

**Here are a few more notes to help you understand how it works. Students bring a Competition Kit to each meet:**



The Competition Kit is used in all three events, and must include *only* all of the following:

1. One 8-marker set of standard-color, widetip markers or Bingo dabbers in red, blue, orange, yellow, black, purple, brown and green, plus one highlighter marker;
2. A 1/2-inch-thick stack of scratch paper and six pencils;
3. Two roles each, masking tape and transparent tape;
4. Two pairs of scissors; and
5. Nametags, 2x4" to 12x12", to which their team letter may be attached.
6. Two standard paperback dictionaries

Competition kit items may be used during P.A.R.T.Y. in a Box preparation, but not during the show itself.

**Every team brings a few items** to each meet to disseminate, potluck-style, to use as backdrop, costume and prop pieces. Items from aluminum pie plates to garlands and washed-out milk jugs become part of the fun! Then they show up in the "P.A.R.T.Y. in a Box" round. By the way, P.A.R.T.Y. stands for "Planning, Assembly and Re-enactment Theater [is] Yours!" They always bring a 10-ream photocopy paper box and lid, too—so it's "...in a box."

**The entire Program Manual** is available to read and download online. Check out how USAT facilitators handle responses with "Caution Comments" and teach such social skills as soft assertions and accepting discipline and consequences. The real goal is personal growth.

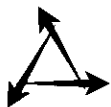
Thank you for taking a look at this unique, worthwhile program. I hope you'll see that it would benefit some of the students in your district. Let us help you get started!

Sincerely,

Peggy Sheldon, president  
952-934-1438

Amy Trombley, MN State Coordinator  
320-420-0600

*Questions start on the next page....*



## Mind Sprint #1 Overheard

State Tournament  
April 17, 2010

**QUICK SET-UP:** You may wish to put five desks in a circle; or choose a place for the students to stand in a circle. You'll be reading and timing, as well as scoring, so find yourself a comfortable place from which to score and time this event. Note that there are 15 phrases on the back of this sheet, which must be used to conduct the Mind Sprint. Remember to use the general rules as set forth in the Program Manual. You're ready!

**OBJECTIVE:** To give students a problem which challenges their creative thinking skills, and helps them empathize with the person who comes after them.

**Conducting the Mind Sprint:** [Make sure the team entering the room is the scheduled team. Then say,] I have a list of phrases on this sheet. If you overheard them, you'd probably want to know why the speaker said what they did. When I read the phrase, you are to begin taking turns in a circle, making up a story to tell what was said or done right before or after the phrase was overheard, or why the phrase was spoken. When it's your turn, you must provide a *full sentence* to advance the story. Let's practice. If I said, "That's it! Now you're grounded!", what could you say, taking turns, that would follow that comment? [Allow the team to go in a circle, each making a comment, or adding to the story, until all team members have spoken. The shot clock may be invoked, if necessary. Remind students that their responses must be **full sentences**. Then say:] Let's do it again. By the way, humorous, creative and unusual reasons get double point values. And the object is to build upon what the person before you says. Now, make up a different story. Base it on overhearing this: "And then he died. And do you know why?!" [Allow the team to do a second round. The shot clock may be invoked, if necessary.] Some of these are hard to be funny about; but can you see how different—and creative—it would have been if you had made the dead guy a raccoon or an alien creature instead of a woman or boy? You get the idea. Remember, you'll earn 25 to 50 points for each story you *all* tell after the statement is read. If one of you is stuck, we'll invoke the shot clock after 15 seconds; then the team may keep going. However, if fewer of you participate, you'll only get either five or ten points per response, because I'm really giving out points for each response per team member. Any questions? [Answer a few, then say:] You have seven minutes to answer 15 phrases, so take a little time to prepare your answers, if you'd like, as we go around the circle. Even if I say that you may pass after 15 seconds, you don't have to. Here's the first one. [Give all of them, in order, until the team has done all 15, or as many as time allows, if they're too slow to get through all 15.]

**Scoring:** Every round in which all five students participate is worth 25 points. If fewer students answer, subtract 5 points per student, per round. **Teams of fewer than 5 students must have someone answer twice.** You may discuss that with the team beforehand, as they are *not* to be penalized for missing team members in *this* Mind Sprint. Feel free to double funny, unusual and/or creative answers. Try to be consistent about this; score their creativity liberally. Please use Caution Comments, and allow students to provide acceptable answers after having been warned—even if it takes more than one attempt.

As you tabulate scores as described above, **please watch for any student or team that exhibits outstanding creativity, as this person or team is eligible for the Mary Ann Berdan Creativity Award.** (If so, please bring it to the attention of the Host/Facilitator.) We should be awarding these to encourage positive risk-taking among these champion-caliber students!

Also, kindly return any moved equipment for the classroom teacher, and turn the materials back to the Host/Facilitator, as they become the property of the hosting school at the conclusion of today's Meet. Thank you for running this Mind Sprint today!

## *Mind Sprint #1*

### *Overheard*

Use these 15 phrases to conduct the Mind Sprint:

1. If we wait until they leave, we can sneak it in. Just sit tight.
2. He'll never live it down. What will you do?
3. Oh, no! It has sprung a leak!
4. But if you walk away now, you'll miss it. You can't afford to take that chance!
5. That tunnel is the key.
6. She said she'd never do it again. I don't believe her.
7. How can that be? We took every precaution!
8. Both a cat and a hamster? That's just not possible.
9. That gauge is acting funny. Should we tell the others?
10. They awarded me the prize. Don't tell anyone about the cheating!
11. He gave me the answer. We're the only ones who know.
12. Do you smell something funny?
13. Let's get out of here before it gets worse!
14. Everybody else will look at the lake. We can get there if we hurry.
15. They abandoned the twins. And then do you know what they said?



## Mind Sprint #2 Soft or Orange?

State Tournament  
April 17, 2010

**QUICK SET-UP:** Find the card sheets and separate them into 30 cards. Obtain a ball from the Host/Facilitator for the students to bounce during the relay portion of the Mind Sprint. Decide how you'll indicate the "starting line" in the classroom, and mark it. Decide where to position yourself so you may time this event. Locate the score sheet and a pen or pencil. You're ready!

**OBJECTIVE:** To give students a problem which requires quick, divergent thinking, fluency and conciseness, while maintaining team camaraderie and attentiveness.

**Conducting the Mind Sprint:** [Make sure the team entering the room is the scheduled team. Then say,] I've prepared a pile of cards for you which contain names of items. It's your job to bounce a ball to the pile, which I've placed [on this desk, on this ledge, etc.], then to describe these items which are--or can be--either soft or orange, so that your team can guess what they are. Note that some things, such as a towel, could be either soft or orange, but don't have to be either. You may give as much information as you'd like, as long as you don't say any of the words on the card. You must bounce the ball back to the next person on your team, taking turns from behind the line until all 30 cards have been drawn, or until eight minutes has elapsed. Any questions? [Answer them; then have them line up.] You may begin!

**Scoring:** Watch the time so that the team doesn't run beyond the time allotted for this Mind Sprint. When eight minutes is up, the team may make one last guess, if clues have been given. (Use your discretion, and be fair and equal to all teams, by asking the clue giver to turn their back on the team, then informing them, "Time is up and you, as a team, may make one last guess." That way, the clue giver can't encourage the person who might have spoken the correct answer.) Each card is worth five points. Remember to invoke the shot clock, if necessary; but remember, too, that it's at the discretion of the student to pass.

As you tabulate scores as described above, **please watch for any student or team that exhibits outstanding creativity, as this person or team may be eligible for the Mary Ann Berdan Creativity Award.** (If so, please bring it to the attention of the Host/Facilitator.) We should be awarding these at every Round Robin this year, to encourage positive risk-taking among these students!

Also, kindly return any moved equipment for the classroom teacher, and turn the materials back to the Host/Facilitator, as they become the property of the hosting school at the conclusion of today's Meet. Thank you for running this Mind Sprint today!

**Cards:** Bubble gum, Volkswagen beetle, canned dog food, popsicle, sunset, rotten peach, pine needles, tiger lilies, airport alert level, lamp shade, rusty nail, moonlight, new blanket, whisper, cat fur, lullaby, Pippi Longstocking's hair, snowfall, fuzzy photo, marmalade, mashed potatoes, bedroom carpet, gum drop, shopping bag, life jacket, perfect airplane landing, sewing kit, traffic cone, cooked spaghetti, teddy bear.