2021-22 CHALLENGE PREVIEWS

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills.

- Design and build 2 devices that use technical methods to overcome hazards.
- Create and present a story about a daring escape from a hazardous situation.
- Include a feat of skill that helps in the daring escape.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.

- Research the science of microscopy.
- Create and present a story about a character who encounters a mysterious object while in a microworld.
- Design and build scenery that brings the microworld to life.
- Design and create a visual effect that enhances the mysterious object.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, scriptwriting, and prop design.

- Research trickster characters and how they have been portrayed in literature, theater, film, and/or mythology.
- Create and present a story about a trickster who attempts to overcome a tricky situation.
- Design and create a costume that goes through a costume transformation.
- Design and create an illusion that enhances the story.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and quickly produce skits.

- Research festivals from around the world.
- Create and present a two-act improvisational skit about a goal a character is trying to achieve at a festival.
- Choose between 2 options to help the character to attempt to achieve the goal.
- Enhance the skit with a set of boxes.
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Our Engineering Challenge asks students to explore and apply engineering skills and tools to design and build solutions to specific applications.
- Design and build a structure that can roll down a ramp and collide with the structure tester.
- Test the structure by placing weights on it.
- Create and present a story about how a character becomes a legend.
- Design and build a rotating object.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues.
- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Research science fiction as it has been used in literature, film, art, and/or other media.
- Create and present a science fiction story.
- Design and build a message transmitter.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.

Our Rising Stars for Early Learners Challenge offers simple experiences with the creative process, and it gives young kids (preschool through 2nd grade) a place to work together and make new friends.
- Create and present a play about a family of monsters who are moving into a new home.
- Show how the monsters use manners to fix an important item that gets broken during the move.
- Include a model of the monster family’s new home.
- Create costumes, props, and scenery to help tell the story.

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.