

## How do you prepare your team for a Global Finals Instant Challenge?

### What to expect as a Global Finals IC?

- ❖ A Risk – Reward Challenge that has a bunch of choices is a small amount of time.
- ❖ It will be a **tough** challenge. If your team has trouble with it, you can guess that many other teams also had trouble with it.
- ❖ **Expect something BIG.** Task-based ICs that literally cover an entire room are not uncommon. Water-based challenges are also favorites (move water, support water, use water to support or move a structure/vehicle). Non-Verbal communication challenges are possible too as well as building challenges that require a team to balance a tower on something unstable (float on water, rest on a wheel, straddle a “teeter-totter,” etc). Pay attention to Risk/ Reward type decisions.
- ❖ These can be hard to practice, especially if you’ve never seen one before. You may want to take some of the task-challenges you’ve done this year and add water to them somehow. Or make them more difficult by taking away logical “connecting” materials like mailing labels.
- ❖ **Have someone on the team summarize** what the challenge is asking them to do, including time & scoring. This also helps in your teamwork scores.
- ❖ Teams should **practice making decisions QUICKLY** and begin to implement them **QUICKLY**. This will give them time to assess and adjust if needed. Try to get them to start building after 20% of their time is gone (1 minute into a 5-minute building period, for example).  
Also, challenges often have only **one** timed period to build & add weights, retrieve objects,
- ❖ **Try working the challenge backwards.** If you have to build a tower to hold a basketball, work on the “how do we hold a basketball?” first, then build a tower to support that.
- ❖ **Loopholes.** There probably won’t be any, but teams should ask if they think of one. For example, “can we move the box closer?” Often, questions asked out loud will lead to an insight that may have been missed. Asking if you can move the box may lead to someone asking “can we leave anything in the box?”

- ❖ If you're unsure of something, **it's probably quicker to ask the appraisers** than to look in the challenge for the answer ("Can we cross the line?"). The appraisers will give a quick "Yes" or "No" answer, or add qualifications like "Only in Part One." **BUT** you may use too much time asking questions instead of working and you may pick up other insight if you read the challenge again.
- ❖ **Watch your time.** If you have a goal to start building 20% into the time period, that's a good time to ask how much time is left, so they'll know whether they're ahead or behind schedule. Practice having someone call the time or ask how much time is left. This also can help your Teamwork score.
- ❖ For task-based challenges, your team should be well versed in **properties of materials.** What can they do with a sheet of newspaper, or a couple of craft sticks? Paper clips? Chenille Stems, String? An envelope? Straws or toothpicks? How will they connect things if there are no mailing labels? What will happen if the items get wet (good things or bad things)?
- ❖ **Teamwork:** everyone should be doing something. The kids who are introspective – that like to think things out before acting – should pick something up & play with it while thinking. **Speak LOUDLY!** It's very difficult for the appraisers to award teamwork points if they don't hear the collaboration that your team is doing. Loud teams – as long as there's no arguing – also sound like they're working together better. If your team is not loud, or not particularly verbal, have them working on manipulating the materials & watching what others are doing. Again, at the 20% of time mark, they should have decided how they'll approach the challenge and work together to achieve their solution. Someone can be assigned the "backup plan" role – working on another solution in case the 1<sup>st</sup> doesn't work (and it often won't). If you do this, make sure the team says it OUT LOUD so the appraisers know that person is acting with the team, not on his/her own and ignoring the team.
- ❖ If you come up with 2 solutions, do not reject one out of hand, **TEST** them both then decide. You don't necessarily need a whole solution to test them, test a small piece if possible.
- ❖ **Creative Use of Materials** – often this will be in conflict with getting the objective points (how tall, how many, etc). Often teams will have similar solutions and one team will garner a few more points because of a small, creative piece of the overall solution (how things are connected or supported for example). If you can get all the objective points, do that & let the creative points fall where they may. If you've started working on the solution early, you can always improve it later in the time period.
- ❖ **Many challenges** are using a "1 minute to think – no talking or touching the materials" time period, or **only 1 time period. You may or may not get a 1 minute warning.**
- ❖ **For Performance (or Task/Performance combinations),**
  1. Choose creative characters & settings **first**, then work the story around them.
  2. Add enhancers based on the characters (names, manner of speaking, costumes, conflicts). If at possible, do not use human characters.
  3. Change the time period – into the future or back into the past.
  4. Have the story include a beginning / middle / end.
  5. Rehearse the skit during planning time.
  6. Don't write out the whole script (takes too long, and the team will ad lib anyway), just an outline and key lines to use.
  7. Add songs/dance/rhyming to make the performance more creative.