

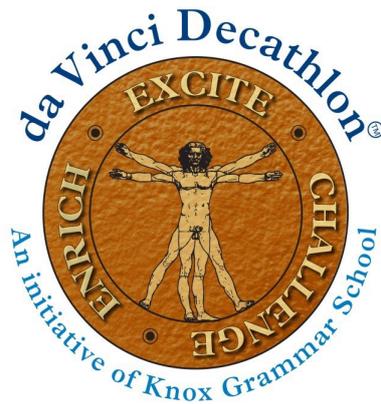


KNOX  
GRAMMAR  
SCHOOL

STATE

# DA VINCI DECATHLON 2022

CELEBRATING THE ACADEMIC GIFTS OF STUDENTS  
IN YEARS 9, 10 & 11



## CREATIVE PRODUCERS

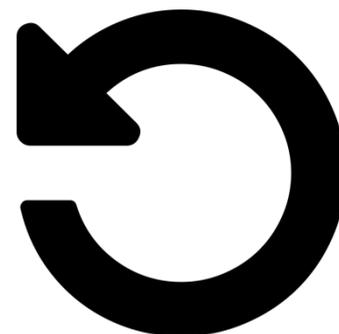
TEAM NUMBER \_\_\_\_\_

Total	Rank
/50	

# HISTORY REPEATS

## BACKGROUND

In human history, no event has happened just once. For example, over its billions of years, the Earth has faced numerous climate crises, global conflicts, and technological revolutions. Though such events may have occurred decades or centuries apart from one another, their recurrence indicates a special kind of pattern.



For better or worse, we can't stop this pattern. All we can hope to do, rather, is learn from the most recent occurrence of an event. This learning will help us respond effectively to the event when it occurs again in future, which will minimise the harm it can cause.

For example, World War II helped humanity learn that it needed a safe means of maintaining international peace. As a result, the United Nations was formed; since then, no inter-state conflict has caused as much harm.

Think broadly about what kind of events repeat themselves in your life, because this task asks you to address them!

## THE TASK

Using the **eight minutes** planning time given to you, create a **60 second** performance. This performance must outline how **ONE** recurring event in our lives can be addressed to reduce the harm it generates. In essence, the performance must do three things: **PORTRAY** a recurring event, **OUTLINE** one way of responding to it, and **DEPICT** how this response minimises the harm the event can cause when it occurs in future.

You may choose any event you like and utilise any genre in your performance. Some examples of recurring events you might portray include summer season bushfires, the cycle of poverty, or simply always sleeping in. In any case, be respectful and creative.

Additionally, please take note of the following:

- Your performance must be **60 seconds** in length.
- Think broadly about what recurring event your performance will address – try and make it something the judges wouldn't have thought of!
- Unclear stories or ridiculous plots will not score well.
- Before your performance begins, the judges will ask you what your event is. Please tell them clearly and succinctly.

For further guidelines, please refer to the marking grid below. If you are competing virtually, a Dropbox link will be made available to you to upload your performance.

## MARKING CRITERIA

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

EVENT \_\_\_\_\_

<b>Criteria</b>	<b>Skillful 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 'Patterns' in performance				
Narrative clarity and inclusion of essential elements as per the brief				
<b>TOTAL /50</b>				

END OF PAPER