

Challenge B: Hit or Myth

The Destination:

Where This Challenge Will Take You

Is there really a Loch Ness Monster? Is it possible to stop a shark attack by punching the shark in the nose? If Rapunzel really "let down her hair" could someone actually climb up her hair into a tower? Myths, folk tales and urban legends exist in many nations around the world. How do we know whether they're truth or fiction? By using the Scientific Method! So get on your lab coats - now it's your chance to find out, with the help of science, whether it's a Hit or Myth!

Points of Interest! Your team will:

- ★ Create and present a theatrical performance with an original **Story** about a **Myth, Urban Legend or Folk Tale**. The Story must be set in a **Nation** other than the team's own.
- ★ Design and carry out a **Myth Investigation** that investigates fact(s) about the team's Myth. Present the results of the Investigation as part of your Story.
- ★ Create a **Myth-Ecol Replica** from the team's chosen Nation, using Recyclable Materials.
- ★ Create two **Side Trips** and integrate them into the Presentation.

Time Limit:

The team must complete the Presentation (including set up) in **eight minutes**.

Team Budget:

The total value of the materials used may not exceed **\$125US**

Membership

Teams and individuals using these Program Materials must hold a 2007-08 membership. The Destination ImagiNation membership is a license to compete in sanctioned Tournaments and/or to use the Program Materials for educational purposes within your team, school, group, or organization. Online access to Program Materials for registered memberships is on www.idodi.org

- My 2007-08 membership number is:
_____ - _____
 - My team is planning to compete in a sanctioned Tournament.
- I have registered for that Tournament with the:
- Regional
or
 - Affiliate Director.



Roadmap for Success:

This Challenge can be solved on many levels, with solutions ranging from very simple to very complex. In order to successfully solve this Challenge, teams must read and follow:

Team Challenge

- A. Itinerary: The *Central Challenge* (240 points)
- B. Itinerary: *Side Trips* (60 points)
- C. Presentation Site
- D. Reward Points

Rules of the Road

Published Clarifications (online at www.idodi.org)

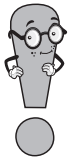
The information in these materials is binding on all teams. As it says on page 1 of the Challenge, **"If it doesn't say you can't, then you can!"**

Team Managers are strongly encouraged to read and use:

- Team Manager Guide*
- Charting Your Course*
- Instant Challenge Practice Set*
- Travel Guide for Teams* (available online after Jan 1, 2008)

Focus:

Science, Theater Arts, Research,
International Studies, Teamwork



International Signature
Challenge for 2007-08



Special Definitions

Nation:

Any real country that is clearly identified on a current or past geopolitical map. The country in which the team is registered for Destination ImagiNation determines the team's own Nation.

Story:

A clearly defined series of events that unfolds as the performance is presented.

Myth:

A legend, usually concerning some being or hero or event, with or without a basis of fact or a natural explanation. Myths can include:

Urban Legend:

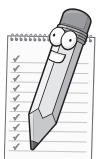
A myth that contains elements of humor or horror and is popularly believed to be true. These myths usually have no identifiable source and are often recycled, changing slightly each time they are repeated.

Folk Tale:

A traditional myth that includes a moral or lesson.

Experiment:

A procedure that tests a statement by providing physical evidence that can be used to demonstrate or lead to its proof or disproof or to its acceptance or rejection.



Challenge Checklist

- observable results
- measurable results

A. Itinerary: The *Central Challenge* (240 points)

1. **The Intent of the Challenge:** To solve this Challenge, the team must create and present an original Story about a Myth. The Story must be set in a Nation other than the team's own. The team will do a Myth Investigation that will determine whether one or more facts in the Myth are possible or probable. The team will also create a Myth-Ecol replica from Recyclable Materials. The team will earn points for:
 - a. Clear and effective Storytelling
 - b. Creative presentation of the Myth
 - c. Creative way information about the Nation is integrated into the Story
 - d. Design and Innovation of the Myth Investigation that uses Scientific Method
 - e. Creative presentation of the Myth Investigation in the Story
 - f. Creative use of Recyclable Materials in the Myth-Ecol Replica, as well as the integration of the Replica in the Story
2. **The Story:** The team will learn about a **Nation** other than the team's own and create and present an original **Story** that is set in that Nation. During the Story, the team will present a Myth and a Myth Investigation (A.3). For the purpose of this Challenge, the term **Myth** is expanded to include two other types of stories, **Urban Legends** and **Folk Tales**.
 - a. The Story must be set entirely in the team's chosen Nation. It may be set in any time period, and there are no restrictions on characters.
 - b. The Myth cannot be team-created.
 - c. Teams will earn points for Clear and Effective Storytelling, the Creative Presentation of the Myth in the team's Story and for the Creative Integration of the team's information about the Nation into the Story.
3. **Myth Investigation:** During the Presentation, the team will present the results of a Myth Investigation. For the purpose of this Challenge, Myth Investigation is a team-created process that uses the Scientific Method to determine whether the Myth is scientifically possible or probable.
 - a. The **Scientific Method** is a process that is used to find answers to questions about the world around us. For the purpose of this Challenge, the steps in the process are:
 1. Identify the Myth you will test to determine whether it is scientifically possible
 2. Look at as many sources of information about what you are testing as possible
 3. Based on the information, make a statement that predicts what should happen when you test the Myth
 4. Create an experiment or experiments that will test whether your prediction is correct
 5. Conduct the experiment(s), keeping good records of what happens
 6. Study the results of your experiment(s) to see whether it confirms your prediction
 7. Announce the results of your investigation and your team's conclusion(s)
 - b. The Myth Investigation must include an **Experiment** or Experiments that produce(s) observable, measurable results. The actual Experiment(s) do not need to be performed during the eight-minute Presentation, but the results of the Experiment(s) must be presented as part of the Story.
 - i. For this Challenge, experiments may be conducted on replicas, scaled models, or representative samples. Experiments on live animals are not allowed.
 - ii. Teams are encouraged to be creative and take risks, but that does not mean you may put yourself, your team, Team Manager or anyone else

in danger. It is your team's responsibility to design a safe solution that will not damage personal property or your team meeting site.

- c. The team will list and describe the steps of their Myth Investigation on the *Tournament Data Form*. Teams will earn points for presenting the results of the Myth Investigation during the Presentation and for Creative Presentation of the Myth Investigation in the Story. Teams will also earn points for the **Design** and **Innovation** of their Myth Investigation.
4. **Myth-Ecol Replica:** The team will construct a Myth-Ecol Replica using **Recyclable Materials**. The Myth-Ecol Replica is a team-made representation of a landmark or artifact from their Nation. The Myth-Ecol Replica must be integrated into the Story.
 - a. Teams will list all Recyclable Materials used in the construction of the Myth-Ecol Replica on their *Tournament Data Form*.
 - b. Teams will earn points for creative use of Recyclable Materials used to build the Myth-Ecol Replica and for integration of the Myth-Ecol Replica into the Story.
5. **Team Identification Sign:** The team should provide a free-standing Identification Sign (ID Sign) of approximately 2ft. x 3ft. (0.6m x 0.9m) displaying your team's Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be used as a scoring element. See "Team Identification Sign" section in *Rules of the Road* for further information.

B. Itinerary: *Side Trips* (60 points)

In addition to the above requirements, the team must present **TWO** creations called '*Side Trips*' that show off their interests, skills, areas of strength, and talents. **The team may create anything they wish for *Side Trips*** including props, music, technical gadgets, costumes, physical actions etc.

1. The team must present both *Side Trips* as part of the eight-minute Presentation and each *Side Trip* should have a meaningful connection to the team's *Central Challenge* solution. Each *Side Trip* must be described briefly on the *Tournament Data Form* found at the end of this Challenge.
2. A *Side Trip* may not be a specific item that is required in the *Central Challenge* that is already being evaluated. A *Side Trip* MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Both *Side Trips* may be presented at the same time ONLY IF both can be easily identified and scored separately. Examples of these can be found in the *Rules of the Road*.
3. Each *Side Trip* will be evaluated in two ways: for the Creativity and Originality of the *Side Trip*, and for the Quality, Workmanship, and/or Effort that is evident. Evaluation of *Side Trips* is subjective.

C. Presentation Site

1. **Site Size:** The minimum required overall size of the Presentation Site is 8ft. deep x 10ft. wide (2.43m x 3.04m), but teams may use any additional space that Tournament officials designate as available.
2. **Electrical Power:** A 3-prong electrical outlet will be provided at the edge of each Presentation Site for the team's use.

What is the Myth-Ecol Replica?



Special Definitions

Design:

A plan for carrying out or accomplishing the Myth Investigation. A well-designed Myth Investigation shows careful planning, and uses effective, efficient and reliable methods.

Innovation:

A unique, original, or creative way to carry out or accomplish the Myth Investigation.

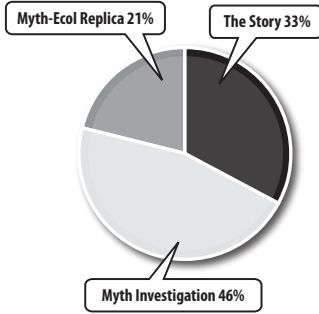
Recyclable Materials:

Materials that can be broken down and remade into new products. There are many sources of information about materials that can be recycled, especially on the Internet. Teams need to be able to tell Appraisers how their materials are recyclable.

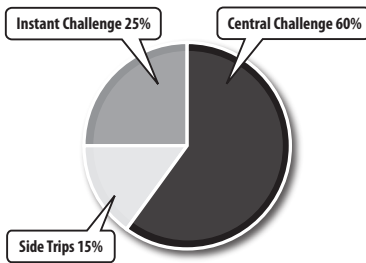
See the *Rules of the Road* for more info on *Side Trips*.



Central Challenge Scoring at a Glance



Putting It All Together



D. Reward Points

ELEMENT	POINTS	DETAIL
Central Challenge		
Up to 240		A
1. The Story	Up to 80 points	A.2
a. Clear and Effective Storytelling	Up to 30 points	A.2.c
b. Creative Presentation of Myth in the Story	Up to 25 points	A.2.c
c. Creative Integration of information on the Nation into the Story	Up to 25 points	A.2.c
2. Myth Investigation	Up to 110 points	A.3
a. Myth Investigation results presented during the Presentation	0 or 20 points	A.3.c
b. Creative Presentation of Myth Investigation in the Story	Up to 40 points	A.3.c
c. Design of the Myth Investigation	Up to 25 points	A.3.c
d. Innovation of the Myth Investigation	Up to 25 points	A.3.c
3. Myth-Ecol Replica	Up to 50 points	A.4
a. Creative use of Recyclable Materials used to build the Myth-Ecol Replica	Up to 30 points	A.4.b
b. Integration of the Myth-Ecol Replica into the Story	Up to 20 points	A.4.b
Up to 60		B
1. Side Trip 1	Up to 30	B.3
a. Creativity and Originality	Up to 15	B.3
b. Quality, Workmanship, or Effort that is evident	Up to 15	B.3
2. Side Trip 2	Up to 30	B.3
a. Creativity and Originality	Up to 15	B.3
b. Quality, Workmanship, or Effort that is evident	Up to 15	B.3

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Tournament Data Form

Challenge: *Hit or Myth*

Page 1 of 2

Team Name: _____

Team Number: _____ - _____ **Level:** **EL ML SL UL**

School/Organization: _____

To our Teams and Team Managers: Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill this form out completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

PART ONE: Required Paperwork

At the Tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below.

Your team needs:

- _____ **Five copies** of this completed two-page *Tournament Data Form*. **Be sure to copy both pages of this form.** This is PAGE ONE of the form. Page Two may be copied onto the back of this sheet. This form may not be used as a scoring item.
- _____ **TWO Copies** of the completed *Declaration of Independence*. Blank copies of this form can be found in the *Rules of the Road*. One copy of this form is for *Team Challenge*, the other copy of is for you to take to *Instant Challenge*.
- _____ **One Copy** of the completed *Expense Report*. This form can be found in the *Rules of the Road*. Be sure to bring copies of your receipts in case you are asked for them, but **it is not necessary to attach them to the form.**
- _____ **Team Identification Sign:** This will tell the Appraisers and the audience who you are. It must list your Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be scored. See the *Rules of the Road* for more information.

PART TWO: Side Trip Choices: Brief Description of each Side Trip

Side Trip 1: What is your Side Trip? _____

Please write a brief Description of your *Side Trip*. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about each *Side Trip*?

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Please write a brief Description of your *Side Trip*. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about each *Side Trip*?

Tournament Data Form

Challenge: *Hit or Myth*

Page 2 of 2

Team Name: _____

Team Number: _____ - _____ **Level:** **EL** **ML** **SL** **UL**

School/Organization: _____

PART THREE:

This Challenge requires the team to supply the following information to help the Appraisers evaluate your solution. This is PAGE TWO of the form. Be sure to fill in both pages.

1. Which Nation did your team choose? _____

2. Give a brief synopsis of the Story and Myth that will be investigated:

3. List and describe the steps of your Myth Investigation:

a. What about the Myth did your team investigate?

b. What information did your team find about the Myth?

c. What was your statement that predicted what would happen based on your information?

d. Describe your experiment(s) that tested whether your prediction was correct:

e. Did the information from your experiment(s) confirm your prediction?

f. Did your experiment(s) prove that the Myth was possible or probable?

4. Describe your Myth-Ecol Replica representation of a landmark or artifact from your Nation.

5. List all the Recyclable Materials used in the construction of the Myth- Ecol Replica.