Freeze Frame
A Performance-Based Instant Challenge
Team Copy

Challenge: Your Challenge is to PRESENT a performance in which a team member’s time-stopping condition is used to solve a problem.

Time: You will have 4 minutes to plan and practice your performance and 2 minutes to present your performance to the Appraisers.

The Scene: Your team is on a journey in which a problem must be solved. However, one of your team members has a mysterious condition. Except for himself or herself, this person is prone to accidently stopping time for everyone else. On this journey your team should use this team member’s mysterious condition to solve the problem.

- During the first part of this Challenge, you should plan and practice your performance. Your performance must include a problem that is solved after time stops. The performance must also include a team member with a mysterious condition that causes time to stop. You must use the mysterious time-stopping condition of your team member to solve the problem. At the end of Part 1 you should tell the Appraisers which team member has the mysterious condition.

- During the second part of this Challenge, you will present your performance. Be prepared for time to stop when an Appraiser calls out “FREEZE!” Everyone except the person with the mysterious condition should freeze in place. At this time, the team member with the mysterious condition is free to move himself or herself, other team members, and the materials provided. That team member may call out “UNFREEZE!” at any time to unfreeze everyone and start time again.

Materials
- 1 broom
- 1 clothes hanger
- 1 plastic cup

The materials provided may not be damaged or modified in any way.

Scoring: You will receive
A. Up to 15 points for how well you develop your performance (having a beginning, middle and ending)
B. Up to 5 points (15 points maximum) for how creatively you use the provided materials.
C. Up to 15 points for creativity of the problem that must be solved
D. Up to 15 points for how creatively the problem is solved by the time-stopping condition
E. Up to 20 points for the overall creativity of your performance
F. Up to 20 points for how well your team works together
Freeze Frame
A Performance-Based Instant Challenge
Appraiser Copy

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E. Up to 20 points for the overall creativity of your performance
F. Up to 20 points for how well your team works together
For the Appraisers only:

1. An Appraiser needs to call out, “FREEZE!” after 45 seconds have elapsed during Part 2 of the Challenge.
2. The problem must be solved by the time-stopping condition, not by something else.
Freeze Frame
A Performance-Based Instant Challenge
Score Sheet

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. How well the team develops its performance:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Beginning: _____ 0 if not present or 1-5 points</td>
<td>0 or 1-15 points</td>
<td></td>
</tr>
<tr>
<td>Middle: _____ 0 if not present or 1-5 points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ending: _____ 0 if not present or 1-5 points</td>
<td></td>
<td></td>
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<tr>
<td>B. Creative use of the materials provided:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Broom (0 if not used or 1-5 points): _____</td>
<td>0 or 1-15 points</td>
<td></td>
</tr>
<tr>
<td>Clothes hanger (0 if not used or 1-5 points): _____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Plastic cup (0 if not used or 1-5 points): _____</td>
<td></td>
<td></td>
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<tr>
<td>C. Creativity of the problem that must be solved</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Note: 0 points if no problem is present</td>
<td>0 or 1-15 points</td>
<td></td>
</tr>
<tr>
<td>D. Creativity of how the problem is solved by the time-stopping condition:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Note: 0 points if there is no problem, the problem is not solved, or if</td>
<td>0 or 1-15 points</td>
<td></td>
</tr>
<tr>
<td>the problem is solved by something other than the time-stopping condition</td>
<td></td>
<td></td>
</tr>
<tr>
<td>E. Overall creativity of the performance</td>
<td>1-20 points</td>
<td></td>
</tr>
<tr>
<td>F. How well the team works together.</td>
<td>1-20 points</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
# Team Assessment

**Freeze Frame**

**A Task-Based Instant Challenge**

*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.

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.

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.

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.

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.

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!

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.

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.

Comments (use reverse if necessary):

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