P.A.R.T.Y. in a Box

# Butterfly Effect
### *Judge's Copy*
### *Grades 5-8*

Sample Materials
Academictriathlon.org

"The Butterfly Effect" is one of the better-known tenets of a mathematical theory called Chaos Theory. Basically, it's the idea that even tiny factors can have a huge effect on life. The name, coined by mathmetician Edward Lorenz, came from the scenario that a butterfly could flap its wings in one part the world and it could start a chain reaction that leads to hurricanes several weeks later on the other side of the planet: Small change, monstrous impact! Your task today is to create a skit where one or more characters travel back in time and make one of these tiny changes, only to arrive in their own time to a *very different world*.

You will get to decide the exact manner in which your characters travel through time, but you must build some kind of machine or vehicle using at least one of the cardboard boxes you will receive today as part of your time travel scenario (to travel through time, as part of the altered present, as part of the past, etc). And is their time travel just a one-time occurrence or are they able to go back to the past and "fix" what they've done (and do they really want to)?

Make sure to clearly establish at least three different times: present, past and altered present, through your sets, props, costumes and acting skills. But keep in mind, the "present" for your story need not be 2013, your characters could depart from any time or place (including the future), which is why it is important to let your audience know when and where you are in time and space during your show.

You have 40 minutes to plan your show right now. During demonstration time, a backdrop holder will be provided for your use. You will be asked to set up and perform your show in five minutes or less. A facilitator, called the Timer, will hold up a yellow folder meaning "30 seconds" as a sign that your time is almost up. At the end of five minutes, the Timer will stand, and you'll have 15 seconds to finish or risk having penalty points assessed. Use the scoring rubric to contrive ways to earn maximum points. Good luck!

## *Scoring:*
### Plot/Story/Concept
1. Does the team present a fresh, creative story about time travel? (5-15 pts.)
2. Does the team choose big events, larger-than-life heroes and heroines? (5-15 pts.)
3. Does the team portray three separate times: present, past, *altered* present? (5-15 pts.)
4. THEME: Does a *small* past change lead to large *present* change? (5-20 pts.)
### Team's Performance
5. Quality of show (loud, in character, easy to understand) (2-10 pts.)
6. Does the team showcase any special talents of its members? (2-15 pts. *per member*)
7. Does the story have a fluid, easy-to-follow plot line? (5-15 pts.)
### Team's Use of Materials
8. Does the team successfully represent different time periods and/or places? (5-15 pts.)
9. Appearance/quality of costumes, props, and set (2-10 pts.)
10. Appearance/quality of vehicle or machine (5-15 pts.)

**Penalties:** *(Suggested, to be levied by H/F)*
1. Over time limit (-5 each, beginning at 5 min., 15 sec.)
2. Unsportsmanlike conduct (-5 to -25, each offense)
3. Team members not in show (-5, each missing member)
4. Use of outside materials (-5, each infraction)
5. Show doesn't solve problem (-1 to -10)