

# TM2 Training – Project Outreach/Service Learning – **Escape Artists** - Handout

January 12, 2019

Below are some highlights from each section of the Challenge.

Please note that it is important to read and re-read all sections of the Challenge!

## PRIOR TO TOURNAMENT:

The Community Need (page 4, section I.A):

- Any need, any size, must be real

The Project (page 4, section I.B):

- Identify at least **1** goal for the project
- Plan & carry out at least **1** event/activity prior to the tournament
- During the presentation share information about an event or activity that was done
- The team may continue a project started by a team in a previous year (page 4, section I.B.6)

Project Impact (page 5, section I.C):

- After completing least **1** event or activity consider the future of the Project and it's community impact
- Integrate into the presentation information about the future of the Project and how it could impact the community

A Community Partner (page 5, section I.D): is a person who is not a team member or a group with at least one person who is not a team member.

- Team members may be members of a group that is a community partner. A community partner group is not required to have a team member as part of the group.
- Community Partners must not assist with the Presentation.
- The team does not need a community partner

The community need and the success of the Project are **NOT scoring elements**; scores will be based on the scoring criteria of the Challenge. (see *Special Note* page 5)

## AT THE TOURNAMENT:

Story of Escape (page 6, section II.A):

- Create& theatrically present a story about **characters** who attempt an escape (from any location, condition or situation)
- Include at least 1 Project goal
- Integrate information about at least 1 project event/activity
- Integrate information about the future of the Project

Clues (page 7, section II.B):

- Design and create **3** clues, that help the characters in the story, integrate the clues into the story
- Select **two different** clue types from Table 1 (page 7) for Clues A & B, **and** Clue C can be any type from Table 1 or elsewhere

- Clues Types – Technical Method, Visual Art, Performing Art, Project Artifact
- Additional Clues can be included, but will not be scored

Suspense (page 8, section II.C):

- Use storytelling techniques to build suspense about whether the characters will escape
- Characters may or may not escape

Photos & Recordings (page 8, section II.D):

- May be included, must be created by team members even if it incorporate images or sounds from others
- Present a live theatrical Presentation
- If too much is pre-recorded and/or too much of the Presentation includes non-team-created images or sounds, the scores may reflect this

Team Choice Elements (page 9, section III)

- **2 creations** (*unique, not already being evaluate as part of central challenge, has meaningful connection to challenge solution*)

**REMINDERS:**

- Check marks ✓ indicate that the team must explain the element on the tournament data form
- Check page 3 for the time (*8 minutes*) & budget (*\$150*) limits – note *the budget limit applies to items used in the Presentation at Tournament and not to the Project itself*
- Check page 9 for the minimum floor size space (*at least 8 ft x 10 ft*) & the electrical power provision (*one 3-prong outlet*)
- Carefully review the scoring elements on page 10 (*objective & subjective scores*)
  - Central Challenge scores + Team Choice scores + Instant Challenge scores = total score
- Don't forget to review the full Rules of the Road – including interference & safety requirements
- Don't forget to review the general Challenge Clarifications
  - [www.destinationimagination.org/challenge-program/clarifications/escape-artists/](http://www.destinationimagination.org/challenge-program/clarifications/escape-artists/)
- Deadline to submit team specific clarifications to International Challenge Masters (ICM) – **February 15<sup>th</sup>**
- Deadline for MADI scholarship (HS Seniors) is **January 31<sup>st</sup>**
- Please make sure the team brings all copies of **ALL** their paperwork to their tournament!
- **ALL** teams are treated equally at each regional tournament, please note there are different volunteer appraisers at each tournament
- Finally, remember that if it doesn't say you can't then you can; if it says you must then you must!