

Where Are the Cookies? (Rising Star)

Challenge: Present a PERFORMANCE in which you tell the story of what happened to the cookies that were in the cookie jar.

Time: You will have up to 8 minutes to use your IMAGINATION to plan your solution and 1 minute to present your PERFORMANCE to the appraisers.

The Scene: Yikes! It is snack time and the cookies are missing! Your team needs to tell the story of what happened to the cookies that were in the cookie jar. The appraisers want to know all about how the cookies disappeared and where they are now. The cookies can be of any kind, real or imaginary.

Materials:

The following materials are available for your team to use to create any items such as props, costumes, or scenery to help you tell the story.

5 sheets newspaper	10 mailing labels	1 trash bag	6 feet yarn
1 sock	1 paper bag	3 markers	2 pair scissors

The markers and scissors may not be damaged and may NOT be used during the performance.

Don't Forget:

- A. Your story should have a beginning, a middle, and an end.
- B. Your team should use lots of creativity in your performance and in how you use the materials.
- C. Your team needs to work well together.

Where Are The Cookies?

Challenge: Present a PERFORMANCE in which you tell the story of what happened to the cookies that were in the cookie jar.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your solution and 2 minutes to present your PERFORMANCE to the appraisers.

The Scene: Yikes! It is snack time and the cookies are missing! Your team needs to tell the story of what happened to the cookies that were in the cookie jar. The appraisers want to know all about how the cookies disappeared and where they are now. The cookies can be of any kind, real or imaginary.

Materials:

The following materials are available for your team to use to create any items such as props, costumes, or scenery to help you tell the story.

5 sheets newspaper	10 mailing labels	1 trash bag	6 feet yarn
1 sock	1 paper bag	3 markers	1 pair scissors

The markers and scissors may not be damaged and may NOT be used during the performance.

Scoring: You will receive:

- A. 20 points if your story has a beginning, a middle, and an end.
- B. Up to 30 points for the creativity of the performance.
- C. Up to 30 points for creative use of materials.
- D. Up to 20 points for how well your team works together.

Go Get'em (Rising Star)

Challenge: Your TASK is to retrieve items that are set at distances from a line.

Time: You will have 6 minutes to use your IMAGINATION to build retrieval devices, practice retrieving items, and then 2 more minutes to retrieve the items.

Setup: There is a start line taped to the floor with some empty “retrieval space” beyond. There is a set of objects to be retrieved, and a set of materials from which to create retrieval devices.

Procedure:

- Part 1 (6 minutes): Using only the materials provided, build device(s) to retrieve the various objects. You may also practice retrieving the objects during this time. At the end of Part 1, all materials, devices and team members must be behind the start line.
- Part 2 (2 minutes): Using only your team-generated devices, retrieve as many objects as possible. Retrieved items must be moved completely over and beyond the start line to count. No part of a team members' body may extend past the start line into the Go Get'Em space during Part 2.

Materials

1 large cup	2 pencils
10 mailing labels	2 sheets of paper
4 paper clips	3 ft. of string
8 straws	1 yardstick
4 rubber bands	1 Chenille stem

Objects to be Retrieved

5 foam cups (cannot be modified)
5 corks (cannot be modified)

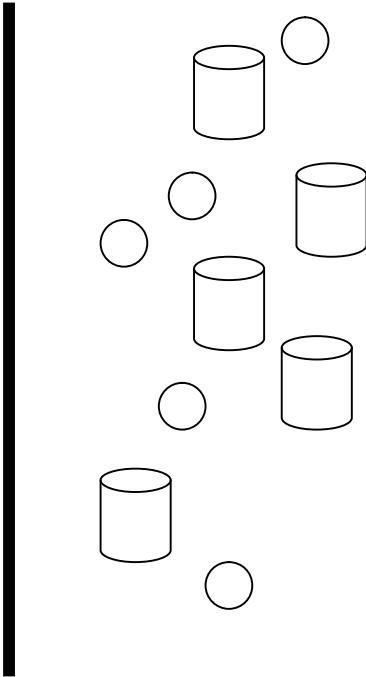
Don't Forget

- A. Your team should use your materials creatively.
- B. Your team needs to work well together.

Go Get'em (Rising Star) For Appraisers only

Set-up

Start line –
team members
must stay
behind this line
during retrieval
(part 2)



Items are to be placed 6" – 3 ft.
beyond the start line.

Notes:

Items can be placed closer or
farther if appropriate for
age/experience of team
members.

Can also include additional
materials and retrieval items for
teams with more members.

Put'em Out and Go Get'em

Challenge: Your TASK is to retrieve items that are at a team-defined distance from a line.

Time: You will have 6 minutes to use your IMAGINATION to build retrieval devices, determine where to place the items, practice retrieving items, and then 2 more minutes to retrieve the items for score.

Setup: There is a start line taped to the floor with some empty "retrieval space" beyond. There is a set of objects to be retrieved, and a set of materials from which to create retrieval devices.

Procedure:

- Part 1 (6 minutes): Determine where to place the objects to be retrieved. Objects can be placed anywhere beyond the start line and within the "retrieval space." However, only the shortest distance for each type of object will be used to calculate score. Using only the materials provided, build device(s) to retrieve the various objects. You may also practice retrieving the objects during this time. Before time ends in Part 1, all objects to be retrieved must be in place as far from the start line as the team chooses and all other materials and team members must be behind the start line. The appraiser will notify the team when only 30 seconds remain in Part 1.
- Part 2 (2 minutes): Using only your team-generated devices, retrieve as many objects as possible. Retrieved items must be moved completely over and beyond the start line to count for score. No part of a team members' body may extend past the start line into the retrieval space during Part 2. Any item retrieved when a violation occurs, will not be counted for score.

Materials

1 envelope
5 mailing labels
4 paper clips
4 straws
4 rubber bands
1 Chenille stem

2 pencils
2 sheets of paper
18" of string
1 PVC pipe
1 magnet (cannot be damaged)

Objects to be Retrieved

10 nails (cannot be modified)
3 corks (cannot be modified)
2 cups (cannot be modified)

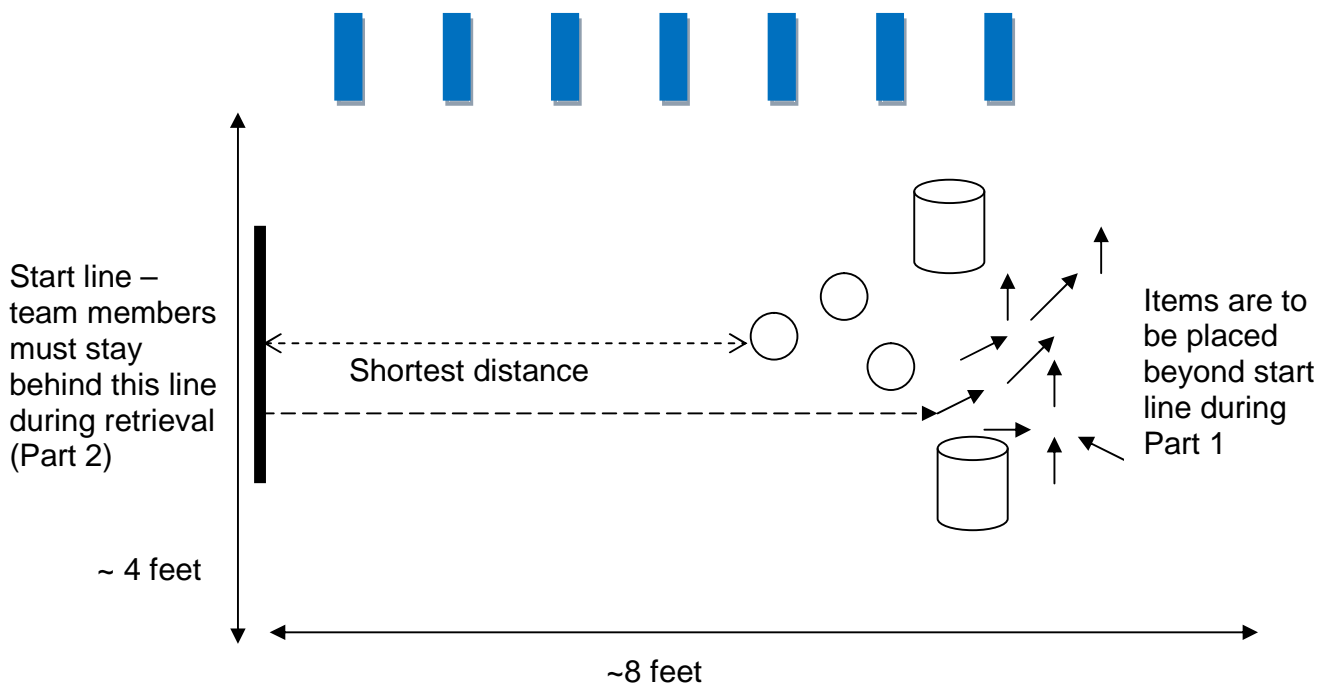
Scoring: You will receive:

- 5 points per nail retrieved for each 6 inches between the start line and the nearest nail
- 10 points per cork retrieved for each 6 inches between the start line and the nearest cork
- 15 points per cup retrieved for each 6 inches between the start line and the nearest cup
- Up to 30 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

Put'em Out and Go Get'em For Appraisers only

Set-up

You can put a piece of blue tape every 6" along the retrieval length to expedite measurement



Float Your Boat (Rising Star)

Challenge: Your TASK is to build a tall structure that will float.

Time: You will have up to 8 minutes to use your IMAGINATION to build your structure and place it in the water.

Setup: There is tub filled with water and there is a table with materials.

Procedure: (8 minutes) Using only the materials provided, you are to make a tall structure that will float in the tub of water.

- You are to build your structure and place it in the water. At the end of the 8 minutes, the appraiser will measure the height of the structure from the surface of the water up to the highest point of the structure to see how tall you were able to make it.

Materials:

4 foam cups	4 coffee stirrers
4 mailing labels	4 rubber bands
4 paper clips	4 straws
4 index cards	

Don't Forget:

- A. Your team should use your materials creatively.
- B. Your team needs to work well together.

Float Your Boat

Challenge: Your TASK is to build a structure that will float, keep a red and white bobber dry, and hold weight.

Time: You will have up to 7 minutes to use your IMAGINATION to build your structure and up to 1 minute to place weights for score.

Setup: There is tub filled with water and there is a table with materials.

Procedure: Using only the materials provided, you are to make a structure that will float and hold weight.

- Part 1 (7 minutes): You are to build your structure including the red and white bobber and place it in the water. You must have your structure floating in the water when time ends in Part 1 in order to receive score for the height of the bobber.

The appraiser will measure the height of the bobber above the surface of the water after the 7 minutes or when requested before then. Teams may not touch their structure after it has been measured.

- Part 2 (1 minute): Without touching your structure, you may then add weights for score. Time will end if the structure becomes supported by the bottom or sides of the tub or if the bobber becomes wet.

Materials:

4 foam cups	4 coffee stirrers
4 mailing labels	4 index cards
4 paper clips	
4 straws	Red and white bobber (may NOT be damaged)
4 rubber bands	Weights for score (may NOT be damaged)

Scoring: You will receive:

- A. 10 points if your structure is floating and includes the red and white bobber at the end of Part 1.
- B. 5 points for each full inch the red and white bobber is above the water.
- C. 2 points for each weight added.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Across the Playground (Rising Star)

Challenge: Your TASK is to move balls across a “playground.” Your playground includes play equipment that must be avoided.

Time: You will have 8 minutes to use your IMAGINATION to decide how your team will move balls across a “playground” area and build any needed tools. You will then have 2 more minutes to move the balls.

Setup: There is a taped-off “playground” area that includes “play equipment” obstacles and there is a set of materials for making tools.

- Part 1 (8 minutes): Using only the materials provided, build any tools your team will need and decide how your team will move the balls across the playground. You may practice moving the balls during this time.
- Part 2 (2 minutes): Move the balls from one end of the playground to the other. Balls must start in one Red Zone, be moved across the playground, and end in the Green Zone. The balls may not be touched with anything except the materials or the tools made by team members while being moved. The play equipment (obstacles) may not be moved or modified. If a ball leaves the playground area while being moved, it must be started over in a Red Zone.

Materials:

2 paper plates	2 pencils
1 foot tape	2 sheets of paper
8 paper clips	1 envelope
4 straws	1 sheet of aluminum foil
4 rubber bands	
	4 ping pong balls (may NOT be damaged)

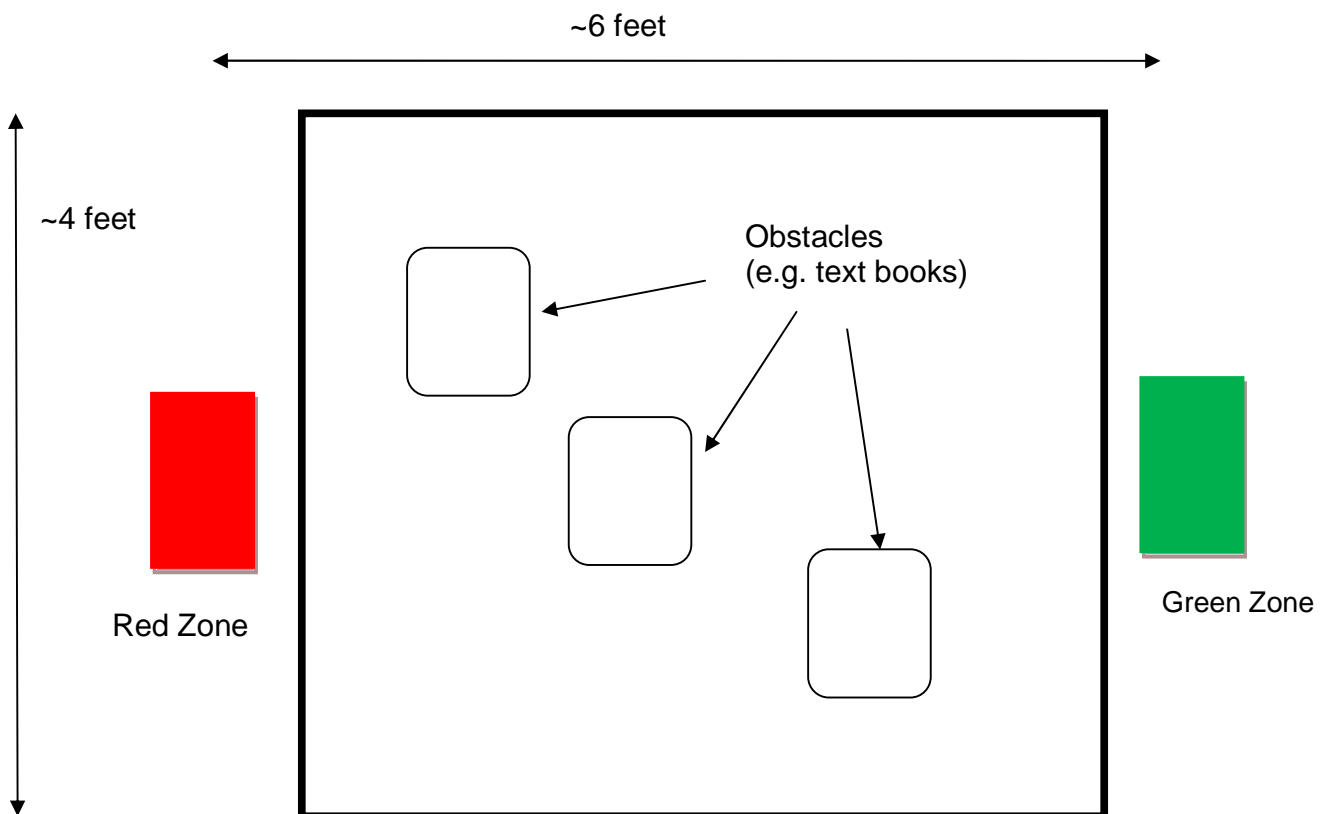
Don't Forget

- A. Your team should use your materials creatively.
- B. Your team needs to work well together

Across the Playground

(Rising Star)
For Appraisers Only

Set-up



Note: for Rising Star teams with more than 7 team members, additional materials and ping pong balls are recommended.

Across the Gap

Challenge: Your TASK is to move balls across a gap.

Time: You will have 8 minutes to use your IMAGINATION to build devices, structures, and/or vehicles and practice moving the balls, and then 1 more minute to move the balls for score.

Setup: There are 2 tables separated by a gap and there is a set of materials. The tables may not be moved at any time.

- Part 1 (8 minutes): Using only the materials provided, build your devices, structures, and/or vehicles. You may also practice moving the balls during this time.
- Part 2 (1 minute): Move the balls from Table 1 to Table 2 so that the balls leave from behind the edge of the gap on Table 1, cross the gap to Table 2, and then stay on Table 2. Team members must remain behind the edge of the gap on Table 1 while moving a ball for score. If a ball falls on the floor once it has started across the gap, it may be retrieved and used again for score. Only the balls that are on Table 2 at the end of Part 2 will count for score.

Materials:

2 paper plates	2 pencils
1 foot tape	2 sheets of paper
8 paper clips	1 envelope
4 straws	1 sheet of aluminum foil
4 rubber bands	4 corks
	4 ping pong balls (may NOT be damaged)
	4 golf balls (may NOT be damaged)

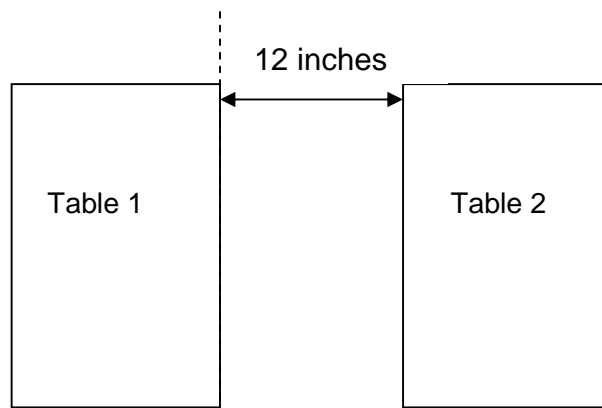
Scoring: You will receive:

- A. 10 points for each ping pong ball on Table 2 at the end of Part 2.
- B. 20 points for each golf ball on Table 2 at the end of Part 2.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Balls Across the Gap

For Appraisers Only

Setup



Team members must remain behind this edge of Table 1 while moving the balls for score. They can move beyond the line to retrieve any errant balls as long as they are not moving balls for score.

Optional: Provide a plate or plastic container to corral the balls while not being used by the team. Make sure that the team does not use this container in their solution.