

# Primary Level Challenge: *Lost and Found*

Focus: *Storytelling; Map Skills; Multi-step Directions; Teamwork*



## **The Destination: *Where This Challenge Will Take You!***

“Where are my glasses?” Grandma asks. “I’ve looked everywhere and I can’t find them.” “Look, Grandma!” you say as you laugh. “They’re on your forehead!”

Have you ever lost something? How did you find it? Sometimes you need help to find things you have lost. Your team must present a story about how something is lost and how it is found again.

## **Points of Interest**

- ★ Your team will make up a Play that tells a Story about how something is lost and how it is found.
- ★ In the Story, some of the characters will work together to find what is lost by making a Plan.
- ★ Your team will make a Map that they will use in their Story.

**Time Limit:** Your team must complete the Play (including set up) in **eight minutes**.

**Team Budget:** The total value of the materials used may not exceed **\$50US**.

**Roadmap for Success:** Team Managers must read the *Rules of the Road* in order to understand how to guide your team to a successful solution to this Challenge!

## **A. The Challenge**

1. **A Play:** Your team will make up a Play about something that is lost and how it is found again. You will perform your play for an audience.
  - a. Your Play’s Story can take place anywhere, at any time.
  - b. The characters in your Play may be people, but they do not have to be. They could be animals, plants, rocks, germs, creatures from space, or even something else.
  - c. What is lost must be a “thing.” That means that it cannot be a person.
  - d. The thing that becomes lost must appear in the Story before it is lost. It must be found during the Story.
2. **A Plan:** At least two characters in the play must work together and make a Plan for finding the lost object. They must make a list and figure out what they should do first, what they should do second, third, and so on.
3. **A Map:** Your team will make and use one Map in your Play. Your team will decide what kind of Map to make. You will also decide how to use the Map in your Story.
4. **Team Identification Sign:** Your team needs to make a Team Identification Sign that tells your team’s Passport Name, Passport Number, and Level (Primary). You will put it on the stage while you perform. This is to help the Appraisers know who you are when you are performing.

## **B. Side Trip**

1. Your team must create one *Side Trip* as a part of your Play. Your *Side Trip* will show off something your team is good at or something they like to make or do.
2. This list shows some kinds of things you can make or do for your *Side Trip*. You can also make up your own ideas. You can create ANYTHING you want to create!
  - a. Making artistic things, like costumes, scenery or props.
  - b. Using words in fun ways, such as poetry or jokes.
  - c. Using math skills in the story.
  - d. Singing a song or playing music.
  - e. Explaining or showing something you know about nature, like animals or plants.
  - f. Showing physical movement, like dancing or gymnastics.
  - g. Telling some things you have learned about yourself.
  - h. Showing ways you care about other people and helping them.
3. You will describe your *Side Trip* on the *Tournament Data* Form. It is the last page of this Challenge.

## **C. Important Directions for Team Managers**

1. **Team Managers of Primary Level teams will be expected to read** the *Rules of the Road* and abide by the Program rules as appropriate for the Primary Level's non-competitive status.
2. **Remember:** IF the team has read the Challenge, and if you have read the *Rules of the Road*, 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: [www.destinationimagination.org](http://www.destinationimagination.org)
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.

# Tournament Data Form

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**Passport Name:** \_\_\_\_\_ **Passport Number:** \_\_\_\_\_

**To our Teams and Team Managers:** This form will help the Appraisers understand all about your Play. Team Managers may fill out this form for their team.

**PART ONE: Required Paperwork:** At the Tournament Performance Site, the Prep Area Appraiser will ask for your team's forms. ***Your team needs:***

\_\_\_\_\_ **Five copies** of this completed *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](http://www.destinationimagination.org). Note: If your team does not do *Instant Challenge* at your Tournament, you only need ONE copy of the *Declaration of Independence*.

\_\_\_\_\_ **Team Identification Sign:** This will tell the Appraisers and the audience who you are. It must list your Passport Name, Passport Number, and Level.

## **PART TWO: Your Play**

### **1. What is your lost "thing"?**

**2. Your Plan:** What are the steps in your team's Plan? Tell what you will do first, second, third, and so on.

**PART THREE: *Side Trip*:** What is your *Side Trip*? Write a little bit about it.