

ENTRY LEVEL

VENDING MACHINE

Focus

Innovation and design process, technical design and construction, improvisational acting, story development, theater arts, teamwork.

Challenge

Your **TASK** is to build something unusual you could get from a vending machine and then to present a **PERFORMANCE** in which someone buys something from a vending machine.

For the purpose of this challenge, a “vending machine” is a machine in which a person puts money in order to buy something.

Time

You will have up to 5 minutes to use your **IMAGINATION** and **PROBLEM SOLVING SKILLS** to build something unusual you could get from a vending machine and to plan and practice your **PERFORMANCE**. You will then have up to 2 minutes to present your **PERFORMANCE**.

The Scene

It seems that you can buy almost anything in a vending machine these days!

- **Part One (5 minutes):** Use the materials to build something unusual you could get from a vending machine. You may also use Part One to plan and practice your **PERFORMANCE**.
- **Part Two (2 minutes):** Present your **PERFORMANCE**. During your skit, you should show how someone buys something from a vending machine.

Materials

1 Sheet of Newspaper	3 Index Cards	4 Mailing Labels
3 Chenille Sticks (Pipe Cleaners)	2 Rubber Bands	4 Paper Clips
8 Colored Markers	1 Pair of Scissors	4 Feathers
2 Coffee Stirrers		

The markers and scissors may NOT be damaged and may NOT be part of your creation. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You Will Receive

- 10 points if your **PERFORMANCE** has a beginning, a middle and an end.
- 10 points if you show someone buying your creation in your **PERFORMANCE**.
- 10 points if you show someone using your creation in your **PERFORMANCE**.
- Up to 20 points for the creativity of your unusual product.
- Up to 30 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.