

VERBAL SPONTANEOUS PROBLEM: FORTUNATELY, UNFORTUNATELY

JUDGE READS TO STUDENTS: (Do not read numbers or phrases in parenthesis.)

1. You will have two minutes to think and five minutes to respond. Questions count against your thinking time.
2. You will receive one point for each common response. Creative or humorous responses will receive five points. This will be a subjective opinion of the judge and the judge's decision is final.
3. Your team is to take turns in sequence. You may not skip, repeat, or pass your turn. If one member of the team is stuck, the team is stuck.
4. Your team has been given a die. On your turn, you must roll the die. If the resulting number is even, a 2, 4, or 6, you must give one type of answer; if the resulting number is odd, a 1, 3, or 5, you must give another type of answer. The person who will roll the die first is (indicate one team member) and then you will continue in order, going clockwise.
5. Once the time begins, it will not be stopped. If the judge asks you to repeat or to clarify your answer, it counts against your time. Speak loudly and clearly.

THE PROBLEM IS:

6. Your problem is to tell a story beginning with the sentence. "This morning I rode a bike to my friend's house." Each team member will add one sentence to the story. Each new sentence must begin with either the word "**fortunately**" or "**unfortunately**." On your turn, you will roll the die. If the number is *even (2, 4, 6) you will begin your sentence with "fortunately."* If the number is *odd (1, 3, 5) you will begin your sentence with 'unfortunately.'* For example, if you roll a 3, you might say "Unfortunately, he wasn't home."

(Repeat #6, THE PROBLEM IS:)

8. You have two minutes to think. "BEGIN" (Judge starts timer).
9. You have five minutes to tell a story that begins with the sentence "This morning I rode a bike to my friend's house." Begin. (Judge starts timer.)

FOR JUDGES ONLY:

Be sure to give exactly two minutes to think and five minutes to respond. Timing is critical. Students responding at the buzzer can finish and be scored.

You may answer questions during the two minutes thinking period, but time continues. After thinking time is over, reset the stopwatch for five minutes.

Common answers continue the story in a predictable pattern.

Creative answers continue the story in an unexpected or humorous way.