

Instant Challenge Game Plan

1. Determine the Focus of the Challenge (Always Step 1)

What is the challenge?

What are we being asked to do?

2. Analyze Scoring Areas, Including Rubrics

Where are the points?

What gets the most points? Start your planning here.

(Don't spend time doing something that has no points.)

3. Analyze Any Materials

(Do not touch until you have a plan.)

What materials are there?

Can materials be altered or not?

4. Time Management

A team member should always be assigned to keep track of time.

Teams should use x minute(s) for idea generation and x minutes for building and/or performing.

5. Teamwork

Teamwork is always worth a minimum of 20 points - 20% of the total score.

Teams need to practice sharing ideas quickly, accepting the ideas of others, and respecting all ideas. Every team member should speak loudly and clearly. You must be heard to be scored.

Teams may want to assign responsibilities. Some common tasks are:

- a. **The Timekeeper** - keeps track of the time
- b. **The Details & Rule person** – is responsible for listening for the details of the challenge and making sure the team knows what they should and should not do
- c. **The Point person** - helps analyze the points
- d. **Teamwork facilitator** - makes sure everyone has a chance to give ideas
- e. **The Summary person** – listens to suggested solutions and helps the team decide on the best idea
- f. **Laughometer monitor**- makes sure that the skit or whatever is entertaining
- g. **Skit Developer** - works on the story line if there is one
- h. **Builders** - work on the device or prop
- i. **Assemblers** – Responsible for physical construction of task-based solution
- j. **Parts and Materials Person** – Responsible for any cutting, stapling, gluing and handing things to the assemblers
- k. **Performers** – perform skit
- l. **Special Effect technicians** - cause the special effects; acts as human scenery and props.