

Spontaneous Problem: "Story Time"

A. When the team enters the room, tell them, "This is a Combination Hands-on / Verbal problem. In an actual tournament you would have one minute to select five team members to compete. The others would leave or stay to watch but could not assist and must sit in seats away from the table. If they stayed in the room, they could not assist in solving the problem and could not talk at ANY time." *Note To Judge: All team members can participate in the Spontaneous Fair.*

B. JUDGE READS TO TEAM:

1. You will have 2 minutes to think, and 4 minutes to respond. You may ask questions at any time, but the clock will continue. During think time you may talk to each other and examine the dice. You may not talk to each other during response time.

2. Your team is to take turns in sequence. You may not skip your turn or repeat or pass.

3. Once the time begins, it will not be stopped. If the judge asks you to repeat a response, to clarify, or to give another response, time will continue. Speak loudly and clearly.

4. **Your problem is to continue telling a story.** There are three dice on the table in front of you that have a picture on each side. When it is your turn, roll **ONE** of the dice, then continue the story, saying something about the picture that you rolled. For example, the first person might roll the picture of a fish and say, "A fish swam in a river." The next person might roll the picture of a tree and say, "There was a tree next to that river." Be sure to continue your story.

5. You will receive 1 point for each common response. Creative or humorous responses will receive 4 points. You will receive an additional 1-15 points for the overall creativity of your story, and 1-15 points for teamwork.

[Judges: Say "Once again..." then repeat #4 & #5, then begin think time.]

C. FOR JUDGES ONLY

1. Examples of common responses might include:

"There was a [whatever was rolled] there."

"Then they saw a [whatever was rolled]."

2. Examples of creative responses might include:

The first person rolls the image of a clock and says "Once upon a TIME..."

Team Copy

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Notes for Coaches Only

This problem may alternatively be done without the initial think time, or with one minute of think time not allowing the teammates to talk to each other. It changes the dynamic of the problem.

These are some of the important items from the discussion periods following this problem at the 2011 Spontaneous Fair.

1. The cubes used for these problem are [Rory's Story Cubes](https://www.scifigenre.com/itemDetail.aspx?nItemID=84835).
2. Why should you do during think time? How do you take advantage of the fact that you can talk to each other? One suggestion is to make sure everyone understands/agrees what each image on the dice represents. You could also work out a strategy for sharing the dice. How do you think about a story when it is so dependent on what your roll? Perhaps you could think about and agree on story elements like main character, setting, villain, or dilemma to introduce.
3. Your teamwork score may be influenced by everything you do once you walk in the room, even deciding where to sit. How well you listen to each other and how well you react to each other's ideas and answers is a big component of the teamwork score for this type of problem.
4. Since there are 4 points for a creative or humorous answer plus 1-15 points for the creativity of your story, it's a good idea to make your answers creative. One way to make your answers more humorous without taking much extra time is to use a funny voice or a silly accent, make hand, arm, or head motions to go with what you say, or even sing an answer or say it in rhyme (think Dr. Seuss).
5. Be able to realize when you're slowing down and have hit a dull spot - you might want to go off on a tangent, or deliberately pick a different die to roll. Always be prepared for the person in front of you to go off on a tangent and have the germ of another theme in the back of your mind. To get highest points for overall creativity, eventually tie your new theme back in to the original one.
6. Try to avoid just saying what is on the die. "And then she saw a turtle." ... "And then there was a tall building." These are likely to be considered common.
7. Be aware of the time remaining. Maybe have someone wear a watch. See if you can make your story come to an ending around the time when time runs out.
8. How can you reduce "wasted time?" Make sure you have a die in your hand already shaken ready for a quick roll when your turn starts. Ask the judge during think time if you can roll during the turn of the person in front of you. Decide beforehand who goes first, if the judges don't tell you.