

## Hands-On Spontaneous Problem: Sweet dreams.

A. *When the team members enter the room, tell them, “This is a hands – on problem. You have one minute to select the five team members who will compete. The others may sit in these seats and watch or leave the room (indicate seats). They may not assist in solving the problem and may not talk at any time.”*

B. JUDGE READS TO TEAMS:

(1) This is a hands-on-problem. You will be given 7 minutes to solve the problem

(2) It is often said “Sweet dreams” to wish someone a good night’s sleep. In front of you are items that are definitely sweet in nature. Your problem is to use these sweets to create the “dream” and to present this to the judges. This can be anything the team chooses.

Only the materials provided may be used. You will also be given tools for construction but they may not be used in your solution. All members must take turns in the dream’s construction.

(3) Your scoring will be as follows:

1-400 points for Creativity

1-50 points for Artistic abilities

1-400 points for teamwork

1-200 points for use of materials

1-500 points for how well the team presents the solution to the judges

Judges: I suggest having the team build their solution on a 14”x 20” baking tray. Give the team a variety of sweets: Gram Crackers, tubes and cans of icing, sprinkles, M&M's, mints, string licorice, marshmallows, gumdrops, gummy bears, chewing gum, cookies, Hershey Kisses, chocolate chips, and whatever else just happens to be lying around the house.

For tools, give the team plastic knives, plastic spoons and five glasses of Kool-Aid (Just to confuse them). The Kool-Aid is a tool. It is not to be used in the finished solution. You may be surprised at their creativity. This spontaneous is best done at the end of the day. You may want to send the team home before the sugar high kicks in.