

DESTINATION IMAGINATION PRESENTS

# ESCAPE Artists.



2018-2019 CHALLENGE SEASON



**SERVICE LEARNING**





**WELCOME**

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# Challenge Orientation Webinar Expectations

## **Audience -- Team Managers and School Coordinators**

- Audio muted by the Administrator
- Ask questions and share comments
- Use the chat window at any time
- “Raise your hand” to speak

## **Rules of the Road, Rules of Interference**

- The Interference Triangle: Rules of the Road pages 13-16

# AGENDA

- **Understanding the Service Learning: Escape Artists Challenge**
  - Published Clarifications
  - Challenge Requirements
  - Rules of the Road
- **At the Tournament**
- **Scoring**
- **Team Clarifications**
- **Required Paperwork**
- **Resources**

# READING THE CHALLENGE

## Challenge Requirements

- Statements that tell the team what they are required to do always have Scores associated with them
- Not a requirement and team allowed to choose: may, can, should

## Scoring Section

- Lists each Challenge requirement and how it is being evaluated by the Appraisers
- Consequences of Challenge requirements not being met are stated within the Challenge

## Read and Understand the Entire Challenge

- Project (Before the Presentation) AND Project Presentation at the Tournament
- Pie Charts

## Roadmap

- Guide for you and your team
- Activities to help team learn how to Read a Challenge
- Practice Instant Challenges

# CLARIFICATIONS

**DIHQ website: [www.idodi.org](http://www.idodi.org)**

- Team Challenges
  - Clarifications
    - Escape Artists Challenge

**Published Clarifications found: 0**

# TIME LIMIT

## **Time Limit: Escape Artists Tournament Presentation**

- **8 minutes** or less (Escape Artists page 2)
- Includes setup
  - Nothing plugged into outlet before time begins

## **Launch Area- Before Time Begins**

- All Team Members presenting Team Challenge solution
- Everything needed for team's Team Challenge solution

## **Reference: Rules of the Road pages 17 and 31**

# SECTION 1

## Before The Tournament

### **Team chooses a community**

- Real Community – NOT Imaginary
- Any size – as large or small as team chooses

### **Team identifies a need in the community**

- Real Need – NOT Imaginary
- Team chooses the community need

### **Team Plans & Carries Out a Project that Addresses the community need**

**Teams may choose to continue or expand upon a previous project**



# SECTION 1

## PROJECT

- 1. Plan and carry out a Project that addresses the team-identified community need.**
- 2. Identify at least one goal for the Project.**
- 3. Before your team's first tournament, plan and carry out at least one event or activity that is designed to help meet the need of the community.**
- 4. During the Presentation, share information about at least one Project event or activity that was carried out.**
- 5. Your team should evaluate the impact that the Project event(s) or activity(s) had on the community.**

# SECTION 1

## PROJECT IMPACT

1. **After completing at least one event or activity, consider the future of your Project and how it could impact the community in the future.**
2. **Integrate information about the future of your Project and how it could impact the community in the future into the tournament Presentation.**

# SECTION 1

## COMMUNITY PARTNER

### **Team encouraged to enlist Community Partners**

- Team members identify and choose Community Partners
- Team members communicate with their Community Partners

**“Community Partner is a person who is not a team member, or a group with at least 1 person who is not a team member.”**

- Includes Team Manager, family members, friends

### **Community Partners may help team with Project by giving:**

- Advice, Information, Money, Supplies, Labor

### **Team MUST Manage Project**

**Team designs & creates the Tournament Presentation without the assistance of Community Partners or non-team members**

# SECTION 2

## A STORY OF ESCAPE

- **Create and theatrically present a story about characters who attempt an escape. The story should explain why the characters are trying to escape.**
  - The characters may try to escape from any real or imaginary location, condition, and/or situation. The story may take place in any time period(s): past, present, or future.
  - Integrate Project information through team-created clues that help the characters in the story. Your team should also present Project information in other ways during the story.
- **Include at least one Project goal in the story.**
- **Integrate information about at least one Project event or activity into the story.**
  - Additional Project information may include, but is not limited to: the community need, the Project timeline or schedule, the successes and/or opportunities for improvement, and the impact of the Project on the community need.

## SECTION 2

### A STORY OF ESCAPE

- **Integrate information about the future of the Project.**
  - Information about the future of the Project may include, but is not limited to: next steps to address the community need; evaluation of whether, how, and/or why Project activities are likely to continue; how the Project could be replicated in other communities; how to increase the Project impact in the future; and other ways to address needs in the community.

# SECTION 2

## CLUES

- **Create 3 clues (A, B, C) that present info from the Project.**
  - Team may choose to include more clues.
  - Only the 3 Clues listed on the TDF will earn points for V.B.
  - Clues A and B must be different types of clues from the following Table.
  - Clue C can **any** type from the table, or anything else.
  - Indicate on Tournament Data Form which type of clue you are using. Clues could fit into multiple categories, but you must only pick 1 type.

# SECTION 2

## CLUES

<b>Technical Method(s)</b>	Clue is initiated, operated, and/or produced using principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics, structural engineering, and/or other technical fields.
<b>Visual Art</b>	Clue is created from art forms such as painting, comics, sculpture, drawing, graffiti, origami, ceramics, skywriting, printmaking, model building, and/or bookbinding. Other forms of visual art are also acceptable.
<b>Performing Art</b>	Clue is created from art forms such as singing, dancing, rapping, acting, juggling, playing an instrument, ventriloquism, puppetry, and/or standup comedy. Other forms of performing art are also acceptable.
<b>Project Artifact</b>	Clue is something team-created from carrying out the Project. Community Partners must not assist the team in creating clues.

## SECTION 2

### SUSPENSE

- **Use storytelling techniques to build suspense about whether the characters will escape.**
- **A storyline that effectively builds suspense creates uncertainty about whether or not the characters will escape. A storyline is more suspenseful when the characters' escape is important or exciting.**
- **Your team may decide whether or not the characters escape in the story.**



## SECTION 2

### Photographs and Recordings

- **You may include pre-recorded photos or videos in presentation.**
  - Photos/videos can include footage of non-team members, animals, etc.
  - Photos/videos must be created by team members.
  - You may use images and sounds that were not originally created by team.
- **All pre-recorded images and sounds should be clearly visible and audible from 25ft away**
- **Items only included in photographs and recordings do not need to be listed on the Expense Report**

# SECTION 3

## Team choice Elements

- **Team presents 2 creations that show off their interests, skills, areas of strength, and talents**
- **Team creates anything they wish for their Team Choice Elements**
- **Should have a meaningful connection to the Presentation.**
- **A Team Choice Element CANNOT be a specific item required by the Challenge already being evaluated, but a Team Choice Element MAY be a single unique part of a scored item, as long as it can be easily identified by itself.**
- **Team Choice Elements are scored for:**
  - Creativity and originality
  - Quality, workmanship or effort that is evident
  - Integration into the Presentation.

# SECTION 4

## At The Tournament

- **Presentation Area**

- Minimum Presentation Area is 8ft x 10 ft but team may use additional space tournament Officials designate as available
- A single 3-prong electrical outlet will be provided at edge of Presentation Area
- Teams cannot attach anything to walls or furniture.
- Teams cannot use anything that happens to be at the site in their solution
- Teams must leave Presentation Site clean at end of Presentation!
- Contact Tournament Director to find out if there are any site restrictions for any potential messy or hazardous solutions, including helium and dry ice. Rules of the Road Safety section pages 21-23.

- **Identification Sign**

- CANNOT be a Scoring Element
  - Great Team Building Activity
  - Helps Appraisers ensure they have proper paperwork for team presenting their solution
  - Helps Audience know who is presenting their Team Challenge solution

# SECTION 4

## At The Tournament

- **Forms**

- Bring your Expense Report, Declaration of Independence, and Tournament Data Form to the tournament.
- Rules of the Road for the Expense Report in it.
- Tournament Data Form can be found at the end of this Challenge.)

- **Instant Challenge**

- At a tournament, your team will solve one Instant Challenge in addition to showcasing your Team Challenge solution.
- Instant Challenges are kept secret until the day of the tournament. (See Rules of the Road.)
- Instant challenges are worth 25% of total score.

# SECTION 5

## SCORING

- **Complete list all Team Challenge requirements and how they will be scored**
- **Central Challenge (up to 240 points)**
  - Objective and Subjective Scoring Elements
    - Story of escape = 46%
    - Suspense = 17%
    - Clues = 37%
- **Team Choice Elements (up to 60 points)**
  - Subjective scoring elements
- **Instant Challenge (up to 100 points)**
- **Putting it all together**
  - Central Challenge = 60%
  - Team Choice Elements = 15%
  - Instant Challenge = 25%

# SECTION 5

## SCORING

Up to 240 Points	<b>A. Story of Escape (See Section II.A.)</b>	<b>Up to 110</b>
	1. <b>Creativity of the story</b> A story is more creative when there is novel development of the storyline and characters.	Up to 30
	2. <b>Including at least one goal of the Project</b>	0 or 10
	3. <b>Creative integration of information about at least one Project event or activity into the story</b>	Up to 15
	4. <b>Thoroughness of Project information represented in the story</b>	Up to 30
	5. <b>Creative integration of information about the future of the Project into the story</b>	Up to 25
	<b>B. Clues (See Section II.B.)</b>	<b>Up to 90</b>
	1. <b>Integration of the clues into the story</b>	Up to 30
	2. <b>Creative design of Clue A</b> This includes the integration of Project information into Clue A.	Up to 20
	3. <b>Creative design of Clue B</b> This includes the integration of Project information into Clue B.	Up to 20
4. <b>Creative design of Clue C</b> This includes the integration of Project information into Clue C.	Up to 20	
<b>C. Suspense (See Section II.C.)</b>	<b>Up to 40</b>	
1. <b>Effectively building suspense about whether characters will escape</b>	Up to 40	
Up to 60 Points	<b>D. Team Choice Element 1 (See Section III.)</b>	<b>Up to 30</b>
	1. <b>Creativity and originality</b>	Up to 10
	2. <b>Quality, workmanship, or effort that is evident</b>	Up to 10
	3. <b>Integration into the Presentation</b>	Up to 10
	<b>E. Team Choice Element 2 (See Section III.)</b>	<b>Up to 30</b>
	1. <b>Creativity and originality</b>	Up to 10
2. <b>Quality, workmanship, or effort that is evident</b>	Up to 10	
3. <b>Integration into the Presentation</b>	Up to 10	

# TEAM CLARIFICATIONS

- **Based on Published Clarifications, Challenge Requirements, Rules of the Road**
- **If the team's concerned and really not sure about the Team Challenge requirement, then they should request a Team Clarification** (Rules of the Road pages 24-25)
- **Document Precedence**
  - Rules of the Road states general rules applicable to all Challenges
  - Team Challenge requirements supersede Rules of the Road
  - Published Clarification supersedes Rules of the Road, the Team Challenge, as well as a Team Clarification.
  - Teams must check the Published Clarification webpage frequently while developing their Team Challenge solution

# REQUIRED PAPERWORK

- **Tournament Data Form (Team Challenge pages 11-13)**
  - Five copies of the completed Page ONE and Page TWO
  - One copy of the completed Page THREE
- **Declaration of Independence (RotR page -45)**
  - One copy for Team Challenge (Prep Area)
  - One copy for Instant Challenge
- **Expense Report (RotR page 44)**
  - RotR pages 18-20 for additional information
  - One completed copy
  - Copies of receipts in case you are asked for them
  - One-Day Rental items – copy of a quote or receipt from rental company
- **Team Clarifications (RotR pages 24-25)**
  - One copy of all Team Clarifications issued to your team.
- **Bring copies of paperwork to tournament, not originals!**
  - Interactive Forms available in Resource Area at [www.idodi.org](http://www.idodi.org) under Documents tab.



**THANK YOU**

Questions? Comments?