

Spontaneous Problem: What's In The Box?

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, 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. But today, all members may participate!"

B. JUDGE READS TO TEAM:

1. You will have 1 minute to think and 3 minutes to respond. Questions count against your thinking time.

2. You will receive one point for each response. Creative responses will receive three points. This will be a subjective opinion of the judge, and the judge's decision is final.

3. A number has been placed before each of you. That is your assigned number.

4. A stack of cards appears before you. When time begins, the judge will turn over the first card. The team member whose number corresponds to the card number will give the response. For example, if the first card is 3 then team member number 3 will give the response.

5. After the team member gives the response, he or she will turn over the next card. That team member will respond, and so on.

6. You may not skip your turn, or repeat, or pass. If one member of the team is stuck, the team is stuck.

7. Once the time begins, it will not be stopped. If the judge asks you to repeat an answer, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.

8. Your problem is: There is an old proverb that goes "good things come in small packages." On the table in front of you is a small cardboard box. Tell us what is in the box and what it could be used for. For example, "the box contains buttons to repair on my shirt" or "the box contains fairy dust from Tinkerbell to make somebody well." Again, your problem is to name what is in the box and how it is to be used.

9. (Repeat No. 8, "Your problem is:")

C. FOR JUDGES ONLY

1. Be sure to give exactly one minute to think and three minutes to respond. Timing is critical. A student responding at the buzzer can finish and be scored.
2. Score: One point for each common response and five points for each creative response.
3. In order to ensure that in every five cards turned over each team member will give one answer, stack the cards in the following order for each team: 2,4,3,1,5; 3,1,4,5,2; 3,2,5,4,1; 4,3,5,2,1; 2,1,4,3,5; 2,4,5,1,3; 1,5,3,2,4; 5,4,2,1,3; 4,1,3,5,2; 1,3,5,4,5.
4. If all the cards have been used, turn them over and start again. At the end of the session, the timekeeper should check the order of the cards and rearrange them if any are out of order.
5. Be sure that all cards assigning seat position have been placed into position prior to calling in the team. Place the blank response sheet on the table for the team to see.

6. Scoring

Examples of Common Responses:

“buttons to repair a shirt”

“paperclips to hold my homework together”

“money to buy food”

Examples of Creative Responses:

“fairy dust from Tinkerbell to make somebody well”

“A friendship recipe to make friends out of enemies.”

“A breath of fresh air to blow the cobwebs away from a confused mind”

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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