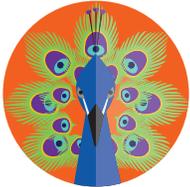


# 2016-17 CHALLENGE OVERVIEWS



## SHOW AND TECH TECHNICAL

### LEARNING OUTCOMES

- Technical Design & Engineering
- Show Production
- Design Efficiency
- Technical Theater

### POINTS OF INTEREST

- Present a show that includes an opening act and a headlining act.
- Design and build a stage on which the acts will take place and that will move a team member from one location to another.
- Enhance each act with a technical effect to amaze the audience.
- Create and present two Team Choice Elements that show off the team's interest, skills, areas of strength, and talents.



## TOP SECRET SCIENTIFIC

### LEARNING OUTCOMES

- Cryptography & Steganography
- Science & Technology
- Storytelling
- Improvisation

### POINTS OF INTEREST

- Create and present a story about a secret mission.
- Research and apply methods from cryptography and steganography to reveal secret messages.
- Design and create a gadget that appears to be an everyday item.
- Create and integrate a disguised character into the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



## IN IT TOGETHER ENGINEERING

### LEARNING OUTCOMES

- Structural Engineering & Construction
- Weight Distribution Research
- Material Science
- Global Competency

### POINTS OF INTEREST

- Design, build and test multiple free-standing structures that work together.
- Develop a strategy for placing structures to support as much weight as possible.
- Develop and present a collaborative solution to a global issue.
- Create and present two Team Choice Elements that highlight the team's interests, skills, areas of strength, and talents.



## VANISHED! FINE ARTS

### LEARNING OUTCOMES

- Cultural Symbolism
- Global Competency
- Performing Arts Skills
- Technical Theater

### POINTS OF INTEREST

- Research the meanings, roles and uses of colors.
- Present a story about how the disappearance of a color changes the world.
- Create a colorful character that is involved with the color's disappearance.
- Use technical theater methods to create a vanishing act.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

# 2016-17 CHALLENGE OVERVIEWS



## **3-PEAT IMPROVISATIONAL**

### **LEARNING OUTCOMES**

- Improvisational Theater
- Time Management
- Integration Skills
- Teamwork

### **POINTS OF INTEREST**

- Create three improvisational skits from the same story prompt.
- Present each skit in a different performance genre.
- Portray a different stock character in each skit.
- Enhance each skit with props.



## **READY, WILLING & FABLE SERVICE LEARNING PROJECT OUTREACH**

### **LEARNING OUTCOMES**

- Social Entrepreneurship
- Project Management
- Community Partnerships
- Performing Arts Skills

### **POINTS OF INTEREST**

- Identify, design, plan and carry out a project that addresses a real community need.
- Create a live presentation of a team-created fable that integrates information about the project.
- Include an impact prop and a character that changes appearance.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



## **SAVE THE DAY EARLY LEARNING RISING STARS!**

### **LEARNING OUTCOMES**

- Simple & Complex Machines
- Engineering & Design
- Storytelling Skills
- Teamwork

### **POINTS OF INTEREST**

- Learn about simple and complex machines.
- Use simple machines to create and build a new invention.
- Create a play that tells a story about how the new invention helps to save the day.
- Create props, scenery and costumes to help tell the story.



## **INSTANT CHALLENGE**

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.