2017-18 CHALLENGE OVERVIEWS

**LEARNING OUTCOMES**  Technical Engineering & Design / Navigation Systems / Transportation Systems / Effective Storytelling
- Design and build a device to navigate a tournament-provided maze.
- Design and build a prop that transforms in the maze.
- Design and build a way to remove an object from the maze.
- Create and present a story about a journey through the maze.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

**MAZE CRAZE**

**LEARNING OUTCOMES**  Science & Technology / Technical Engineering & Design / Visual & Sound Design / Effective Storytelling
- Explore scientific concepts used in amusement park attractions.
- Design and build an attraction that uses scientific concepts during its operation.
- Create and present a story that features the attraction operating in an unlikely location.
- Portray the unlikely location using sights and sounds.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

**UNLIKELY ATTRACTION**

**LEARNING OUTCOMES**  Impact Force Research / Technical Design Process / Architectural Design / Structural Engineering / Effective Storytelling
- Design, build and test a freestanding structure that can withstand impacts from dropped weights.
- Tell a story about a sudden event with dramatic impact.
- Design and create a visible or audible depiction of the story’s sudden event.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

**DROP ZONE**

**LEARNING OUTCOMES**  Theater Arts Skills / Musical & Lyrical Composition / Production Techniques / Scenic Design
- Create and present a musical that includes a change in plans.
- Include music and lyrics that enhance the storytelling.
- Create and present a spectacle as part of the musical.
- Design and integrate a set change into the musical.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

**CHANGE OF TUNE**
LEARNING OUTCOMES  Cultural Competency / Improvisational Acting / Character Development / Effective Storytelling
- Research different cultures and famous explorers.
- Create and present an improvisational skit about a quest to return a lost cultural treasure to its owner.
- Integrate two explorers and a prop into the quest.
- Show how characters work together to overcome a setback.

LEARNING OUTCOMES  Social Entrepreneurship / Graphic Art Design / Theatrical Set & Prop Design / Effective Storytelling
- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create a live presentation that highlights the project and the impact it made on the community.
- Create infographics that include information about the project.
- Create a storage device that transforms as the story of the project unfolds.
- Create and present two Team Choice Elements that show off the team’s interests, skills,

Instant Challenges require teams to engage in quick, creative and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it. The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes. Instant Challenges are performance-based, task-based, or a combination of the two. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential until the day of the tournament.