

VERBAL PROBLEM: **BASIC ART**

A. *When the team enters the room, tell them "This is a verbal problem. You have 1 minute to select the team members who will compete. The other team members must sit in these chairs and watch (indicate seats) or may leave the room. They may not participate in any way. (Allow the team 1 minute to decide.)"*

B. JUDGE READS TO TEAM: *(do not read items in italics)*

- (1) In front of you are 12 basic drawings representing the type of art found in cave paintings.
- (2) You will have 2 minutes to think, and 3 minutes to respond.
- (3) You will take turns in sequence, beginning with *(judge indicates which team member will begin)* and going in a clockwise directions. *(Judge indicates direction the teams' responses should go.)*
- (4) You may not talk to each other at any time. You may ask questions of the judge, but time will continue.
- (5) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge asks you to repeat your answer or to clarify your answer, or to give a more appropriate response.
- (6) You may not skip your turn nor pass. If one member of the team is stuck, the team is stuck.
- (7) You are to pick up one of the drawings when you give your response, show it to the judges, and place it back in the center of the table after you respond.
- (8) Your Problem Is: You are to tell a story or tale as if you were using these drawings on the side of a cave to tell a story to other people who see the drawings. You may use the drawings in any order and may use them as many times as you wish. However, each team member's response must include all or some part of one of the drawings in the answer and should continue the tale in some way.
- (9) You will receive score as follows:
 - Common responses will receive 1 point each
 - Creative responses will receive 3 points each
 - Overall creativity of the story will receive 1-20 points

(Repeat #8, "Your Problem Is..." then begin two minutes thinking time.)

FOR JUDGES ONLY:

Before the team enters the room, reproduce the drawings below and cut them into 12 separate drawings. For use by several teams, these should be laminated.

If a team member fails to pick up a drawing and hold it up when giving a response, tell him/her, "You must choose a drawing and show it to the judges."

Common responses: Common responses will generally be anything that relates to a drawing exactly as it is shown. For example, "the sun was shining," "the man ran to the tree," "two buffalo were in the meadow," etc.

Creative responses: Creative responses will generally be ones that make a further connection beyond the actual picture, involve humor, plays on words, unusually meanings or uses of words, etc. For example, "Her son got out of bed" (for "sun" picture), or "Wild horses couldn't drag me out of bed that day" (for "horse" picture), or "This is what the ink blob Rorschach showed me looked like" (for any picture), or "We signed a Treaty" (for "tree" picture.)

Keep in mind that the story does NOT have to be prehistoric; the story may change direction; and the story does not necessarily need a plot. However, creativity points for the story will probably be higher if there is a theme and some creative direction.



