



KNOX  
GRAMMAR  
SCHOOL

STATE

# DA VINCI DECATHLON 2021

CELEBRATING THE ACADEMIC GIFTS OF STUDENTS  
IN YEARS 5 & 6



## CREATIVE PRODUCERS

TEAM NUMBER \_\_\_\_\_

Total	Rank
/50	

# A SECOND CHANCE

## BACKGROUND

Our lives are composed of moments. Big or small, personal or public, we live for times of happiness, pleasure, and joy. Whether it be a birthday party, a good mark on a test, or hitting the winning goal in a sporting match, life is full of moments we wish we could relive again.

By contrast, our lives also include moments we regret; moments we wish we could go back to and fix. It is often the case that those moments stick out more in our memories, especially as we get older and wiser.

Think about what moments in time you would go back to and fix, if you could; that is the basis of this task!



## THE TASK

Your team will have **eight minutes** planning time. This task requires you to create and deliver a maximum **60 second** performance that tells the story of an individual (or group of individuals) who think about a moment in their past they'd like to change, followed by a depiction of them actually changing their actions in that moment, and a representation of their lives following that now joyful or pleasing moment. The performance must begin with a clear (but theatrical) introduction of character and situation, and the transitions between these three parts of the story must also be clear (but theatrical). The performance may be inspired by a film or television series or team-devised, but keep in mind that original works will score higher marks.

Please take note of the following:

- Your team will be given an auditory warning at 45 seconds and stopped at 60 seconds.
- The presentation must indicate an understanding of 'Chance' as explained in the Background and the Task.
- Excessively vague/uninterpretable worlds or storylines will not score well.
- The performance must tell a story that includes thinking to a moment in one or more of the characters' pasts they'd like to change, a depiction of that change occurring, and their lives after that change.

Please note you may be required to clarify what change features in your performance if requested by the judges.

For further guidelines, please refer to the attached marking grid.

## SUBMISSION

After your **8 minutes** has concluded, your team will be sent to perform for a marking panel. If you are competing virtually, you will receive an extra **5 minutes** at the conclusion of your preparation period to film and upload your performance.

## MARKING CRITERIA

TEAM NUMBER \_\_\_\_\_

<b>Criteria</b>	<b>Skilful 9-10</b>	<b>Effective 8-7</b>	<b>Sound 6-4</b>	<b>Limited 3-0</b>
Use of space, voice and physical expression				
Flair and engagement				
Creativity/originality of narrative				
Ability to reflect on the theme of 'Chance' in performance				
Narrative clarity and inclusion of essential elements				
<b>TOTAL /50</b>				

**END OF PAPER**