

ANONYMOUSLY YOURS 2000-01

A. Introduction

Dear Friend,

Today I leave you a work from my heart. Although we may never meet, you will know me through my work of art. As you explore my life and world, much about me will be revealed. I am pleased you have found my treasure, for now it will live on. Please know that although I leave you this memento to cherish and enjoy, alas I must remain . . .

Anonymously yours . . .

Your team will select a **real work of art** whose creator is unknown, or anonymous. You will then create an original performance that tells the Story of the unknown artist, "Anonymous," and the creation of the work of art you chose. This work might be: a colorful piece of pottery, a poem, a saying, a tune or lullaby, a folk tale, a piece of carefully crafted jewelry, a folk dance, a painting, an unsigned sculpture, or any work of art. "Anonymous" must live or have lived in a country and culture other than where your team lives. Your team will learn about another culture and era as you discover what life was like during the time and in the place in which the work of art you select was most likely created. In addition to the performance, your team will develop a Technical Element that uses only the technology available in the time and place where "Anonymous" lived.

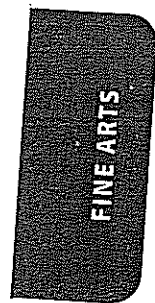
Challenge Requirements:

- Select an anonymous work of art from another culture.
- Research the culture and time period in which the anonymous work of art was created.
- Develop a Technical Element that uses technology available in that culture and time.
- Create a performance that tells the story of "Anonymous," the work of art you chose, and the culture you researched, and incorporated the Technical Element.
- Integrate the use of an Improv Item and three *Side Trips* into the performance.

B. Itinerary:

1. General Rules

- Teams and individuals who make use of this Challenge must hold a 2000-2001 Passport.** The Destination ImagiNation Passport is a license to compete in sanctioned tournaments and/or to use the Destination ImagiNation Team Challenges, *Rules of the Road* and other program materials for educational purposes within your school or organization. All Destination ImagiNation School Program materials are copyrighted. Teams or individuals who use these materials are liable for all legal obligations and must abide by all the rules of competition and safety as stated in the 2000-2001 Team Challenges and *Rules of the Road*.



- b. Each team planning to compete in a sanctioned tournament must REGISTER for that tournament in advance with your Region or Affiliate. If your Program Coordinator has not already received a Tournament Registration Form for Teams, ask your Affiliate Director for the contact person in your Region, State, Province or Country who can provide tournament registration information. A full list of Affiliate Directors is posted on the Destination ImagiNation web site at www.idodi.org.
- c. Teams will be expected to read the *Rules of the Road*, the *Travel Guide for Teams*, and the published Clarifications for this Challenge. The information provided in these resources is binding on all teams. All of these materials can be found on the Destination ImagiNation™ web site at www.idodi.org, or contact your Program Coordinator.
- d. Teams often have questions about the Challenge. These questions are called Clarifications, and Clarifications that impact all teams are listed on the Destination ImagiNation web site. Such Clarifications supersede the written Challenge. ALL TEAMS and Team Managers need to check the listed Clarifications frequently throughout the year. Teams wishing to ask questions will find the Clarification form on the web site and in the *Rules of the Road*.
- e. The time limit for this Challenge is eight minutes. When time begins, all performing team members along with anything the team will use in its presentation must be in the Prep Area. All items scored as part of the Challenge must be presented during the team's eight minute Presentation. Time will be stopped at the end of the team's performance or after exactly eight minutes, whichever comes first.
- f. The total value of the materials used in this performance may not be greater than \$100 (US). The correct method for assessing the value of the materials is addressed in the *Rules of the Road*.
- g. A maximum of seven team members may contribute towards the ideas, development, construction and presentation of the team's solutions. All team members may participate in the team's Presentation.
- h. AC Power will be provided at the edge of the Performance Site. The team must provide any extension cords needed.
- i. The minimum dimensions of the Performance Site will be 8 ft. x 12 ft. (2.44m x 3.66m). When possible, larger performance areas will be provided. However, teams must be prepared to perform in the minimal area specified. No alterations to the Performance Site will be permitted. All props, costumes and other materials the team uses in the performance must be able to fit through a standard doorway.
- j. The configuration of the Performance Site, the type of flooring, and the way the team enters the site will depend on the site location. The team should be prepared to stage its performance from a left or right stage entrance. Teams should practice its set up from both directions.
- k. The team is required to leave the site clean at the end of its Performance. The team must provide its own clean up materials.

2. Central Challenge Details (200 points possible)

- a. The team's Central Challenge is to select an actual unattributed work of art and present a performance that tells the team-created Story of the creator's life and why she or he created that work. "Anonymous" is defined in this Challenge as being the unnamed creator of the work. Story is defined in this Challenge as an account of real or imagined events told by any means (drama, dance, music, etc.).
 - i. The team must choose an actual unattributed work of art on which to base their story of Anonymous. The origins of the piece must be considered "Anonymous," "Unattributed," "Unknown," "Traditional," or lack any signature. Documentation is required. (See 2.d.ii.)
 - ii. The performance must include a clearly identified single human character who is the anonymous artist.
 - iii. "Anonymous" will be scored for authenticity of appearance to the culture, country and time period (1-10 points), and for how convincingly and cleverly the character is portrayed and developed as a distinctive personality (1 to 20 points). Authentic is defined in this Challenge as reasonably conforming to the time period and culture.

- b. **To prepare the solution for this Challenge, the team must research the country, culture, and time period during which "Anonymous" most likely created the work of art your team has chosen.**
 - i. The performance will reflect what the team has learned about a country and culture that is different from their own. The team's portrayal of a different culture from times past or present (but not the future) is an important part of this Challenge solution. **Country** is defined in this Challenge as a nation that is distinguished by its government, culture, language, and/or geography. **Culture** is defined in this Challenge as the behavior, arts, beliefs, institutions, and other products of human work and thought of a particular real, past or present Earth-based community or population.
 - ii. The team will be scored on how clearly and convincingly a feeling of the culture and time period are portrayed and conveyed to the audience (1 to 20 points) and on the creativity of that portrayal (1 to 20 points).
 - iii. Teams may portray the culture and time period through costuming, setting, scenery, acting, music, dance and/or other performance elements.

- c. **The Performance will tell the team-created Story of the life and times of "Anonymous," the creator of the real unattributed work it selects.**
 - i. The Story should be developed with a clear beginning, middle, and end (1 to 15 points).
 - ii. As part of the Story, other characters will interact with "Anonymous." The teamwork, communication, and interaction among team members in the performance will be scored from 1 to 15 points.
 - iii. Teams may earn an additional 1 to 20 points for the impact or overall effectiveness of the Story. This may include scene changes, characterization, acting or performance, style, movement, audibility, music, costumes, makeup, props, or other qualities.

- d. **The Story should also explain the creation of the selected anonymous work of art and include a re-creation of the work.**
 - i. Teams will be awarded 5 points if the work is represented and an additional 1 to 15 points depending on how well the explanation and re-creation are integrated into the performance of the Story.
 - ii. Teams must present **documentation** that their anonymous work of art is indeed anonymous. This may be from any source, primary or secondary, which shows that the work selected is "Anonymous," "Unattributed," "Unknown," "Traditional," or lack any signature. This may take the form of a description or reference in a book or other literary source, a reference from the internet, or written documentation from an artist knowledgeable in that field. The team may also bring a picture or photocopy if the work is a visual art form, but this is optional. See the **Tournament Data Form** at the end of this Challenge.
 - iii. Teams may also present a picture or copy of the anonymous work, if applicable. See the **Tournament Data Form** at the end of this Challenge.

- e. **As part of the performance, the team must demonstrate a team-created Technical Element (0 or 5 points). Technical Element is defined in this Challenge as an element that carries out a task through electrical, mechanical, structural, or any other technological means.**
 - i. The Technical Element must reasonably conform to the technology available to "Anonymous"; that is, technology that was developed before or during the time period when "Anonymous" lived and that was in the use in the culture of "Anonymous" (0 or 10 points).
 - ii. Points will also be awarded on the creativity of the element and the task it performs (1 to 15 points), and on how well it is integrated into the Performance (1 to 10 points).

iii. The team must provide **documentation** to help the Appraisal Team understand the technology of the time and culture. See the **Tournament Data Form** at the end of this Challenge.

f. **The team will integrate an Improv Item into its presentation.**

- i. At the Tournament, each team will be presented with an **Improv Item** that the team members will incorporate into their performance. The purpose of the Improv Item is to challenge team members to think on their feet and improvise with the item during the course of the performance.
- ii. The Improv Items at the Tournament are prepared by the Tournament Director, for each level of Destination ImagiNation Tournament.
- iii. While in the Prep Area prior to the Performance, teams will select a number. The number corresponds to an Improv Item concealed in a bag. The team will not know what item is in the bag, and the bag will be given to them until one minute before the Performance begins.
- iv. One minute prior to the Performance, the team will receive its Improv Item from a tournament official. The Timekeeper will allow the team members exactly one minute to discuss ways in which they can incorporate the item into the Performance. At the end of the minute, the Timekeeper will announce, "You may BEGIN," and the team's eight-minute presentation time begins.
- v. The team will be awarded up to 20 points based on how creatively the item was used during the Performance.

g. **The team must provide an Identification Sign.**

- i. Each team must provide a free-standing Identification Sign (ID Sign) displaying the Team Passport name, Passport Number, and Level. It needs to be approximately 2ft. x 3ft. and **may not be used as a scoring element**.
- ii. This sign will only be used for the purpose of identifying the team that is performing, and will be exempt from cost. The team will not receive a deduction if it does not provide a sign, but identifying itself will assist the Appraisers in distinguishing the team from others competing.

3. Side Trips - (100 points possible)

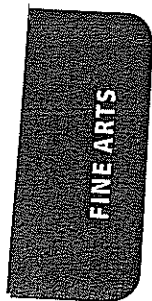
A **Side Trip** is an extra adventure, not on the main itinerary, that is chosen by a traveler based on his or her interests. On side trips the most surprising and memorable moments of a journey often take place. In Destination ImagiNation there are Side Trips too. Together the team will choose where to go!

Our **Side Trips** are based on the widely accepted theory of multiple intelligences, which very simply states that, because people experience the world in many different ways—some are logically and mathematically inclined, some have an extraordinary appreciation of music, and so on—the best educational programs are those that provide students with an opportunity to demonstrate and celebrate their unique ways of knowing and learning about the world.

The Destination ImagiNation **Side Trips** provide a team with three opportunities to showcase their collective "Specialties" – the team members' interests, talents, strengths, and/or skills – for the Appraisers. The team will choose three creative ways in which to do this, in whatever format they choose.

a. **Each Side Trip:**

- i. Is chosen by the team based on its "Specialties." Specialties are defined as the collective skills, talents, strengths and interests of the group.
- ii. Must be a separate object, performance, or item that can be evaluated by itself, and it **must** be presented as part of the team's 8-minute Performance.
- iii. Should highlight or emphasize one of the team's areas of Specialty, and each **Side Trip** must showcase a different Specialty. In other words, the **three Side Trips** must spotlight **three different areas**.



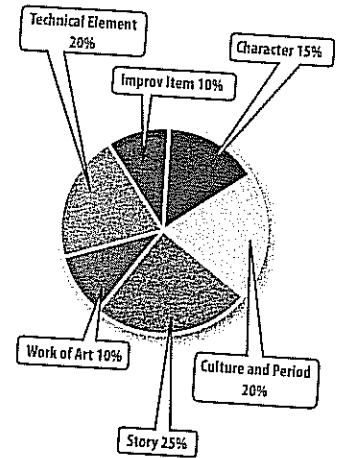
- b. Identifying the Team's Specialties:**
- There are eight areas of Specialty. They are outlined in 3.e.
 - The team should identify its areas of Specialty, then design the *Side Trips* to showcase those areas.
 - A tool that may be used to help a team identify its Specialties has been developed. This tool, called the *Side Trip Specialties Inventory (STSI)*, is a questionnaire each team member can fill out. When the responses of all members are tallied, the team can see in which areas its Specialties lie. The STSI can be found in the *Destination ImagiNation Team Manager Guide*.
 - Use of the STSI is **OPTIONAL**. If a team chooses not to use the Specialties Inventory, the members may use any method they wish to identify their Specialties.
- c. So that Appraisers can quickly and easily identify the team's Side Trips:**
- On the **Tournament Data Form** (printed at the end of this Challenge), the team will list the three areas of Specialty and briefly describe each *Side Trip*.
 - A *Side Trip* may not be an item required in the *Central Challenge* that is already being scored.
 - A *Side Trip* may not be part of an item that is already being scored.
 - A *Side Trip* may be presented at the same time as another *Side Trip* **ONLY IF** both can be easily identified and scored separately. In other words, each *Side Trip* **must be capable of being evaluated as a stand-alone item**. For example, if a team writes a piece of music (**Music Specialty**) and a team member performs an original dance to that music (**Physical Movement Specialty**), Appraisers can easily identify and evaluate each *Side Trip*. Each piece could stand alone and be evaluated on its own merits.
 - A single created item may only count as **ONE Side Trip**. For example, a team member could write a poem that expresses deep inner feelings. The poem could fit under two Specialties: **Intrapersonal** or **Words and Language**. The poem may only be scored once as a *Side Trip* and the team must identify it as one Specialty or the other.
 - The Appraisers may not question the team's categorization of the Specialty.**
- d. Appraising the Side Trips:**
- Each *Side Trip* is worth 25 points.
 - Points are subjective and will be awarded in two areas:
 - The **creativity and originality** of the *Side Trip* (1-15 points), and
 - The **quality and workmanship** that is evident (1-10 points).
 - The team will receive zero points for each *Side Trip* that is missing.
 - The highest score of the three *Side Trips* scores will automatically be doubled by the Number Cruncher. It is not necessary for team to choose which *Side Trip* it would like to have doubled; it will be done for them.
 - The three *Side Trip* scores, plus the doubled score, will be added by the Number Cruncher to produce a score of up to 100 points.
 - As the points are subjective, *Side Trips* cannot be appealed.
- e. Teams may choose from eight areas of Specialty for its Side Trips.** Each area showcases a different type of Specialty. The team will choose **THREE** of these areas based on their unique abilities and create *Side Trips* that show off those Specialties. Below are some samples of Specialties and ways teams can show them off. **These are JUST SOME IDEAS. Teams are not limited to these options. Be CREATIVE!**

SPECIALTY FOR TEAM MEMBERS WHO ARE INTERESTED IN:	SOME SIDE TRIP IDEAS SOME WAYS TO SHOWCASE THIS MIGHT INCLUDE:
Interpersonal: Working in groups; communicating; socializing; caring for others; showing concern; cooperation; etc.	Demonstration of teamwork well beyond what is necessary to solve the Challenge; group harmony; teamwork in manipulation of props; group communication system; extreme collaboration; cooperative project; etc.
Intrapersonal: Exploring their feelings; knowing or understanding themselves and why they do the things they do; understanding their place in the universe; self-awareness; autobiographies; etc.	Developing one or more characters who explore their feelings/thinking/moods/emotions, or assess themselves; writing poetry or music that expresses deep feelings or emotions; etc.
Logic and Mathematics: Logic, mathematics; principles of physics; analyzing, comparing and contrasting; identifying patterns; deciphering codes; reasoning; collecting data; etc.	Use of patterns such as tessellations, codes, mazes, puzzles; use of surveys, tabulations, graphs in performance; use of mathematical principles such as fractions or multiplication; application of principles of physics (machines, technology); use of data, formulas, calculations; etc.
Musical: Singing; playing instruments; listening to music; composing music; music appreciation; etc.	Composing original music; singing and/or harmonizing; creating instruments; playing instruments; use of rhythm and/or percussion; creating vocal sounds or tones, etc.
Nature and Environment: understanding and learning about the natural world; categorizing plants, rocks, animals, etc.; ecology and/or wildlife studies; learning about atmosphere, weather, and/or constellations; etc.	Use of ecological issues in performance; depiction of authentic natural environment, animals, insects, plants, natural habitats, constellations; use of natural resources in Challenge solution; depiction of natural phenomena; etc.
Physical Movement: dancing; physical exercise; acting; working with their hands; martial arts; sports; games involving physical ability; hands on learning; manipulating puppets; etc.	An original dance; physical or gymnastic demonstration; acting out roles; pantomime; use of dramatic bodily movement; construction and/or manipulation of props; etc.
Visual and Spatial: creating visual art; designing; creating pictures, illustrations, drawings, maps; inventing; sculpting; building models; working with color schemes; construction; engineering; creating gadgets; etc.	Sculptures, paintings, posters, mosaics, or other physical works of art; set, scenery, and/or costume design; creating unique and innovative props; creative use of color; innovative uses for ordinary materials; technical design; construction; etc.
Words and Language: working with words, both written and spoken; creative writing; poetry; dramatic readings; debating; telling jokes and stories; playing word games and solving word puzzles; reading and writing plays; etc.	Use of puns, rhymes, poems; use of imagery and colorful words; creating unique and memorable characters; writing and reporting news stories; broadcasts; use of accents; storytelling; presenting a debate on an issue; use of humor; script writing; etc.

C. Scoring Summary

	ELEMENT	POINTS	DETAIL
CENTRAL CHALLENGE			
		200	B
1.	CHARACTER	2-30	B.2.A
	a. Authentic appearance of "Anonymous"	1-10	B.2.a.iii
	b. Character development/distinct personality of "Anonymous"	1-20	B.2.a.iii
2.	CULTURE AND PERIOD	2-40	B.2.B
	a. Culture and time period convincingly portrayed	1-20	B.2.b.ii
	b. Culture and time period portrayed in a creative manner	1-20	B.2.b.ii
3.	STORY	3-50	B.2.C
	a. Coherence of Story/Clear beginning, middle and end	1-15	B.2.c.i
	b. Teamwork, communication, interaction among team members	1-15	B.2.c.ii
	c. Staging/Impact/Overall effectiveness of the Story	1-20	B.2.c.iii
4.	REPRESENTATION OF THE WORK OF ART	1-20	B.2.D
	a. The work of art is present in the performance	0 or 5	B.2.d.i
	b. The work of art is integrated into the performance	1-15	B.2.d.i
5.	TECHNICAL ELEMENT	1-40	B.2.E
	a. Demonstration of Technical Element: Does it work?	0 or 5	B.2.e
	b. Technical Element conforms to time period and culture	0 or 10	B.2.e.i
	c. Creativity of the Technical Element	1-15	B.2.e.ii
	d. Effectiveness of the element's integration into the performance	1-10	B.2.e.ii
6.	IMPROV ITEM	1-20	B.2.F
	Creative use of the Improv Item	1-20	B.2.f.v

Central Challenge Scoring at a Glance



FINE ARTS

SIDE TRIPS			
		4-100	B.3
1.	SIDE TRIP 1,2,3	1-25 EACH	B.3.D
	a. Creativity and Originality	1-15	B.3.d.ii
	b. Quality, Workmanship, or Effort that is evident	1-10	B.3.d.ii
2.	DOUBLED SIDE TRIP	2-25	B.3.D:IV
	(The Side Trip receiving the highest number of points will automatically be doubled by the Number Cruncher. Teams do NOT need to indicate which Side Trip they would like doubled.)	Up to 15	B.3.d.iv