

Motivation to Learn Begins with a Problem!

Creative Pursuit 2018-2019

“HISTARTTICAL”



A team of 4–5 students will document an important historical event in their grade-level curriculum and decide how they will artistically record and preserve the historical event through an original and visually powerful art project or monument.

The Creative Pursuit Challenge includes three parts:

- Creative Pursuit Problem (Product)
 - Two Impromptu Problems
 - An Original Presentation
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- ❖ Creative Pursuit is a wonderful way to implement the core curriculum. The core recommends that students are involved in a project that promotes critical thinking.
 - ❖ Creative Pursuit guides students to a deeper understanding of meaningful content.
 - ❖ Creative Pursuit involves the 21st readiness skills of communication, collaboration, and critical thinking/problem solving.

Creative Pursuit Competition, 3rd – 6th Grades

Division 1: 3rd & 4th Grades ~ Division 2: 5th & 6th Grades

During the 2018-2019 school year, the Gifted and Talented Department will support school site Creative Pursuit competitions with judging help, ribbons, and trophies.

Please contact Rebecca Smith if your school is interested in this option. (rebecca.smith@jordandistrict.org, 801-567-8368)



Creative Pursuit is designed to challenge students to exercise their higher-level thinking skills of memory, understanding, application and analysis, evaluation, and creativity.

In the HistARTical challenge, students will become *experts by conducting research* to learn about an historical event in their grade-level curriculum that had a significant impact on people.

Important Guidelines for the HistARTical Project

- To solve this challenge, the Creative Pursuit team will create a way to document an historical event in their grade-level curriculum through an art project or monument creation, in an art medium of their choice.
- The art project or monument must represent an historical event in their grade-level curriculum that had a significant impact on people.
- Students will investigate and research the historical event they choose.
 - The event can be positive or tragic in nature.
- Guiding questions for the project and product may include:
 - What are some well-known monuments? Why were they created?
 - What criteria should be used to determine if a monument should be developed?
 - What message(s) do you want your art project to communicate about the historical event?
 - How can the art project or monument relay the intent of the message, even without words?
 - What specific materials and imagery will it include?
 - All monuments have a plaque with a few words. What words will you use to describe the basic information of your monument?
 - Who is the audience for your art project or monument?
 - Where will the monument be placed? (Museum, government building, outside, etc.)
 - What materials might you use that would not fade over time if you were creating an actual art project or monument?
- The team should determine a creative and/or poetic name their art project or monument, and also short summary of the event (as would be found beside a monument or historical piece of art).
 - **This title and information should be placed on a “plaque.”**
 - The “plaque” can be a part of the art project or monument, or on something that is placed beside the product.
 - Students should also include their names on the plaque as the creators of the art project or monument.

- The art project or monument must be portable and able to move without falling apart.
 - There is a 3ft x 3ft size limit on the art product and monument.
- Students should be creative in planning, designing, and displaying their product! They can use any materials they choose such as clay, wood, stone, paper, or molding materials.
 - However, the product must also incorporate five **recyclable items** such as paper towel rolls, cans, newspapers, cardboard boxes, etc.
- The team may not use or incorporate commercially produced materials related to the event or any commercially produced devices in general.
- All workmanship on the product must be the work of the Creative Pursuit team of 4-5 students.
 - The team members must participate equally.
- The team may have help proofreading (pointing out errors of grammar, spelling, punctuation, etc.) but cannot have help writing, changing wording or ideas, or revising. The team must design, create, and construct the art project or monument on their own.
- The cost of the materials for the entire project may not exceed \$15.00. If materials are used from home, rate the price as if they were to be sold at a yard sale. Standard school materials need not be accounted for in this budget. Examples of these are poster board, crayons, glue, and tape.

Product Competition Rubric

Team Name:

Product Specifications	Maximum Points	Points Earned
The product includes a plaque or other similar notation that includes an appropriate title, a short summary of the product, and the names of its creators.	25	
The product creatively and uniquely captures the importance of an historical event that had a significant impact on people and is related to grade-level curriculum.	100	
The product is within the size limits and shows a sound quality of construction. It can be moved without breaking.	15	
The product design includes five recycled items	15	
Materials used to create the product do not exceed \$15.00. Budget form is included.	15	
An annotated bibliography with at least three sources for research is complete and included alongside product.	15	
All team members equally contributed to the product.	15	
Total:	200	

Creative Pursuit Budget Form

Name of Team: _____ Grade(s): _____

School: _____ Coach: _____

Budget for the Product:

Item	Cost
Total:	

Remember donated items must be pro-rated as if they were in a yard sale.

The presentation was created without adult ideas, intervention, or craftsmanship.

Signature of Coach/Coaches: _____

Presentation Specifications

- Each team will have a maximum of **three minutes** to make a unique presentation using basic dramatic skills to highlight the product.
- Each team will have exactly **one minute** to set up scenery and props with no assistance from parents/coaches. After one minute, the presentation must be ready to begin.
- All members (4 or 5) of your team must be involved in the presentation.
- Presentations must be the original and creative work of the students. Coaches need to encourage and guide students, **without imposing their own viewpoint.**
- All props, costumes, and scenery must be student-made, using only the designated items. Points will be awarded for using these items in a unique and creative way. No sewing machine may be used to prepare for the presentation.
- Students are encouraged to **use all the materials** to make props in clever and unique ways.
- A chair and small table will be provided. A standing microphone will also be available if the competition is in a larger area.
- There are 100 points possible for the presentation (see judging form).
- Your product must be highlighted in your presentation and an effort made to convince the audience of its importance.

❖ 2 bed sheets	❖ 1 container	❖ 2 rolls paper towel/tubes
❖ 2 trash bags	❖ 1 roll aluminum foil	❖ a plastic milk container
❖ paint/chalk	❖ paper	❖ a shower curtain
❖ 4 paper bags	❖ 20 feet of butcher paper	❖ students' everyday clothes
❖ staples/stapler	❖ marking pens/crayons	❖ 4 pieces of poster paper
❖ 25 safety pins	❖ 1 skein of yarn	❖ needle/thread
❖ broom	❖ glue/scissors	❖ craft sticks
❖ 2 boxes, any size	❖ tape	❖ chair & table (provided)

- ❖ If a costume is used, it must be the students' own making.
- ❖ Remember, no sewing machine may be used.

Presentation Rubric

Presentation Criteria	Maximum	Earned
Original presentation that shows creativity and uniqueness.	25	
Appropriate and creative use of materials for costumes, scenery, and props.	25	
Presentation highlights the product in a unique way and convinces audience of its excellence.	25	
Quality of Presentation: <ul style="list-style-type: none"> • Audible / clear • Faces audience / use of space • Vocal expressions / physical gestures • Well-rehearsed / lines memorized. 	15	
All team members participated.	5	
Set-up and presentation completed without assistance from adults and done in one minute.	5	
Total:	100	

Please remember the team cannot use ANYTHING that is not on the list below!

❖ 2 bed sheets	❖ 1 container	❖ 2 rolls paper towel/tubes
❖ 2 trash bags	❖ 1 roll aluminum foil	❖ a plastic milk container
❖ paint/chalk	❖ paper	❖ a shower curtain
❖ 4 paper bags	❖ 20 feet of butcher paper	❖ students' everyday clothes
❖ staples/stapler	❖ marking pens/crayons	❖ 4 pieces of poster board
❖ 25 safety pins	❖ 1 skein of yarn	❖ needle/thread
❖ broom	❖ glue/scissors	❖ chair & table (provided)
❖ 2 boxes any size	❖ tape	❖ craft sticks

- ❖ If a costume is used, it must be the students' own making.
- ❖ Remember, no sewing machine may be used.

Please note:

- ❖ Points will be deducted if items are used that are not on the list above.
- ❖ Please do not purchase matching t-shirts or any other commercially produced clothing.

Presentation Items

Please mark any of the following items used and what they were used for.

We are looking for creative uses of the following materials!

sheets(s) (up to 2)	_____
yarn (up to one skein)	_____
2 plastic garbage bags	_____
markers	_____
safety pins (up to 25)	_____
poster board (up to 6)	_____
1 roll aluminum foil	_____
paper	_____
4 paper bags	_____
paint or chalk	_____
chair	_____
10 pipe cleaners/craft sticks	_____
crayons (one box)	_____
tape (transparent & masking)	_____
scissors	_____
needle	_____
thread	_____
stapler & staples	_____
broom (one)	_____
20 ft. butcher paper	_____
glue	_____
2 boxes	_____
commonly worn student clothing	_____
1 container	_____

Please note that commonly worn clothing may not be purchased for the sole purpose of Creative Pursuit (no matching t-shirts, no matching hats, etc.).

Coach's Signature: _____

**Bring this form to the Creative Pursuit Bowl!
If forgotten, you will need to complete another form at the event.**

Verbal Prompt Rubric

Many (Number of items not repeated)

Number	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	Total
Points	1	2	3	4	5	6	7	8	9	10	12	14	16	18	20	

Varied (Number of categories)

Number	2	4	6	8	10	Total
Points	2	4	6	8	10	

Unusual (Original and unique answers)

Number	0	1	2	3	4	5	6	7	Total
Points	0	3	6	9	12	15	18	20	

Verbal prompt points possible 50:

Total: _____

Visual Prompt Rubric

Many (Number of items not repeated)

Number	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	Total
Points	1	2	3	4	5	6	7	8	9	10	12	14	16	18	20	

Varied (Number of categories)

Number	2	4	6	8	10	Total
Points	2	4	6	8	10	

Unusual (Original and unique answers)

Number	0	1	2	3	4	5	6	7	Total
Points	0	3	6	9	12	15	18	20	

Visual Prompt Points Possible 50:

Total: _____

Suggested Categories for Impromptu

Accessories

Animals or Parts of Animals

Apparel

Appliances

Art & Material

Beverages

Buildings

Body Parts

Books & Library Materials

Chemicals

Containers

Dishes

Entertainment

Feelings

Fire

Fish & Water Mammals

Food

Furniture

Games

Gatherings

Geography

Geometric Shapes

Charts & Graphs

Health

Heavenly Bodies

Holidays

School & Office Supplies

Science & Lab Equipment

Signs & Symbols

Spices

Sports & Playground Equipment

Supernatural Beings

Time, Timepieces

Tools

Toys

Transportation

Weather

Impromptu Prompts and Practice Ideas

(Please see the *Creative Pursuit Training Manual* for more ideas.)

Think of the many, varied, and unusual:

- Things a gardener would use
- Things you would see in a circus
- Things you would see on a camping trip
- Places you could read a book
- Things that have wheels
- Things that might be found in a witch's brewing pot
- Kinds of transportation
- Food that a baby could eat
- Toys that kids would want for a present
- Things you might find in a junk drawer
- Ways you can be a friend
- Ways to stay healthy
- Ideas that describe Spring
- Things you can find outside
- Things you might see outside of your window
- Things to do in the summer, or in other seasons
- Things to like about school
- Things to do in your free time

Visual Impromptu Prompts

List the many, varied, and unusual things this could be or be a part of:



Coaching a Creative Pursuit Team

The coach of a Creative Pursuit Team is the facilitator/mentor of the team, instructing students in the creative process, providing direction, feedback, support, and guidance. Coaching a Creative Pursuit Team provides students with a valuable experience, which can be likened to the work of a product development team in a business setting. These are a few of the skills that teams will learn:

- ❖ To generate ideas quickly
- ❖ To use persuasive techniques
- ❖ To use dramatic expression
- ❖ To work cooperatively in a group
- ❖ To elaborate upon ideas
- ❖ To generate unique ideas
- ❖ To use the creative processes
- ❖ To plan and organize
- ❖ To use research skills to locate important information
- ❖ To identify the main idea and select key elements
- ❖ To effectively convey the meaning of their message
- ❖ To develop a solution in the form of a theatrical presentation
- ❖ To write scripts that include setting, characters, and plot with an organized sequence of events

The Role of the Coach

A coach facilitates the team of students in the creative process. The coach helps their team by:

- ❖ Providing a safe place to work
- ❖ Suggesting organizational strategies
- ❖ Creating a timeline for completing projects
- ❖ Writing down ideas
- ❖ Asking questions for clarification of ideas
- ❖ Gathering materials
- ❖ Encouraging decision-making
- ❖ Helping teams stay focused

Coaches are encouraged to work as mentors with teams to provide direction, feedback, support, and guidance. The product and presentation however, must come from the ideas and the work of the students.

Getting started:

1. Obtain a copy of the current ***Creative Pursuit Packet*** that outlines the current year's task.
2. Gather names and phone numbers of students of the team and call their parents to discuss possible meeting schedules and arrangements.
3. Organize the meeting schedule and distribute to all team members.

Information for the Coach

A Creative Pursuit Team is faced with three tasks:

1. To invent a new product
2. To design a presentation that highlights their product
3. To brainstorm ideas (impromptu)

The invention of the product and creation of the presentation are completed prior to the school or district bowl, where they are presented for evaluation. Teams should practice the impromptu task several times prior to the bowl. Teams will respond to two, timed, impromptu problems at the bowl. The two impromptu events will be judged and used as part of their total score.

Product Invention:

Each year students are presented with a problem to solve. Working in teams of 4-5, they work together to create or invent a product. Specifications are outlined in the ***Creative Pursuit Packet*** with give specific parameters in the development of the product.

Presentation:

Teams are given three minutes to present a skit that sells the importance of the product or idea they have developed. The materials students may use in the presentation are limited to a list of specific items, which are listed in the ***Creative Pursuit Packet***. Judges look for how the teams creatively use the materials in the development of the skit.

Impromptu:

Teams are given two impromptu problems at the bowl. One is verbal and one is visual. The task is for each student to:

- Generate many ideas
- Generate ideas from a variety of categories
- Generate unusual ideas that other groups do not think of

Students will be given **one minute** of quiet time to generate ideas and **two and one-half minutes** to respond. The coach acts as the scribe, writing down the responses. Ideas for both verbal and visual prompts are found within this packet and also in the training manual.