>
</tr>
<tr>
<td>C. Creativity of the device functions</td>
<td>1-30</td>
<td></td>
</tr>
<tr>
<td>D. Effectiveness of the message for the Audience(s)</td>
<td>1-30</td>
<td></td>
</tr>
<tr>
<td>E. How well your team works together (see rubric below)</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

E. Teamwork: Circle 0-4 in each of the five rows.

<table>
<thead>
<tr>
<th></th>
<th>Little or no indication of teamwork</th>
<th>Low level of teamwork</th>
<th>Adequate level of teamwork</th>
<th>Good level of teamwork</th>
<th>Outstanding—exceptional level of teamwork</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shared goal and purpose</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Working together and cooperating</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Support and communication</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Focus on results</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Respect for team members and ideas</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

**Shared goal and purpose:** The extent to which the team gives evidence that they have a common goal that everyone is committed to meeting.

**Working together and cooperating:** The extent to which the team members display cooperation and collaboration, with all team members having a role and making a contribution.

**Support and communication:** The extent to which, when working on the Challenge, the team members listen to each, exchange ideas, and support or build on each others’ ideas.

**Focus on results:** The extent to which the team’s activities are relevant to their goal and help them move forward, rather than spending time and effort on unimportant or trivial tasks.

**Respect for team members and ideas:** The extent to which the team members’ social behaviors are positive and courteous, without bickering, arguing or destructive criticism.

Comments: (Use reverse side if necessary)