

Spontaneous Problem: The Great Candy Bar Caper

A. When the team enters the room, tell them, “This is a **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 2 minutes to think, and 3 minutes to respond. You may ask questions at any time, but the clock will continue. You may talk to each other during your thinking time.
2. You will receive one point for each common response using the words provided. Highly creative or humorous responses will receive 5 points. This will be the subjective decision of the judges and the judges' decision is final.
3. Your team is to take turns randomly to create a story from the list of items provided. Once time begins it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.
4. Shown here in front of you is a list of candy bars found in your favorite candy store. **Your problem is to use the list of candy bars to create a story. You may use the items from the list more than once. Your story must have a theme. For example, it could be about a crime involving the abduction of Baby Ruth, the ransom letter and all of the clues leading up to her rescue. You are to use the name of the candy bars to tell the story. You may add to the list during your 2 minute thinking time as needed.**
5. Scoring will be as follows:
 - Each time a candy bar is used in a common way in a sentence to tell the story: 1 point
 - Candy bar name used creatively in a sentence to tell the story: 5 points
 - Content of the story: 1 to 10 points
 - Overall creativity: 1 to 10 points
 - Teamwork throughout the problem: 1 to 10 points

(Repeat the part in bold, beginning, "I repeat...")

C. FOR JUDGES ONLY:

1. Provide each team a new copy of the list of candy bars and a pencil to add to the list.
2. Score one point for each common response and five points for each creative response.

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.

Team Copy

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 - Teamwork throughout the problem: 1 to 10 points

Scoresheet – The Great Candy Bar Caper

Common Use of Candy Bar Creative Use of Candy Bar

Total Common Use of Soda Name	_____	
Total Creative Use of Soda Name _____ x 5	_____	+
Content of the story (1-10)	_____	+
Overall Creativity (1-10)	_____	+
Teamwork throughout the problem (1-10)	_____	+
Total points	_____	=

Comments:

Scoresheet – The Great Candy Bar Caper

Common Use of Candy Bar Creative Use of Candy Bar

Total Common Use of Soda Name	_____	
Total Creative Use of Soda Name _____ x 5	_____	+
Content of the story (1-10)	_____	+
Overall Creativity (1-10)	_____	+
Teamwork throughout the problem (1-10)	_____	+
Total points	_____	=

Comments:

100 Grand
Kit Kat
Snickers
Mounds
Reese's Peanut Butter Cup
Milky Way
Baby Ruth
Kisses
Butterfinger
3 Musketeers
Take 5
Almond Joy
Big Kat
Whatchamacallit
S'Mores
Stacker2
Twix
CaramelStick
Swoops
York
Jolly Rancher
Crispy Crunch
Fruit & Nut
After Eight
Pay Day
Overload
Oh Henry
Old Faithful
Mr. Goodbar
Mirage
Look

Kraker
5th Avenue
Fast Break
Bit-O-Honey
Treasures
Rocky Road
Symphony
Shake and break
U-No
Whoppers