

Performance Based IC Activity

Team must present their solution in the form of a skit or performance.

Characterization - Use exaggerated gestures, accents, words, body movement and emotions to portray characters.

- Demonstrate an elephant and a baby alien.
- Team exercise - Have the kids pretend to be an old lady and then a mouse

Stage presence – Can the appraisers see and hear you acting? Talk about voice projection, don't turn your back to the appraisers and don't cross or stand in front of a team member

- Demonstrate a team standing and acting in a circle with backs to the appraisers.
- Team Exercise 1 - Get kids to warm up by making certain sounds in harmony (mmmmm, aaaaahhhhh, ssssss, etc) but with strong, even exaggerated facial expressions.
- Team Exercise 2. - Pairs up teams and have them take turns to talk about a holiday. Every 15 seconds you call out '**louder**'; 3 or 4 times. Then try '**softer**' every 15 seconds until everyone is at a whisper. Then suggest that projection is more than just loudness. Suggest that it is about distance, clarity and connection.

Story development – beginning, middle and end. –

Choose some kids to act in the story to explain story lines and character development. Narrate and just have them act out the story as it unfolds

1. Beginning – Initial situation –
 - Set up the story so the appraisers understand the situation.
 - Is it clear and concise?
 - Story - *One sunny beautiful day a grasshopper, named Floyd, and his buddy Butch, a ladybug or manbug if you prefer, were sitting in a tree...*
2. Middle – Progression of the story -
 - Does it include an obstacle to overcome, a complication, conflict or suspense?
 - Make the story interesting create details that make the appraisers interested to find out what happens next.
 - Does the story flow?
 - Is the situation still clear to the audience?
 - *Suddenly they heard a loud boom and the tree started shaking. The tree swayed back and forth and they were afraid they would fall. They clung to the tree and tried to see what was happening. There were more loud booms*

and some really loud buzzing noises. The birds who lived in a nest farther up the tree, got startled and flew away. The ants started packing up. Nobody knew what was happening. Buzz a honeybee, whizzed past and was sounding the alarm. The humans were trying to chop down their tree. What could all the bugs do? Where would they live if their tree was chopped down? Oh No! Their world was in chaos.

3. End – Conclusion and resolution of the conflict.
 - Does the story have a clear ending?
 - Does it make sense?
 - Is it a **WOW** ending. The ending is the last thing the Appraisers will remember. Make it memorable!
 - *(Light bulb moment!) Floyd had an idea! He recruited Buzz and his buddies to swarm the Humans, and try to chase them away. He had seen humans running from bees in the meadow. Buzz called all his friends together. Flying orders were given, and the platoon stormed the humans. The humans swatted and used their tools to knock the bees out of the sky but the bees never gave up. Buzz was stuck down but he got back up and swarmed the humans again. Finally the humans had had enough and began to run away. The bees had saved the tree and all the creatures homes. Floyd, Butch, Buzz and all their friends celebrated their victory (Victory dance) and lived happily in their beautiful tree. The end*

Special Effects – try adding these to your performance for more Creativity points! – What ever is creative that you do best!

- Humor – make sure the humor is appropriate and is funny to the Adult appraisers. Puns and plays on words work well too. Shell phone in underwater story, eggsellant in a bird story etc
- Rhyming – one or more characters parts. This is hard to do but becomes easier with practice.
- Music – sing a team created song or make team member music. Percussion on your body, rap, whistle etc
- Dance – incorporate a Team created dance into your presentation
- Sound effects – doors closing, creaks, birds chirping

Improv Story IC – Put the ideas all together.

Have the teams do the challenge all at once. Show case the teams solutions if there is time. If not hand the TMs the challenge and have the team work on the ideas at their next meeting.