APPRAISER COPY

Instant Challenge

Entry Level

A Mouse House

Challenge: Your **TASK** is to create one room of a house for a mouse. Your team should then present a **PERFORMANCE** in which you show the Appraisers the room.

Time: You will have up to 5 minutes to use your IMAGINATION to create the house and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is a group of mouse realtors who are trying to create the perfect house for a mouse.

•**Part One** (5 minutes): Use the materials to create a room of a house for a mouse. This room should have a specific purpose. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, tell the Appraisers the purpose of the room and tell them why you think a mouse would want to live there.

Materials:

6 Paper Cups	**4 Paper Clips**	**1 Rubber Band**	**1 Piece of Cloth**
1 Envelope	**1 Paper Bag**	**1 Paper Plate**	**1 Can**
5 Mailing Labels	**3 Cotton Balls**		

Scoring: You will receive up to

A. 10 points for the creativity of the purpose of the room.
B. 30 points for the creativity of the use of materials.
C. 30 points for the creativity of your **PERFORMANCE.**
D. 10 points for how persuasive your **PERFORMANCE** is.
E. 20 points for how well your team works together.

TEAM COPY

A Mouse House

Challenge: Your **TASK** is to create one room of a house for a mouse. Your team should then present a **PERFORMANCE** in which you show the Appraisers the room.

Time: You will have up to 5 minutes to use your IMAGINATION to create the house and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is a group of mouse realtors who are trying to create the perfect house for a mouse.

Part One (5 minutes):

- Use the materials to create a room of a house for a mouse.
- This room should have a specific purpose.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, tell the Appraisers the purpose of the room and tell them why you think a mouse would want to live there.

Scoring: You will receive up to

A. 10 points for the creativity of the purpose of the room.
B. 30 points for the creativity of the use of materials.
C. 30 points for the creativity of your **PERFORMANCE.**
D. 10 points for how persuasive your **PERFORMANCE** is.
E. 20 points for how well your team works together.

A Mouse House

Materials:

(Tape to Table)

6 Paper Cups
4 Paper Clips
1 Rubber Band
1 Piece of Cloth
1 Envelopes
1 Paper Bag
1 Paper Plate
1 Can
5 Mailing Labels
3 Cotton Balls