

Spontaneous Problem: Looks are Deceiving

A. When the team enters the room, tell them, “This is a **Hands-On / Verbal** problem. In an actual tournament you would have one minute to select five team members to compete. The others would leave or stay to watch but could not assist and must sit in seats away from the table. If they stayed in the room, they could not assist in solving the problem and could not talk at ANY time.” *Note to judges: All team members can participate in the Spontaneous Fair.*

B. JUDGE READS TO TEAMS:

(Do not read numbers or phrases in parenthesis.)

1. You will have 1 minute to think, and 4 minutes to respond. You may ask questions at any time, but the clock will continue.
2. In front of you are various items. You are to use two of them to demonstrate each response you give, or use them as part of your response.
3. You will receive 1 point for each response that states how the items are different. You will receive 3 points for stating how the items are the same. Responses will be worth double points if the response is creative or funny.
4. Your team will take turns in sequence. You may not skip your turn, nor repeat, nor pass. If one member of the team is stuck, the team is stuck.
5. Once time begins, it will not be stopped. If the judge asks you to repeat your answer, clarify it, or give another answer, it counts against your time. Speak loudly and clearly.
6. **Your problem is: In front of you are various items labeled one through six. Each person, in turn, rolls the dice, and then must create a sentence using the two selected objects together in a sentence to state how the items are the same or how they are different. If you roll doubles, the second item will be yours to choose. Before responding, you must first say if the comparison will be how they are the same, or how they are different by stating the words "Same" or "Different" before giving the response.** Your problem is: Repeat #6. (It may be a good idea to physically roll the dice and demonstrate how to respond to this problem.)

C. FOR JUDGES ONLY:

1. Be sure to give exactly one minute to think and four minutes to respond. A student responding at the buzzer can finish and be scored.
2. Scoring: One point for each common "different" response, two points for each creative "different" response, three points for each common "same" response, and six points for each creative "same" response.
3. Determine in advance whom to indicate should start, if the team does not already have a starting sequence chosen.
4. The team should be given these items: a pair of dice, a hat, an earring, a paper towel tube, an apple, a pair of socks, and a screwdriver.
5. Team members do not have to use the items as they might normally be intended. Creative responses could be made by using the items in creative ways.
6. Examples of Common Responses:
 1. Different - The cap is large and the earring is small.
 2. Same - A hat and an earring are both things that you wear.
7. Examples of Creative Responses:
 1. Different - The cap can be a coffee filter and the earring cannot.
 2. Same - Both the cap and earring will fall at the same speed in a vacuum.

NOTE: Once an answer is given, if a very similar answer is given, count it as common only and then declare any other answers that are basically the same as repeats.

IF THERE IS EXTRA TIME...

Now have the team members find 6 other items that they would like to use and try the problem again. Question them afterwards on how they can improve their scores.

Team Copy

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2. In front of you are various items. You are to use two of them to demonstrate each response you give, or use them as part of your response.
3. You will receive 1 point for each response that states how the items are different. You will receive 3 points for stating how the items are the same. Responses will worth double points if the response is creative or funny.
4. Your team will take turns in sequence. You may not skip your turn, nor repeat, nor pass. If one member of the team is stuck, the team is stuck.
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Scoresheet – Looks are Deceiving

Same	Same - Creative	Different	Different-Cr eative
_____ x 3 = _____	_____ x 6 = _____	_____ x 1 = _____	_____ x 2 = _____

FINAL SCORE (Total of all four columns) : _____

Comments:

Scoresheet – Looks are Deceiving

Same	Same - Creative	Different	Different-Cr eative
_____ x 3 = _____	_____ x 6 = _____	_____ x 1 = _____	_____ x 2 = _____

FINAL SCORE (Total of all four columns) : _____

Comments:

Notes for Coaches & Teams from the Problem Presenter:

1. Wait until you hear all of the rules of the problem before you start trying to solve it.
2. Make use of the one minute thinking time: ask questions ("May we unfold the pair of socks?") and try to think of high-value responses.
3. Judges may ask you to give another response or to "re-read the problem" if someone isn't answering according to the rules.
4. Practice Spontaneous problems at each team meeting to get familiar with the process and develop an awareness of the length of one minute (or five minutes...)
5. Team members shouldn't look to the judge to approve their answers or tell them it's their turn. Try to answer as quickly as possible. Judges will stop you if they need to.