

Verbal Hands – On Fun Toys

1. This is a two-part problem. In Part I, you will have 2 minutes to think and prepare your solutions. You may ask the judges questions, however, time will continue. You may talk to each other in Part I.
2. In Part I, each team member will use the plastic pieces to make a shape and place it near their seat number.
3. In Part II, you will have 3 minutes to give responses about the created shapes.
4. You will receive 1 point for each common response and 5 points for each creative response. This will be a subjective opinion of the judge and the judge's decision is final.
5. To start Part II, the judge will turn over the first flip card and the person who matches that seat number will give a response about any of the shapes. Then that person will flip over the next card and the person who matches that seat number will give a response about any of the shapes, and so on.

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Judging instructions:

1. Put building parts in the center of the table to start Part I.
2. Let them know when 10 seconds remain in Part I.
3. Make sure that the numbers on the table can still be seen/read to start Part II.

Things to coach them on:

1. Remind them that creative answers score better.
2. Encourage them to stay close to the card flipper so less time is wasted between turns (flipper should remain in center of table, not be passed around).
3. Basic verbal strategies can be used: make things bigger, or smaller, used for purpose other than intended, if used in the garage, kitchen, back-up category, if viewed from an animal's perspective, related to current events, food, holidays, music, celebrities, feel, sound, etc.
4. Responses can be based on more than one shape – don't offer this tip though. See if they figure this out! *Note: If multiple shapes are physically combined, they must be returned to original state before the next person may give a response.*