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.

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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 and the creativity of their solutions. Instant Challenges are kept confidential until the day of the tournament.