

# Little Lost Dragon

A Performance-Based Instant Challenge for Rising Stars!®  
Team Copy

**Challenge:** Your challenge is to ACT OUT a story about a little lost dragon who needs some help getting to the end of a journey.

**Time:** You will have 6 minutes to think of ideas for your story, and 2 minutes to act out the story.

**The Scene:** Once upon a time, there was a little dragon who lost its way. Where did the dragon want to go? Why couldn't the dragon get there? Does anyone help the dragon? Does the dragon find something that is helpful?

- Your challenge is to act out a story about a lost dragon who gets some help in getting to the end of a journey.
- Your story should tell where the dragon wants to go.
- Your story should explain how the dragon got lost.
- Your dragon should get some help along the way.
- Make sure that everyone on your team has a part in the story.

**Materials:** Your only material is your IMAGINATION.

**Remember! Your team should try to . . .**

- A. Use your imagination to make up a story about a little lost dragon and how the dragon finds its way.
- B. Use your imagination to make the dragon interesting.
- C. Make sure everybody gets to tell or act out part of the story.



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Appraiser Copy

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**For the Appraisers only:**

**Notes:**

How did your team do? Make sure you take the time to debrief your team by asking your team these questions:

1. Did your story tell where the dragon wanted to go?
2. Did your story explain how the dragon got lost?
3. Did your dragon get some help along the way?
4. Did you listen to each other?
5. Did you work together? How?
6. Did each member do something in your presentation?



# Team Assessment

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*Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination Imagination, <http://www.mndi.org>)*

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the Instant Challenge participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments (use reverse if necessary):

