

Challenge C: *Once Improv a Time*

Focus: *Improvisation Techniques; Research; Theater Arts; Teamwork*



The Destination: *Where this Challenge Will Take You!*

Once Improv a Time...Baby Bear ran from the Big Bad Wolf, and ended up in a candy factory, where he learned that running from your fears is like a box of chocolates – you never know what you’re going to get! Imagine the fun your team will have mixing up Literary Elements from a variety of different Classic Tales to create your own story.

Points of Interest

- ★ The team will read and research ten Classic Tales from around the world and pick out some Literary Elements in each Classic Tale.
- ★ The team will create a six-minute improvisational skit in a 30-minute time period at the Tournament. The team will combine a randomly chosen Surprise Setting with the Literary Elements to create an original story with a team-created Lesson Learned at the end.
- ★ The team will learn and practice Improvisational Techniques and use at least one in the skit.
- ★ Using only tape and newspaper, the team will create a Unique Functional Object (UFO) and other items to be used in the skit.
- ★ The team will create a Phrase from three randomly selected letters of the alphabet and use it in the skit.

Time Limit: The team must complete the Presentation (including set up) in **six minutes**.

Roadmap for Success: Teams must read the *Rules of the Road* in order to successfully solve this Challenge!

A. Itinerary – The Central Challenge (300 points)

1. **Required Elements:** In this Challenge, the team will have 30 minutes at the Tournament to prepare an original six-minute *improvisational* skit. The team will prepare their skit in a room called a StuDio. When their 30-minute preparation time is over, the team will be taken to the Performance Site. They will perform their skit for the Appraisers and audience. The skit will include:
 - a. An original Story with a beginning, a middle, and an end.
 - b. Literary Elements – A *Character (C.1.)* and an *Event (C.2.)* – taken from two different Classic Tales
 - c. A team-created *Lesson Learned (C.3.)*.
 - d. A *Surprise Setting (C.6.)*.
 - e. Demonstration of at least one Improvisational Technique.
 - f. A *Unique Functional Object (UFO) (C.5.)* made entirely of newspaper and tape.
 - g. Additional items made of newspaper and tape to enhance the Presentation.
 - h. A team-created Phrase made up of three randomly chosen letters.
 - i. Teamwork.
2. **Classic Tales:** Before the Tournament, the team must read and research these Classic Tales. There is more than one version of each story, and each story can be found in more than one country and culture. A team may use **any** version of any tale. The team will choose SIX (6) of the ten Classic Tales listed below to use as possible parts of their Presentation.

Classic Tales

- | | |
|--|--------------------------------------|
| 1. <i>The Adventures of Pinocchio</i> | 6. <i>Midas and the Golden Touch</i> |
| 2. <i>Cinderella</i> | 7. <i>The Princess and the Pea</i> |
| 3. <i>Goldilocks and the Three Bears</i> | 8. <i>Rumpelstiltskin</i> |
| 4. <i>Jack and the Beanstalk</i> | 9. <i>The Three Little Pigs</i> |
| 5. <i>The Lion and the Mouse</i> | 10. <i>The Ugly Duckling</i> |

3. **Original Story:** The team will create an original Story with a beginning, a middle, and an end. The team will receive points based on whether or not the Story is complete.
4. **Literary Elements: Characters and Events:** In every Classic Tale, there are Characters and Events. Once the team has chosen their six Classic Tales (A.2.), the team will choose TWO Characters and TWO Events from EACH of their Tales to use as possible Literary Elements in their skit. The team will list their choices on the *Literary Elements Chart* found at the end of this Challenge. The team will also list Strengths and Weaknesses of each Character on the Chart to give them ideas about developing that character. When the team is in the StuDIo, they will randomly choose from the *Chart* the Character and the Event they will use (See D.2.b.). The team will receive points based on how creatively the Character and the Event are integrated into the Story.
5. **Literary Element: Lesson Learned:** In every Classic Tale, there is at least one Lesson to be learned. Once the team has chosen their six Classic Tales, the team will identify TWO Lessons Learned from each Classic Tale and list them on the *Literary Elements Chart*. The team will not use these lessons as part of their skit, but this activity will help the team better understand what a “lesson” in a Classic Tale might be like. In the StuDIo, the team will create their own new and original Lesson Learned as a result of combining the randomly selected Elements in the StuDIo. The team will receive points based on how creatively the Lesson Learned is integrated into the Story.
6. **Surprise Setting:** In the StuDIo, the team will randomly select a Setting from a container (See D.2.c.). This setting will be used in the Story. Points will be awarded based on how well and how creatively the Setting is integrated into the Story.
7. **Improvisational Techniques:** The intent of this Challenge is for teams to learn about and practice many Improvisational Techniques. ONE Technique the team will use in their Presentation must be chosen from the list below. The team will let the Appraisers know which Technique they are using by circling the correct one on the *Tournament Data Form* found at the end of this Challenge. The team may present more than one Technique from the provided list or any other Improv Technique(s) of their choosing, but only the one circled on the *Tournament Data Form* will be appraised. The team will be awarded points based on how effectively the Technique becomes part of the Story, and on how creatively the Technique is presented.
 - a. **Human Scenery:** Improv performers rarely use scenery, so by “becoming” a tree, a swinging door, or a rushing river, for example, they help to define their location or setting.
 - b. **Invisible Props:** Improv performers rarely use "real" props. Instead, they rely on “pantomime” (precise body movements) to create a sense of action. By using "mime" to milk an imaginary cow, answer an imaginary phone, or catch an imaginary ball, for example, they help to create a sense of action.
 - c. **Commenting:** Improv performers will sometimes "step out of the scene" and comment on what is going on, provide additional information to the audience, or share what their character is really thinking. By stepping out of the scene you can help to add interest or humor to your performance.
 - d. **Sound Effects:** Improv performers will sometimes enhance their performance with sound to add humor or draw attention to a specific action or scene. Sound effects can be created in a variety of ways; for example, by physical movement, voice, or manipulating team-provided materials.
8. **Unique Functional Object (UFO):** The team will create a UFO – A Unique Functional Object – in the StuDIo out of Newspaper and Tape. This object must be put to use in some way in the Presentation. The UFO must either **change in size** or **move in any direction**. It may change and/or move on its own or with the aid of a team member. Points will be awarded for whether or not the UFO changes or moves, how creatively it changes or moves, and for how effectively it is integrated into the Presentation.

9. **Additional Use of Materials:** The team will use the Newspaper and Tape in additional ways in the Presentation. Points will be awarded for the creative and unusual ways the materials are used, and for how the materials are used to enhance the Presentation.
10. **Team-Created Phrase:** One minute before their Presentation begins, team members will invent a Phrase from three randomly selected letters of the alphabet and integrate it into the performance (See *D.3.b.*).
 - a. The team will create a three-word Phrase in which the first letter of each word is one of the three letters they have chosen. For example, if the letters chosen were S, T, L, the team might create the Phrase “Leave The School.” The team must use all three letters, but team members do not have to use the letters in the order they were selected. However, once the team creates the Phrase, they may not change the Phrase or the order of the words. The words chosen by the team must be real (not nonsense) words in whatever language is the primary language used at the Tournament.
 - b. Points will be awarded for the creativity of the Phrase and how well it is used in a meaningful way in the Presentation.
11. **Teamwork:** This Challenge requires a great deal of Teamwork in the StuDIo and during the Presentation.
 - a. Teamwork in the StuDIo is not scored, but while the team works in the StuDIo, a StuDIo Supervisor will be present who will provide the team with written comments about their Teamwork. These comments are given to the team after the Presentation.
 - b. Teamwork in the Presentation IS scored. During the Presentation, points will be awarded for the way the team members understand their roles, cooperate with and help one another, accept one another’s ideas, and improvise together to keep the story moving.
12. **Overall Presentation:** The team will be awarded points for the overall effectiveness of the Presentation – how well all Elements were combined to create the performance.
13. **Team-Provided Items:** The team must bring these items to the Tournament and will take them into the StuDIo to use in preparing their skit.
 - a. **Prop Items:** The team must create its Unique Functional Object (UFO), props, and costumes from ONLY newspaper and tape. Teams may write whatever they wish on their newspaper and tape creations as long as it is done in the StuDIo.
 - i. **Newspaper:** Newspaper must be brought into the StuDIo in a commercially made trash bag (any size bag, any amount of paper as long as it can be carried in one bag). Only the newspaper may be used in the Presentation. The trash bag may not be used.
 - ii. **Adhesive Tape:** The team may bring seven rolls of adhesive tape, any type, size, or color.
 - b. **Tool Box:** The team may use the items listed below in the StuDIo to plan and create the UFO, props and costumes. None of the items in the Tool Box may be used in any way in the Presentation.
 - i. Scissors: Up to seven pairs
 - ii. Paper: Three sheets of plain paper
 - iii. Pencils: Up to seven #2 lead pencils and one pencil sharpener
 - c. **Copies of Classic Tales:** The team may bring copies of the Classic Tales into the StuDIo to use as reference as they work on their own original story. Reprints from books or the internet will be accepted. Any version of these Classic Tales will be accepted. No other notes or written materials of any kind will be permitted into the StuDIo.
 - d. **Other Items:** In addition to the items listed above, the team will also need:

- i. Three copies of the *Tournament Data Form* (found at the end of this Challenge)
- ii. One copy of the *Literary Elements Chart* (found at the end of this Challenge)
- iii. Two copies of the *Declaration of Independence* (found in the *Rules of the Road*),
- iv. A **Team Identification sign**. This sign will be used only for the purpose of identifying the team that is performing. It must display the Team Passport Name, Passport Number, and Level. It needs to be approximately 2ft. (x m) x 3ft. (x m) and will not be used as a scoring element.

B. Special Rules for Improvisational Challenges

1. The intent of this Challenge is to create a unique Improvisational skit based on the specific combination of Elements selected at the Tournament during a 30-minute period and perform it at the end of the 30 minutes. Teams must not come to the Tournament with a prepared solution.
2. **If a team or any individual team member chooses to take on this Team Challenge, they may not register for any other Team Challenge.** Like all other Destination ImagiNation® teams, *Once Improv a Time* teams must participate in the *Instant Challenge*.
3. No *Expense Report* form is required for this Challenge.
4. Team members must wear everyday street clothes. “Everyday street clothes” is defined as clothing you might ordinarily wear to school or, if your school requires uniforms, informal “everyday” clothing. The only matching outfits allowed will be your team’s *Destination Imagination* tee shirts. All costumes are to be created in the StuDIo.
5. Items of clothing worn by the team may not be removed in the studio or on stage or irreversibly altered for the performance. Layering of clothes is not acceptable. All clothing must be able to be returned to its original condition after the Presentation.
6. Jewelry, hair accessories, watches, glasses or items from the team member’s pockets may not be used as props or incorporated in any manner in the Presentation. Only items created in the StuDIo may be used in the Presentation. Team members may wear wristwatches to track their time management in the StuDIo. The wristwatch can be worn during the performance but it may not be incorporated into the solution in any way. Stopwatches are not allowed.

C. Special Definitions for this Challenge

1. **Character:** A person, animal or thing, appearing as “alive” in the Classic Tale.
2. **Event:** An incident of importance that occurs in the Classic Tale.
3. **Lesson Learned:** A new awareness or insight that has meaningful significance.
4. **Phrase:** Three words that together have meaning.
5. **U.F.O.:** Unique Functional Object made from only newspaper and tape. See A.7.
6. **Surprise Setting:** A time and place of action.

D. At the Tournament

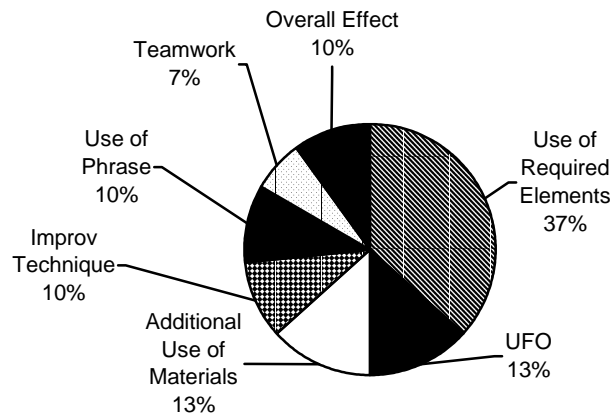
1. **StuDIo Check In:** The team will arrive at the StuDIo Check-In approximately fifteen minutes before their scheduled StuDIo time. The Check-In Appraiser will check to see if the team has all the items needed for this Challenge (See A.13.).
2. **In the StuDIo**
 - a. The StuDIo Supervisor will escort the team to the StuDIo. The location of the StuDIo varies from Tournament to Tournament. The team will bring the items listed in A.13. into the Studio. One Team Manager, preferably the Team Manager of Record, must accompany the team into the StuDIo. Assistant Team Managers (or any Team Manager of Record under the age of 18) may NOT accompany the team into the StuDIo. The Team Manager will be a silent observer, and may not communicate with or videotape the team while working. The StuDIo Supervisor will help the team choose three random Improv Choices for their skit.
 - b. **Improv Element 1 and 2: Choosing a Character and Event:** Using the completed *Literary Elements Chart* supplied by the team, the team will roll a die to determine from which of the six Team-chosen Classic Tales the Character will be. Then the team will roll the die again to determine

which Character on the *Chart* – (a) or (b) – they will use. If the die lands on an odd number (1,3,5), the team will use selection (a). If the team rolls an even number (2,4,6), the team will use selection (b). The same method will be used to choose which Event the team will use in their skit. However, the Character and Event may NOT be from the same story, so if the first number the team rolls is the same Classic Tale as the Character came from, the team must roll again.

- c. **Improv Element 3: Choosing a Surprise Setting:** The team will randomly choose an unknown Surprise Setting from a container. The Surprise Setting will be written on a slip of paper in the container.
 - d. After the team has made all three selections, the StuDIo Supervisor will signal the team to begin the 30-minute creation period. The team will create an original Presentation which includes the elements listed in A.1. During the 30-minute planning time in the StuDIo, the team will also complete the *Tournament Data Form*.
 - e. When the 30-minute time period ends, the team must clean up the StuDIo, leaving it clean for the next team. The team may not further discuss any part of its solution or the planning of the Improv Presentation. The StuDIo Supervisor will escort the team to the Performance Site.
3. **At the Performance Site:**
- a. A minimum of 8ft. x 10ft. (2.4m x 3.05m) area will be provided for teams to perform. If a larger area is available, then teams may use the space indicated.
 - b. **Improv Element 4: Choosing letters for a Phrase:** One minute before their Presentation begins, the team will randomly select three letters of the alphabet and create a Phrase. (*See A.10*)

E. Reward Points

	ELEMENT	POINTS	DETAIL
1.	Integration and Creativity of the following into the Improv Performance:	4 - 110	
	a. Original Story with a clear beginning, middle, and end	0 OR 25	A.3.
	b. Improv Element 1: Literary Element: Character	1-25	A.4.
	c. Improv Element 2: Literary Element: Event	1-25	A.4.
	d. Literary Element: Lesson Learned	1-25	A.5.
	e. Improv Element 3: Surprise Setting	1-10	A.6.
2.	Demonstration of one Improvisational Technique	2-30	A.7.
	a. How effectively the Technique becomes part of the Story	1-15	
	b. How creatively the Technique is presented	1-15	
3.	Design and use of the Unique Functional Object (UFO)	2-40	A.8.
	a. The UFO changes or moves	0 OR 10	
	b. How creatively it either changes or moves	1-15	
	c. How creatively and effectively it is integrated into the performance	1-15	
4.	Additional Uses of Newspaper and Tape	2-40	A.9.
	a. Creative and/or unusual use of materials	1-20	
	b. How the materials are used to enhance the Presentation	1-20	
5.	Improv Element 4: Team-Created Phrase	2-30	A.10.
	a. Originality of the Phrase	1-15	D.3.b.
	b. How well it is meaningfully used in the Presentation	1-15	D.3.B.
6.	Teamwork: Team members understand their roles, cooperate with and help one another, accept one another's ideas, and improvise together	1-20	A.9.
7.	Overall Effectiveness of the Presentation	1-30	



F. Important Directions for Team Managers

1. **Teams and Team Managers will be expected to read** the *Rules of the Road*, the *TravelGuide for Teams*, and the Published Clarifications for this *Team Challenge*. The information provided in these resources is binding on all teams. All materials can be found on the Destination ImagiNation® website: www.destinationimagination.org or by contacting your Coordinator. The *TravelGuide for Teams* will be available online after January 1, 2003.
2. **Teams often have questions about the *Team Challenge*.** The answers to these questions are called Clarifications, and Clarifications that impact all teams are listed on the Destination ImagiNation® website. *Such Clarifications supersede the written Challenge.* ALL TEAMS and Team Managers need to check the listed Clarifications frequently throughout the year. For more information about Clarifications, see *Rules of the Road*.

REMEMBER: IF the team has read the Challenge, and IF they have checked the *Rules of the Road*, and IF they have checked the Published Clarifications, and it doesn't say they can't do something, THEN THEY CAN!

3. **Team Managers will find everything they need to know** to manage a team successfully in the *Team Manager's Guide*. Team Managers are strongly encouraged to read and use this Guide which is full of ideas, activities, and helpful hints. It can be found on the Destination ImagiNation® website.
4. **Teams and individuals using this *Team Challenge* must hold a 2002-03 Passport.** The Destination ImagiNation® Passport is a license to compete in sanctioned Tournaments and/or to use the Destination ImagiNation® *Team Challenges*, *Rules of the Road* and other program materials for educational purposes within your team, school, group, or organization. All Destination ImagiNation® Program materials are copyrighted. Teams or individuals using these materials are liable for all legal obligations and must abide by all the rules of competition and safety as stated in the 2002-03 *Team Challenges* and *Rules of the Road*.
5. **Each team planning to compete in a sanctioned Tournament must REGISTER** for that Tournament in advance with their Region or Affiliate. If your Program Coordinator has not already received a *Tournament Registration Form* for Teams, ask your Affiliate Director for the contact person in your Region, State, Province or Country who can provide Tournament registration information. A full list of Affiliate Directors is posted on the Destination ImagiNation® web site.

Literary Elements Chart

Challenge C: *Once Improv a Time*

Passport Name: _____ Passport Number _____ Level: EL ML SL UL

To our Teams and Team Managers: The purpose of this form is to help you identify the Literary Elements of the Classic Tales you have chosen (*See A.2,4,5.*). It is important to fill it out completely and **neatly**. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team. Your team should bring FIVE copies of this filled out form to the Tournament.

#	Classic Tale	Character	Strengths & Weaknesses	Event	Lessons Learned
1		a		a	a
		b		b	b
2		a		a	a
		b		b	b
3		a		a	a
		b		b	b
4		a		a	a
		b		b	b
5		a		a	a
		b		b	b
6		a		a	a
		b		b	b

Tournament Data Form

Challenge C: *Once Improv a Time*

Passport Name: _____ Passport Number _____ Level: EL ML SL UL

To our Teams and Team Managers: The purpose of this form is to help your Appraisers identify the required elements of your Challenge solution. It is important to fill it out completely and **neatly**.

PART ONE: Required Paperwork and other Items: At the StuDIo Check-In Site, the Check-In Appraiser will ask for your team's forms and required items. A complete checklist is below.

Your team needs:

_____ **Five copies** of this completed two-page *Tournament Data Form*.

_____ **Two Copies** of the *Declaration of Independence*. (One copy will go to the Prep Area Appraiser, one copy to the Instant Challenge Appraisers.) Blank copies of this form can be found in the *Rules of the Road* and at the Destination ImagiNation® web site: www.destinationimagination.org .

_____ **Five Copies** Completed *Literary Elements Chart*

_____ **Construction Materials:** One trash bag full of newspaper and up to seven rolls of tape

_____ **Preparation Materials:** Up to seven pair of scissors, three sheets of paper, seven #2 lead pencils, and one pencil sharpener

_____ **Research Materials:** Copies of the Classic Tales (optional)

_____ **Team Identification Sign:** This will tell the Appraisers and the audience who you are. It must list your Passport Name, Passport Number, and Level. It will **not** be scored. See the *Rules of the Road* for more information.

PART TWO: This part will be completed in the StuDIo during the 30-minute planning time.

1. Team-created **Lesson Learned:** Write a sentence (or two) describing the Team-created Lesson Learned below while your team is in the StuDIo preparing for your Presentation. This will help the Appraisers with the scoring.

2. **Improvvisational Technique:** Please **circle ONE** Improvisational Technique that will be scored:

Human Scenery

Invisible Props

Commenting

Sound Effects