

Spontaneous Problem: In My Day

- 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 discuss and 5 minutes to respond. You may ask questions at any time but the clock will continue.
 2. You'll receive 1 point for a common response and 4 points for highly creative and humorous responses.
 3. Your team is to take turns in order around the table. You may not skip your turn or repeat or pass.
 4. Once the time begins, it will not be stopped. Judges may tell you that a response is a “**duplicate**” or “**unclear**”. If the judge asks you to repeat a response, time will continue. Speak loudly and clearly.
 5. Imagine you are grandparents and your grandkids find a box with items from your growing up years. They are curious and ask you what these items are. You select an item from the box and begin your story with “In my day...”.
 6. Each team member selects an item from the box, tells their story and keeps the item in front of them while the turn passes from member to member.
 7. Once all team members have had a turn the items are returned to the box and the rotation begins again.
 8. Your thinking time begins now.
Judge: Start timing the 1 minute of think time.

C. FOR JUDGES ONLY

1. Items Available

Computer mouse, CD, Paper bag, Piece of string, Battery, Baseball cap

2. Scoring Examples

Common responses – 1 point

- In my day, we put our lunches in this bag.
- In my day, this was my baseball cap from junior league.

Four points for creative responses:

- In my day, we would blow up our lunch bags and pop them!
- In my day, we would use this AOL CD as a drink coaster.

3. Open ended procedures to discuss with the team afterwards:

- Most teams practicing spontaneous are usually given a starting position and direction.
- Most problems of this form don't usually allow talking between team members during the response period. Does this one?
- Responders are not limited to using one object.
- Responders do not have to use different objects.
- Remember, if it doesn't say that you can't do it then usually it can be done!

Team Copy

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1. Many and varied are the objects that can be used for this problem – they might have something to do with ancient civilizations (clay pot, arrowhead), or they might be completely random. What types of objects make this an easier problem?
2. Remember that each answer needs to reference a civilization and have a twist – this is not easy! Add the fact that you must do something physical to demonstrate at the same time, and you have a lot to remember when it is your turn. How can you make this easier?
3. It is important to keep the problem in mind, and not be led off on a tangent by a teammate's response. Reread the instructions occasionally, to keep them fresh in your mind.

Presenter Post Comments

But what I can tell you about "In My Day..." was that it was definitely a problem that made both coaches and kids laugh. As with other verbal problems I have assisted with I found that team members who focused solely on making other team members laugh with funny voices broke the rhythm of the team. Another strategy to keep in mind would be to break the pattern of strictly saying what the item was used for. Instead be creative and use the item in an unusual way and perhaps non-literal way and give a response.

If this problem would be used again I would suggest making sure that a basket type container be supplied to hold the items in the middle of the table. During the spontaneous fair the items were uncontained on the table and it lead to participants either keeping their item for more than one turn or the same item being passed from person to person during the same round. The fun thing about this problem is the creativity required by whichever team member responds in the last position; they will probably end up with the most esoteric item time and time again. So teams should choose their order carefully. We could change up the rules so that the responding order changes for each round. Any suggestions?

I've thoroughly enjoyed my two spontaneous fairs! It is fun to be able to be a little less formal with the teams. I look forward to drawing on the experiences of the veterans and adding to my own "history"!

Cheers,
Wendy Bard

Spontaneous Scoring: In My Day Common: 1 point Creative: 4 points Notes: Total:	Spontaneous Scoring: In My Day Common: 1 point Creative: 4 points Notes: Total:
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Creative: 4 points

Notes:

Total:

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Notes:

Total: