

Sound Effects

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

Challenge: Your challenge is to ACT OUT a story, including some sound effects to help tell your story.

Time: You will have 7 minutes to create your story and your sound effects, and 2 minutes to act out your story.

The Scene: When we watch stories on TV, other sounds are included to make the story more interesting. Some examples could be the sound of thunder, a dog barking, or a bell ringing. These are called sound effects. Your challenge is to act out a story and include at least 3 sound effects.

- Make up a story.
- Come up with at least three places in the story where you could have a sound effect.
- Create ways to make each sound effect. You may make the sounds using your own body or using the materials provided.
- Act out the story with the sound effects.

Materials:

- 2 pencils
- 4 straws
- 2 cardboard tubes
- 10 macaroni noodles
- 1 piece of paper
- 1 piece of foil
- 1 large balloon
- 4 rubber bands
- 6 mailing labels
- scissors which can be used as a tool but are not part of your story

Remember! Your team should try to . . .

- A. Work together and make up a story.
- B. Decide on at least three places where you can use sound effects in your story.
- C. Create ways to make each sound effect.
- D. Present your story with the sound effects.
- E. Each team member needs to do something while you act out your 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 you listen to each other?
2. Did you work together and share the materials?
3. Did each member do something in your presentation?
4. Did you have sound effects in three different places in your story?



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):

