

# 2017-18 CHALLENGE OVERVIEWS



## MAZE CRAZE TECHNICAL

### LEARNING OUTCOMES

- Technical Engineering & Design
- Navigation Systems
- Transportation Systems
- Effective Storytelling

### POINTS OF INTEREST

- 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.



## UNLIKELY ATTRACTION SCIENTIFIC

### LEARNING OUTCOMES

- Science & Technology
- Technical Engineering & Design
- Visual & Sound Design
- Effective Storytelling

### POINTS OF INTEREST

- 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.



## DROP ZONE ENGINEERING

### LEARNING OUTCOMES

- Impact Force Research
- Technical Design Process
- Structural Engineering
- Effective Storytelling

### POINTS OF INTEREST

- 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.



## CHANGE OF TUNE FINE ARTS

### LEARNING OUTCOMES

- Theater Arts Skills
- Musical & Lyrical Composition
- Production Techniques
- Scenic Design

### POINTS OF INTEREST

- 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.

# 2017-18 CHALLENGE OVERVIEWS



## TREASURE! IMPROVISATIONAL

### LEARNING OUTCOMES

- Cultural Competency
- Improvisational Acting
- Character Development
- Effective Storytelling

### POINTS OF INTEREST

- 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.



## INSIDE IMPACT SERVICE LEARNING

### LEARNING OUTCOMES

- Social Entrepreneurship
- Graphic Art Design
- Theatrical Set & Prop Design
- Effective Storytelling

### POINTS OF INTEREST

- 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, areas of strength, and talents.



## FRIENDS EVERYWHERE EARLY LEARNING

### LEARNING OUTCOMES

- Cultural Competency
- Compare & Contrast
- Engineering & Design
- Effective Storytelling

### POINTS OF INTEREST

- Explore how children of different cultures live, learn and play.
- Create and present a play that tells a story about 2 different cultures.
- Present similarities and differences between the 2 cultures.
- Design and build a prop that will transform and be used in 2 different ways.
- Create costumes and scenery 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.