

Spontaneous Problem: Heroes' Journey

- 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 could leave or stay to watch, sitting 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 Judge: All team members can participate in the Spontaneous Fair.

B. JUDGE READS TO TEAM:

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. You will receive 1 point for each common response. You will receive 4 points for highly creative and humorous responses.
3. Your team is to take turns in sequence. You may not skip your turn or repeat or pass. If one member of the team is stuck, the team is stuck.
4. Once the time begins, it will not be stopped. If the judge asks you to repeat a response, clarify, or give another response, time will continue. Speak loudly and clearly.
5. A stack of situation cards and several objects are on the table.
6. Your problem is to **continue** the story and guide a small band of heroes on their journey to the City of Bonkor. Along the way, the group will encounter situations printed on the cards. Using one or more objects on the table, **demonstrate** and **describe** how the objects help the group move beyond the situation.
7. The judge will flip the first situation card. During each turn you must place the current card on the bottom of the stack and flip the top card for the next player.
8. Remember: Your problem is to **continue** the story and guide a small band of adventurers on their journey to the City of Bonkor. Along the way, the group will encounter situations printed on the cards. Using one or more objects on the table, **demonstrate** and **describe** how the objects help the group move beyond the situation.
9. Your thinking time begins now.

Judge: Flip the first situation card after one minute and begin the response time.

Any team member can start. Let them decide.

C. FOR JUDGES ONLY

1. One point for quick and common responses. Four points for creative responses.

Situation: Food is lost

Common response: Eat the onion and walk along the trail.

Creative response: Use the mirrors to “multiply” the onions so the whole group may eat and have energy for the mountain ahead.

Remember the three solution elements:

- **Create** and **continue** the story.
- **Describe** how the objects relate to the situation.
- **Demonstrate** how the objects work in the situation.

2. Items on the table:

Mirror, Bungee Cord, Pencil, Duct Tape, Carrot, Notebook, Cup

NOTE: The items may vary from the above list.

Words/situations printed on the index cards:

Fire, forest, getting lost, flood, flowers, illness, witch, stream, crowd, hole in shoe, cliff, blister, no more food, friendly strangers, tower, long-lost brother.

NOTE: The situations may vary from the above list.

3. The situation cards can rotate. There is no order to the cards.

Team Copy

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Scoresheet – Heroes' Journey

Common Responses

Creative Responses

Total Common

Total Creative _____ x 4 _____ +

Total points _____ =

Comments:

Scoresheet – Heroes' Journey

Common Responses

Creative Responses

Total Common

Total Creative _____ x 4 _____ +

Total points _____ =

Comments: