

2019-20 CHALLENGE PREVIEWS

TECHNICAL CHALLENGE



Learning Outcomes: Technical Engineering & Design, Product Development, Theatrical Set Design, Effective Storytelling

Points of Interest

- Create and present a story about how a problem is solved with the use of an invention.
- Integrate an invention artifact to highlight the development process.
- Design and build scenery that shows the impact of solving the problem.
- Include three technical tasks in the design of the scenery.
- Create and present two Team Choice Elements that show off the team's interests, skills areas of strength, and talents.

SCIENTIFIC CHALLENGE



Learning Outcomes: Ecology, Technical Engineering & Design, Theater Arts Skills, Effective Storytelling

Points of Interest

- Research a real species and a real habitat.
- Create and present a story about the first encounter between the species and the habitat.
- Show how the species and the habitat change as a result of the encounter.
- Present the story in theater in the round.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

FINE ARTS CHALLENGE



Learning Outcomes: Photography, Visual Arts Skills, Theater Arts Skills, Effective Storytelling

Points of Interest

- Create and present a story that features an unseen character and its impact on a team-selected photograph.
- Theatrically recreate the photograph during the Presentation.
- Create and present a visual effect that includes a photographic technique.
- Show how the visual effect changes the perspective of one or more characters.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

IMPROVISATIONAL CHALLENGE



Learning Outcomes: Character Development, Improvisational Acting, Sound Design, Effective Storytelling

Points of Interest

- Research super powers and how they are portrayed in comic books, literature, film, and other media.
- Create and present an improvisational skit about a villain who uses a super power to cause an unexpected situation.
- Include a hero who uses an underwhelming power to try to overcome the unexpected situation.
- Enhance the skit with sounds effects.

ENGINEERING CHALLENGE

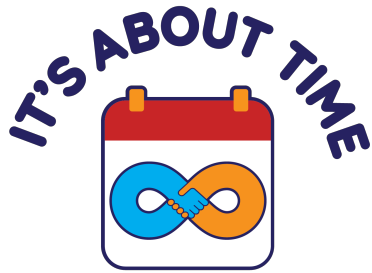


Learning Outcomes: Construction Management, Structural Engineering, Technical Design, Effective Storytelling

Points of Interest

- Design and build a bridge that will be assembled during the Presentation.
- Move weight across the bridge to test its strength.
- Create and present a story about an unexpected connection and its outcome.
- Design and create a set piece that transitions between settings.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

SERVICE LEARNING CHALLENGE



SERVICE LEARNING

Learning Outcomes: Social Entrepreneurship, Project Management, Technical Design, Effective Storytelling

Points of Interest

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story that shows at least one character in a race against time.
- Integrate information about the project into the story.
- Design and build a device that represents time and highlights milestones from the project.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

EARLY LEARNING CHALLENGE



RISING STARS

Learning Outcomes: Engineering & Design, Puppetry, Theater Arts Skills, Effective Storytelling

Points of Interest

- Create and present a play about characters who travel from one planet to another.
- Include something surprising that happens during the trip.
- Design and create a puppet to use in the play.
- Launch team-created rockets during the play.
- Create costumes, props, and scenery to help tell the story.