

Rising Stars! Team Challenge: A Surprise Trip (Tips & Tricks)

This Challenge is a framework. Start with the essence and allow the kids to explore, dream, imagine, pretend, create, try, and elaborate upon the framework. This allows them to make their solution different from all others. Let's begin with the Challenge and allow the kids to elaborate and take off on their own. The sky is the limit and they can become the Rising Stars! in the sky.

Some solutions are simple and some are more complex, depending on the abilities, ages, and time restraints of the team members. The younger teams tend to have less sophisticated solutions and the older teams tend to have more sophisticated solutions. Teams start with the same Challenge but make it "their own" by elaborating upon the basic Elements.

The Rising Stars! Challenge is for children approximately 4-7 years old. As all Team Managers (and teachers) know, the solutions depend on many things. Some teams can afford to spend a lot of time on the challenge while others will choose to do it in a few weeks. Some teams have experienced team members and their solutions may differ from first-time team members. The age, behavioral abilities, and mental abilities of teams can also determine how the solutions unfold.

Here are some thoughts on looking at this Challenge. The Challenge is written in a clear, crisp, concise manner for young children's understanding. It is a framework. In the Challenge, no matter if the team works on it a few weeks or a few months, **they need to have the following Elements:**

1. Characters who are going on an adventure
2. Something happens that causes a detour
3. A Make-believe Place in the play
4. A Critter who speaks only in Rhyme
5. To use at least 3 boxes

For teams that are very young and inexperienced, they will have those Elements in a simple performance. For teams whom are going to work on this for months, they will have those Elements but the Elements themselves will be more elaborate, and perhaps the Challenge will provide lots of learning and opportunities for exploration and fun. It's a great Challenge that all of the kids covered in that age group will embrace if given the chance.

Here are some questions that may help teams see how to make this challenge more complex...if that is what they desire: **Start asking probing questions like:**

1. In what ways might we create memorable characters?
2. How might we design a creative Critter?
3. Generate lists of Make-Believe Places.
4. What does our Critter look like, move like?
5. Where might we go on our Detour? (List 30 different places)
6. List ways we might use the boxes.

Go through each of the Side Trips. What talents can the team display? **How might your team members elaborate upon the**

1. Costumes
2. Scenery
3. Props
4. What might we do with music? Etc.

(Compiled from DINI List Postings)