



KNOX
GRAMMAR
SCHOOL

STATE

DA VINCI DECATHLON 2021

CELEBRATING THE ACADEMIC GIFTS OF STUDENTS
IN YEARS 7 & 8



CREATIVE PRODUCERS

TEAM NUMBER _____

Total	Rank
/60	

THE CHALLENGE

BACK IN THE GAME

BACKGROUND

Throughout history, humanity has invented and enjoyed thousands of different **board games**. Some of the oldest date back to 3500 BCE, in Ancient Egypt and Mesopotamia, while **today**, there's a board game for almost every topic one can think of!

Board games involve many different skills – **strategy, knowledge, creativity** – but most of them also involve one particularly central element – **chance**. This could be the roll of a dice, the flip of a coin, the drawing of a particular card... Victory is rarely ever due solely to the winner's own skill. Indeed, some games are entirely dependent upon **chance and luck** – for example, Snakes & Ladders.

Hounds and Jackals, an Egyptian board game from 2000 BCE



QUESTION

With the above in mind, **imagine** the following:

You and a handful of your friends are at your house one lazy weekend afternoon, and you have all just started playing one of your favourite board games. You rolled the lowest number of the group, and so you are last to make your first move.

After what seems like a year, it is finally your turn. You begin to make your move, but you feel your hand start to shrink! Your whole body soon follows suit, and you are blinded by a flash of light...

*You wake up and find yourself **in the board game!** How do you escape?*

You will have **EIGHT** minutes to prepare. Please refer to the guidelines and marking criteria on the following pages for further information and instructions.

You will have between **SIXTY** seconds to present your scenario. Have someone film the performance and upload to Dropbox.



GUIDELINES

The following guidelines should provide further assistance in developing your scenario:

- ❖ You are **not** required to choose a game that depends *entirely* upon chance, but your choice must be a **board game**.
- ❖ Although you rolled the lowest number to begin the game, this does **not** necessarily mean that the game includes a die/dice.
- ❖ You may choose to further explain **how** you ended up in the board game, but this is **not** essential.
- ❖ You may be **alone**, or you may be joined by your friends or by other characters, perhaps from the board game itself.
- ❖ The game might be continuing in the real world, **or** it might only be continuing through your participation in shrunken form.
- ❖ The game must **end** somehow, but you do **not** need to **win** – in fact, you don't need to **participate** in the game at all. You just need to **escape!** This *could* be by winning, but there are many other options too...

Teams who make **creative and original** decisions and who **clearly incorporate** elements of '**chance**' will score highest. Full marking criteria are provided on the following page.



MARKING CRITERIA

CRITERIA	LIMITED	GOOD	EXCELLENT	OUTSTANDING	TOTAL
Movement, gesture and use of space	0-3	4-6	7-8	9-10	
Projection, expression and voice	0-3	4-6	7-8	9-10	
Incorporation of the theme of 'chance'	0-3	4-6	7-8	9-10	
Creative choice of subject matter – game, characters, objects, events	0-3	4-6	7-8	9-10	
Detailed and coherent storyline	0-3	4-6	7-8	9-10	
Flair and engagement (X-Factor)	0-3	4-6	7-8	9-10	
Total:					/60