

Science Charades

1. **DESCRIPTION:** Team members will take turns acting out and guessing clues for scientific terms or concepts from across all Essential Standards for Elementary Math & Science.
2. **ESSENTIAL STANDARDS ALIGNMENT:** Vocabulary found throughout K-6 Science & Math Essential Standards
3. **TEAM OF UP TO:** 3 (2 is also allowed)
4. **MAXIMUM TIME:** 4 minutes per team.
5. **TEAMS:** Teams must be in groups of 2 or 3 in order to compete in this event. Teams must not bring anything with them to the competition.
6. **EVENT LEADERS:** Will provide supplies needed to test the competitors in this event.
7. **SAFETY REQUIREMENTS:** None.
8. **IMPOUND:** No
9. **THE COMPETITION:**
 - a. Teams will have 4 minutes to complete up to 40 terms.
 - b. All teams will receive the same terms in the same order. The terms will consist of one or two words coming ONLY from the list provided in these rules.
 - c. Team members will alternate acting out and receiving clues. All team members must rotate turns on being the clue actor and guesser. Teams may pick the initial order of rotation. This event requires a minimum of 2 team members to participate.
 - d. Timing begins when the judge shows the first team member the first term and ends when the team has correctly identified or passed the last term or when the 4-minute time period has expired. No other team member may see the term.
 - e. The actor will then act out the clue. Letters of any alphabet or numbers of any kind are not allowed (it is the intent of this rule to prevent teams from inventing alphabets, codes, etc.). unless they represent the word(s) given, (e.g., a circle for the word sun in a solar eclipse).
 - f. The event leader will indicate when the correct term is given. Different forms of the term will not be accepted with the exception of plurals and singulars, which will be accepted interchangeably (e.g. calories or calorie would be accepted).
 - g. If a team violates any of the rules regarding the use of verbal or visual communication, the term in play at the time of the violation will be counted as a pass.
 - h. Any team member (person giving or receiving clues) may choose to pass on a term. Once the team passes on a term they may not return to it.
 - i. When the team has correctly identified or passed on the term, or if a violation occurs, the next team member will be given a new term until the team has gone through their set of terms or the time expires.
10. **SCORING:**
 - a. One point will be awarded for each term correctly identified within the allotted time. The team correctly identifying the most terms will be declared the winner.
 - b. In the event of a tie, the first tiebreaker is the team with the longest string of consecutively correct words. Second tiebreaker will be teams who identify the first word in the list passed by the other team. Third tiebreaker would be the team with the fewest words passed. The final tiebreaker is the shortest period of time to complete the list. If teams are unable to guess any of the words in 4 minutes, participation points only will be given.
11. **EVENT RESOURCES:**

See the Event Resources tab on our website for instructions, videos and more.