

Team Manager 2 Training – January 11, 2020

Service Learning Challenge– **It's About Time** - Handout

Below are some highlights from each section of the Challenge.

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

The notes below are just some highlights.

PRIOR TO THE TOURNAMENT:

The Community Need (page 2, section I.A):

- Any need, any size, must be real

Project & Project Timeline (page 3, section I.B):

- Plan and carry out a Project that addresses the team identified community need (I.B.1)
- Identify at least **1** goal for the project (I.B.2)
- Create a Project timeline that includes details about at least 3 Milestones for the Project (I.B.3 & I.B.4)
- The team may choose to continue and expand on any project. The team's Presentation at the Tournament should be based **only** on the Project goals, activities, and decisions the team identifies and carries out for this year's Challenge (I.B.6)

Community Event (page 4, section I.C):

- Plan & carry out at least **1** Community Event **prior** to the team's first tournament (I.C.1)
- Planning meetings and the tournament Presentation are not considered Community Events. (I.C.2)
- The Team is responsible for planning and managing all aspects of the Community Event (I.C.3)
- The Community Event may be held virtually and/or in-person (I.C.5)

Project Evaluation (page 5, section I.D):

- Complete a thorough Project Evaluation (I.D.1)
- The Project Evaluation **must** include how time impacted the Project (*it may also include quantitative data, qualitative data, results of Project, impact of Project, Project successes and opportunities for improvement*) (I.D.2 & I.D.3)

Community Partner (page 6, section I.E): 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.
- The Team must design & create the presentation without help from the Community Partners (*it is **Interference** to accept help from non-team members with the Presentation*).

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 6*)

AT THE TOURNAMENT – THE PROJECT PRESENTATION:

Story (page 7, section II.A):

- Create & theatrically present a story about at least 1 character who is in a Race Against Time (II.A.1)
- Include at least 1 Project goal in the Story (II.A.5)
- Integrate information about the Project timeline into the Story (II.A.6)
- Integrate information about at least 1 Community Event (II.A.7)
- Integrate the Project Evaluation into the Story (including how time impacted the Project) (II.A.8)
- Integrate other information about the Project if the team chooses (*see II.A.9 for examples*)

Milestone Marker (page 8, section II.B):

- Design and create a Milestone Marker (a **single** device that represents time **AND** shows and/or reveals information about at least 3 Milestones from the team's Project (II.B.1)
- Use Technical Methods to initiate, operate, and/or produce the Milestone Marker (using principles of chemistry, computer science, hydraulics, mathematics, engineering or other technical fields) (II.B.2)
- May represent time in any way; may reveal the Milestones in any order or at the same time (II.B.3 & 4)
- Team earns points for the Technical Design & Technical Innovation based on all methods used or attempted during the Presentation (II.B.6)
- Features of Milestone Marker should be visible/audible from 25 feet away (II.B.8)

Photos & Recordings (page 9, section II.C):

- 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 10, section III)

- **2 creations that show off the teams interests, skills, talents** (*should have a meaningful connection to the challenge solution, be unique, and not already be evaluated as part of central challenge*)

OTHER REMINDERS:

- Check marks ✓ indicate that the team must explain the element on the Tournament Data Form
- Check page **1** 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 **11** for the Presentation Area info (floor space *at least 8 ft x 10 ft*) & one *3-prong outlet provided*
- Carefully review the scoring elements on page **12** (*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 rules
- Don't forget to review the general Challenge Clarifications (*none posted as of 12/29/19*)
 - www.destinationimagination.org/challenge-program/clarifications/its-about-time/
- Deadline to submit team specific clarifications to International Challenge Masters (ICM) – **January 31st**
- Deadline for MADI scholarship (HS Seniors) is **January 31st**
- 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!

