

2018-19 CHALLENGE PREVIEWS

Coming Soon: Review our First Look Document to learn more about each of our competitive Team Challenges.



TECHNICAL CHALLENGE

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning and related skills.

POINTS OF INTEREST



Design and build an aircraft that takes off, flies, and lands.

Design the aircraft to deliver a team-created payload.

Create and present a story about one or more characters exploring a remote place.

Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



SCIENTIFIC CHALLENGE

Our Scientific Challenge blends the research and curiosity of science with the thrill and creativity of theater arts.

POINTS OF INTEREST



Research the human body and medical conditions that affect the human body.

Create and present a story about a medical mystery that affects a human character.

Design and build a representation that shows the medical mystery and at least one symptom.

Present an action or scene that is shown from two or more perspectives at the same time.

Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



ENGINEERING CHALLENGE

Our Engineering Challenge asks teams to design, build and test load-bearing structures made out of specific materials.

POINTS OF INTEREST



Design and build a structure that can support weight without breaking.

Test the structure by placing weights and then removing them.

Create and present a story in which the sudden appearance of a monster has surprising results.

Design and create a special effect to enhance the sudden appearance of the monster and/or the events surrounding the monster in the story.

Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



FINE ARTS

Our Fine Arts Challenge has students flex their acting and creative muscles as they experiment with different types of artistic media and theater arts, write scripts and design props.

POINTS OF INTEREST



Create and present a story that integrates research of a team-selected game.

Create and present a game gizmo that causes an action or event to occur.

Design and create a container that goes through a transformation.

Design either the game gizmo or the container to be a technical element.

Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



IMPROVISATIONAL

Our Improvisational Challenge is all about spontaneity and storytelling. Teams receive topics and produce skits right on the spot.

POINTS OF INTEREST

Research historical figures found on coins from around the world.

Create and present an improvisational skit that includes the historical figures in a tale.

Integrate an event that has an impact on the tale.

Present the skit in two parts, changing between comedy and tragedy.

Present the skit in two styles, changing from verbal to nonverbal.



Check back soon. Our Challenge preview videos will be posted in July.



SERVICE LEARNING

Our Service Learning Challenge is designed to engage students in public service to address real-life community issues.

POINTS OF INTEREST

Identify, design, and carry out a project that addresses a need in a real community.

Create and theatrically present a story that builds suspense about characters who attempt an escape.

Integrate information about the project through clues that help the characters attempt to escape.

Integrate information about the future of the project.

Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



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EARLY LEARNING / RISING STARS®

Our Rising Stars for Early Learners Challenge offers simple experiences with the creative process, and it gives young kids (preschool through 2nd grade) a place to work together and make new friends.

POINTS OF INTEREST



Explore fiction and nonfiction stories.

Create and present a story that combines elements of both fiction and nonfiction.

Design and build a technical device.

Create an interactive, life-size pop-up book to help tell the story.

Integrate a randomly selected item into the story.

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INSTANT CHALLENGE

Instant Challenges require teams to engage in quick, creative and critical thinking.



In a world with growing cultural connections, increased levels and types of communication, and a new need for real-time teamwork and problem solving, the ability to solve problems quickly is becoming increasingly critical.

At a tournament, a team will receive an Instant Challenge and the materials with which to solve it. The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes.

Instant Challenges are performance-based, task-based, or a combination of the two. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential through the day of the tournament.

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