

RUMPELSTILTSKIN

“Tomorrow I brew, today I bake, and then the child away I’ll take;
For little deems my royal dame that Rumpelstiltskin is my name!”

This verse is very old-fashioned, but perhaps you remember the story about the miller’s daughter who made a deal with a strange dwarf. He would spin straw into gold so she could impress the king, and then she would give the dwarf her first child. The stranger completed his part of the bargain, but when she married the king and had a baby, the girl tried to get out of the deal. She proposed a new plan: she could keep her child if she could guess the dwarf’s name in three days. Not only did the stranger agree to this change, he got caught bragging about it. This was a happy ending for the royal family, but not for Rumpelstiltskin. He needs a better strategy! Can your team devise a more secure way of keeping a secret?

Set-Up: Have the team divide into two groups and separate them. The first group will do Part One of this IC and the second group will do Part Two. The two groups should not communicate with each other during this IC.

Challenge: Invent a new four-syllable name and construct a code system to communicate it non-verbally to someone else.

Time: Part One: The first group will have 4 minutes to create a four-syllable name and devise a code to encrypt it. Write your new name on one sheet of paper. Encode the new name and write it on another sheet of paper. Then write the key to your code on a third sheet of paper.

Part Two: Give the paper with the uncoded name to the appraisers and the other two sheets to the second group. They will have 1 minute to use the code key to decode the name and announce it to the appraisers.

Materials: three sheets of paper and a pencil

Scoring: up to 20 points for the creativity of the new name
up to 20 points for the creativity of the new coding system
10 points for the accuracy of each syllable of the decoded new name
up to 20 points for positive team work