

Rising Stars!® Team Challenge: TwisDId History!

Focus:

- ★ Imagining Possibilities
- ★ Storytelling
- ★ Research
- ★ History
- ★ Geometric Shapes
- ★ Performing in front of an audience
- ★ Working with others



Standards:

History: Understands selected attributes and historical developments

Mathematics: Understands basic properties of geometry

Listening and Speaking: Uses listening and speaking strategies for different purposes

Thinking and Reasoning: Applies decision-making techniques

Working with Others: Contributes to the overall effort of a group

The Destination: What Is our Challenge?

Something happened! What was it? In this Challenge you will choose something that really happened and change it. HiSTORY with a twist! You will also create a song about it! Then you will use four different shapes to make a magical prop.

How Should We Get Ready for Our Play?

- Read about things that happened in the past. Look at pictures too. Talk about things that have happened to you and things that have happened in your family. Talk about how things could have been different.
- Choose one event. Think of how it could have been different. For example: What if Columbus had never sailed in his 3 ships. How would life be different now? What if the wheel had never been invented? Would we have cars? What else would be different? Think of events. List things that could have been different.
- Learn about shapes. What are their names? Look around. What shape is a clock? What shape is a box? Shapes are all around us.
- Listen to songs. Make up new words to songs you already know or make up a new song.

What Should We Include in Our Play?

★ Your Play:

Make up a Play that you will show to an audience. In your Play, you will tell a story about how your team changed history. Your Play will have a beginning, a middle, and an end. It will have Characters. You will also make up a Song. You will make a Magical Prop that helps you change history. The Prop is made of different shapes.

★ A Special Event:

- **A Special Event that Happened in the Past:** Choose something that happened in the past. Maybe you will choose an important event like the first man landing on the moon. Maybe you will pick the time when the telephone was invented. Maybe you'll pick a time when you spilled milk all over the floor. Maybe you'll choose the first time you met your brother or sister.
- **Change What Happened:** Think about something that happened in the past. How might it have been different? What if it did not work? What if it had been bigger? What if it did something else? Show us what MIGHT have happened.

★ Characters:

You will have Characters act in your play. Characters can be people, animals, or objects. You can even let your imagination create a special Character.

★ Song:

A song has a melody and words. Make up a song. You can make up your own song or make new words to a song you already know.

★ A Magical Prop:

A Prop is a thing. It might be a desk. It might be a car. Maybe it is a machine. Make a Prop that helps you change History in some way. Use four shapes in some way on your Prop. Maybe the Prop will be made of the shapes. Maybe you will decorate the Prop using the shapes. Think of ways this Prop might be "magical."

- **Shapes:** There are many shapes. Here are some of them:



Square



Oval



Circle



Triangle



Rectangle



Diamond

Use 4 different shapes, in some way, on your Prop.

Time Limit: How Long Can We Perform?

Plan to make your Play about 8 minutes long.

Side Trips (optional component): What Else Can We Do in Our Play?

Side Trips are fun ways to show the audience special things you can do. You might like to have some of these be part of your Play. Here are some things you might include in your Play:

1. Saying a poem
2. Working with numbers
3. Making a costume
4. Singing a song
5. Pretending to be something else
6. Dancing to music
7. Working together
8. Making a backdrop

Glossary of Terms:

- ★ **A Play:** A performance, usually done in front of people. These people are called the audience.
- ★ **History:** Something that happened in the past. It already happened.
- ★ **Prop:** A thing, an object, used in a play.
- ★ **Characters:** Someone or something you pretend to be in your Play.

Presentation Site:

If your team is performing...

- **In front of an audience**, we suggest sharing the information on the Starry Showcase form with them.
- **At a Destination ImagiNation® Tournament, you will need to bring:**
 1. **A Team Identification Sign:**
Make a sign with your name on it so that the audience knows who you are! It needs to be able to stand up by itself. It should be about 2ft X 3ft. (.6m X .9m).
 2. **The Starry Showcase Form:**
Make a photocopy of the Starry Showcase Form. It is on the last page. Complete the Form and take it with you to the Tournament.

Starry Showcase Form

Rising Stars!® Team Challenge:

Our Team is from: _____

Our Team Members are:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Checklist:

_____ Play: Did you make up a Play?

_____ Special Event:

- Did you choose something that happened in the past?
- Did you change it and make it different?

_____ Characters:

- Do you have Characters in your Play?

_____ Song:

- Did you make a new song? Did you change the words to a song you knew?

_____ Prop:

- Did you make a Magical Prop to help you? Did you use 4 different shapes in some way on your Prop?

Side Trips (optional component):

Our team added one (or two) Side Trips. They are:

1. _____

2. _____



Helpful Hints for Adult Leaders

How To Get Started with your Rising Stars! Team:

PLANNING A TEAM MEETING

1. Suggested meeting length (especially for the first few meetings): 1 hour.
2. Plan a number of short activities. Young children have short attention spans. Plan activities that keep them attentive for about 15-20 minutes, then change activities. Some suggestions are included below. If you are working with 4 year olds, you might decrease the time for each activity but while working with 7 year olds, you might increase the time. As the Adult Leader, you will plan Rising Stars! meetings to suit the individual needs of the children on the team. Make sure the activities are enjoyable!
3. It is best if there are two adults to work with the children. This extra set of hands makes the job easier and more fun.
4. Be very prepared for each team meeting. Have everything set up before the team arrives. Have the markers, finger paints, paints, glitter, clay, water, newspapers, tapes etc. all ready. A few free minutes while you are setting things up can set your team off in different directions and make it difficult to restore order.
5. Make sure you have a plan of what you hope to get accomplished during the meeting. Sometimes children need guidance to follow the plan. After you get going and have discussed the Challenge and what they want to do, discuss all the things that have to happen in order to complete the entire task. Actually draw a time line on the board or on chart paper and place the tasks needed to be completed on the time line. Help the children see that there are specific tasks that need to be accomplished at each meeting. Most young children do not have a good sense of time. The Adult Leader needs to teach how to plan, organize, prioritize, and stay on task. Also teach them to celebrate when they have accomplished a task or worked hard to meet a deadline.
6. Be friendly, organized, and follow through with your directions. Let them know that you know what you are doing. After they do an activity, debrief how it went. Ask what they learned. What worked? What didn't work? How might you be able to do it again more successfully? Ask things like "In What Way Might You"....[get the ball across the gap without touching it?]
7. Remember that not all children are developmentally the same, even though they may be the same age. Be prepared that some might be able to read, cut on a line, color in the lines, know their colors, write their names, while others won't be able to do any of those things... or may not do them well. A lot of their abilities depend on their "real" age AND their developmental age. This is different from one team member to another. Don't compare one child to another.

It is a good idea to include a nutritious snack. Check with team parents to see if any children have food allergies.



Seek each child's gifts, talents, and abilities.



SAFETY ISSUES

1. **Adult Supervision:** It is expected that adults working with very young children will always be attentive to safety issues. Make sure you have enough adults at your meetings to supervise all of the activities.

2. **Safety Conscious:** Teach your team members to be safety-conscious and careful when using tools, paint, supplies, scissors, and glue. Make sure all the materials used are safe, non-toxic, and harmless. Remind them to think of safety before they use tools. Teams should never be allowed to handle materials in an unsafe manner or without supervision. The wearing of goggles is recommended in certain situations.

3. **Safety Rules:** Teach common sense thinking. As the Adult Leader, you set the standard and set parameters for the children. Adult Leaders should use good judgment in working with Rising Stars! teams and provide appropriate supervision at all times. Discuss the activity with the team. Talk about possible problems that could occur while using various tools or materials.

4. Safety at the Tournament

- o **Non-hazardous Materials:** Please remember not to use any hazardous, damaging or dangerous materials in your Presentation.
- o **Foot Coverings:** All team members must wear shoes or reasonably impenetrable foot coverings at all times. This is to protect your team members from any undetected debris that may be on the floor.
- o **Light:** Please do not use lasers or laser pointers. No high intensity beams of light should be used as these could be of danger to eyes.
- o **Helium:** Helium balloons are sometimes not allowed in certain venues. If your team plans to use helium, you should contact the venue to see whether it is allowed. If they are allowed to use helium balloons, they must be in the team's control at all times. Your team is responsible for retrieving any stray balloons and will be held financially responsible for any damage that may occur as a result of using helium at a venue.
- o **Flame:** Please do not use devices or substances which produce an open flame or extreme heat or cold. (No lit candles, caps, fireworks, fires, party poppers or substances that explode in any way.)
- o **Animals:** No live animals may be used in any part of their solution. Leave the puppy at home.
- o **Electricity:** If your team plans to use electricity, please be aware of all safety issues surrounding its use.
- o **Dry Ice:** Your team MAY use dry ice but it must be handled with gloves or tongs. Your team is responsible for any damage that may occur as a result of the use of dry ice. HOWEVER: Your team must be aware that some Tournament sites prohibit the use of dry ice. It is the team's responsibility to find out from the Tournament Director prior to the Tournament if there are any Site-Specific Restrictions on the use of this item.
- o **Violence:** Destination ImagiNation, Inc. does not endorse or support solutions that contain gratuitous violence and /or the gratuitous use of any violent weapons. If the team needs to depict a weapon (maybe they have a mystery story), the weapon must be team-created or obviously benign. Many venues, especially school settings, do not allow anything that implies violence or weaponry. If your team plans to depict a weapon of any sort, you should contact the venue to be sure it is allowed.



Talk about the safety issues and rules BEFORE using the materials.

GUIDELINES

1. **Teaching creative thinking:** In Rising Stars! the Adult Leader teaches team members about creative problem solving by providing activities that will allow the children to learn by doing. Along the way the team members will experience the fun of creative thinking, experimentation, designing, and building, while also learning a few things about success, unsuccessful attempts, and the importance of doing something again to make it better.

2. **Encouraging independence:** As much as possible, let the team members explore, examine, and try things on their own. Let the team make decisions about their solution to the Challenge. Teach them how to use tools and how to work with various materials. Encourage the children to do the tasks themselves and with their teammates, but be there to show, help, and teach, especially when signs of frustration appear. Help them put props together if they are impeded because of their size, dexterity or age and they need adult assistance. This is a time of learning for them:

3. **Focusing on the process:** Keep your focus on the PROCESS, whether the children are writing a play, building props, painting scenery, learning to take turns, or memorizing lines.

4. **Remembering your role:** Keep in mind that the Adult Leader's role is to lead idea-generating sessions, teach problem solving tools, and conduct practice sessions, evaluation sessions, and praise sessions throughout the process. It is not the Adult Leader's role to design and make the props for the team members, but rather to encourage them in all areas.

5. **Teaching time management:** This age group may have difficulty understanding the concept of time. Help them see a 'picture of time' by getting a calendar and writing in the date of the Starry Showcase or Destination ImagiNation Tournament they will be attending. Have the team cross off days as they begin to approach the date. Use this calendar to help the team plan what needs to be accomplished. Do not be surprised if the team's deadlines are not met. Remember that they are just learning to plan, and often, their ideas are much bigger than what they can actually produce.

6. **Contacting the Tournament Director:** If your team performs their solution at a Destination ImagiNation Tournament, there may be certain restrictions. The Adult Leader should contact the Tournament Director to find out any rules for the Tournament. The team may be only allotted 8 minutes for their Presentation due to the time restrictions of the Tournament.

Because the focus of this program is on the process and on learning, the Adult Leader may help, encourage and assist when needed.





TWELVE IDEAS FOR TEAM MEETINGS

1. When you first meet with your team, help the team members get to know each other. Tell them about yourself and have the children tell the group about themselves.
2. It is suggested that you have about 6-9 children on a team. You may have fewer children and you may have more, but this number provides a good size group with which to work.
3. To help your team set some “guidelines” for their behavior during meetings, read aloud some favorite story books that have a positive message. Winnie the Pooh® and his friends, for example, treat each other kindly. Ask the children to list things they could do to treat each other with respect. Let them tell you and make a list. Refer to the list at times when the team is not on their best behavior. This reminds them of the guidelines THEY set.
4. Make a team sign or choose a team logo. Create a team song, chant, rhyme, mascot, motto etc. Sing it /say it each time you get together. Create a team name and draw their team names and mascots on a tee shirt.
5. Do things together outside of your regular meeting place. Go out for pizza, to the zoo, or visit a hardware store.
6. Make a mural. Choose a theme and let everyone work on it together. Promote teamwork.
7. Play games...let all experience success, not competition. Play charades. Teach them about characters and acting in small ways: Pretend you are a brave astronaut – How would you walk? Pretend you are a frightened kitten – How would you move?
8. Call out the name of an animal and have them act out the animal named. First have them all do it together so as not to embarrass one shy child. Then, have one person act out the animal selected. Others have to guess what it is. This teaches that gestures and pantomime are important.
9. Read a story and do not read the ending. Let them predict what will happen. Or say “What if the?” This leads them to imagining other options for story endings. What if it began to rain? What if Humpty Dumpty did not fall off the wall? Let them come up with “What if...” ideas.
10. Have a costume box and let them dress up. Put on impromptu skits.
11. Make a story. Say one word to begin a story and let the children create the story by adding on another word. One word at a time, the story develops.
12. Have a prop box. Let the children put on various props and “become” someone else. How might a woman with a feather boa act and talk? How might a man with a white shirt, shiny shoes, and a top hat act and talk? How might a child in a cheerleader costume act and talk?



PREPARING FOR A DESTINATION IMAGINATION® TOURNAMENT

- 1. Starry Showcase Form:** If your team is attending a DI Tournament, fill out the Starry Showcase form on the next page and take it with you to the Tournament.
- 2. Starry Showcase or Tournament:** Contact the Starry Showcase or Destination ImagiNation Tournament Director to be certain your team is included on the Tournament schedule.
- 3. Instant Challenge:** Some DI Tournaments offer an optional *Instant Challenge* for the Rising Stars! children. Contact your Tournament Director for more information. *Instant Challenges* are similar to the START-ups in Rising Stars! Kits I, II, and III. If your Rising Stars! team decides to participate in an *Instant Challenge*, they will go into a room with some Appraisers. One parent per child may also enter the room. A Challenge is read to them and they have a specific amount of time to solve it. This is also a non-competitive Challenge. In the Flagship program, the *Instant Challenge* is secret because it is part of the competitive score achieved by each participating team. All teams at the same Level of competition have the possibility of receiving the same *Instant Challenge*. Because the Rising Stars! Challenge is non-competitive, the Challenge is not a secret and the children are able to discuss it outside the *Instant Challenge* room.

Be sure that your Rising Stars! team has a membership for the 2007-08 season if you plan to attend a Tournament.





Take Note (Optional Resources):

From Rising Stars!

Program Kit I:

- **Teamwork**
See *Star Gazer's Guide*, page 8.
See the *Teamwork Tool* card in the Tool Kit section.
- **Presentation Skills**
See *Star Gazer's Guide*, page 9.
See the START-ups: *Stories in Silence* and *The Zoo Snafu* to practice making up and acting out a story.
- **Side Trip**
See *Star Gazer's Guide*, pages 16-top of 17.

From Rising Stars!

Program Kit II:

- **Supplies**
See *Star Gazer's Guide*, pages 14-15 for the *Galaxy of Gadgetry*.
- **Interest Inventories**
See *Star Gazer's Guide*, pages 10-13.
- **Star Tips**
See *Star Gazer's Guide*, pages 7-9.
- **Multiple Intelligence and STAR TIPS**
See *Star Gazer's Guide*, pages 6-7.
- **Stages for Ages Four through Seven**
See *Star Gazer's Guide*, pages 3-5.
- **Presentation Skills**
See *Mine Time* Tool card.
- **Create a Story**
See *Tale Spin* and *Bedtime Story* cards in the START-up section.
- **Lesson on Shapes**
See *Curriculum Lesson: Shape Up!* Card.

From Rising Stars!

Program Kit III:

- ★ **Teamwork**
See *Teamwork Rules* Section in the *Star Gazer's Guide*.
- ★ **Uses of Music**
See *Magic of Music* Section in the *Star Gazer's Guide*.
- ★ **National Music Standards**
See *Educational Standards* in

the *Star Gazer's Guide*.

- ★ **Tasks for 4-5 year olds**
See *Seasons of Life* section in the *Star Gazer's Guide*.
- ★ **Tasks for 6-7 year olds**
See *Seasons of Life* section in the *Star Gazer's Guide*.
- ★ **Uses of Humor**
See *Humor* Tool card.
- ★ **Finding Things in Common**
See *Synthesis* Tool card.
- ★ **Planning order of tasks**
See *Sequencing* Tool card.
- ★ **Buddy Brainstorming**
See *Buddy Brainstorming* Tool card.

From Creativity through Cooking:

- See recipes in this Rising Stars! book for healthy snack ideas and exciting snacks to make. Take a break during your meetings and create a team snack.

From Universe of Centers:

- See *Music Center: Feel the Beat* pages 30-31.
- See *Place to Ponder Center: Theatrical Center: Who Is It?* pages 52-53
- See *Place to Ponder Center: What If...?* pages 56-57.

Rising Stars! Website: Check out the Rising Stars! website: <http://www.idodi.org> Check out Rising Stars! resources: <http://www.shopdi.org>.

Here are some other books you might enjoy:

- ★ *Imogene's Antlers*, by David Small
- ★ *The Mysterious Tadpole* by Stephen Kellogg
- ★ *George Washington's Cows* by David Small
- ★ *George Washington's Teeth* by Debra Chandra and Madeleine Comora
- ★ *Round is a Mooncake* by Grace Lin