

ECO-MEET INTERPRETIVE EVENT GUIDELINES

Basic Description

1. The Interpretive Event is a required team event. **If a team attending a regional meet refuses to participate in the Interpretive Event, they will be disqualified from the competition both as individuals and as a team.**
2. This event is worth up to 100 points and makes up $\frac{1}{4}$ of your total team score.
3. Each team member will select a Kansas plant or animal to portray during the team's 5-minute presentation. (Human beings may not be one of the selections.)
4. During the presentation, each team member must fully participate and interact with the other team members. At some point in the presentation each plant/or animal must impart to the audience the following information about themselves.
 1. What do you eat or how do you obtain your nourishment?
 2. Where do you live or what habitat needs do you require?
 3. How do you reproduce?
 4. Do you have any special adaptations or characteristics?
 5. What is your physical appearance?
5. The 5-minute presentation should have some type of logical storyline with **a beginning, a plot or "story", and a conclusion.**
6. Simple props, make-up, costuming, or other items are encouraged to enhance your plant or animal characters.
7. Note cards are not allowed. Don't memorize your presentation but be familiar enough with it that you are "telling a story" to an audience using your own words.
8. Teams will give their presentations in the order in which they are listed on the ECO-Meet schedule.
9. When not presenting, teams will be the audience for presenting teams.

How is this event judged? (Please refer to the attached Judge's Score Sheet.)

Each underlined heading is worth 5 points for a total of 25 points. Typically, there will be 4 judges each awarding 25 points for a possible total team score of 100 points. At the end of each hour's session, if time permits, judges will give general comments to the presenters. The judge's score sheets will be returned to the Coaches in the post-ECO-Meet packet.

Time

- ✓ How well did you use your full 5 minutes?

One point is given for each minute used. A 2-minute presentation would receive 2 points; a 5-minute presentation would receive all 5 points. Presentations running on or near the $\frac{1}{2}$ minute mark will be at the judges' discretion whether to award to the next highest point or go back to the previous whole point. This decision will be based on the overall presentation and good usage of time in developing the other criteria. No $\frac{1}{2}$ points will be given. Teams going over the 5 minute time period will be stopped. During the presentation a timer will give the team a one-minute warning after 4 minutes have passed.

Format

- ✓ How well did you set up and develop your storyline?
- ✓ Was there an introduction, a story, and a conclusion?
- ✓ Did you develop your plant and animal characters, integrate them well into the story, and interact with each other?

Accuracy and Content

- ✓ Did you research your plant or animal carefully and present only factual information?
- ✓ Species portrayed must be presented true to their status in Kansas. Species that are extirpated in Kansas (i.e., not documented to currently exist in the wild in Kansas but were here at the time of European settlement; such as, but not limited to, gray wolf, grizzly bear,

black-footed ferret, mountain lion, moose, and American bison), species that are extinct (such as the Carolina Parakeet) and introduced species (such as wild boar) must not be presented as normally abundant inhabitants. If the resident status of a species is not presented appropriately, points will be subtracted for factual inaccuracy.

- ✓ Did you cover the five points listed under #4 in the Basic Description above? It is imperative that you tell the judges before you start your presentation what plants or animals your team members will portray so that the judges can concentrate on judging your presentation and not trying to guess who you are. If it is important to the storyline to keep your identities a secret from your audience then you can pass a note to the judges informing them of your characters without giving it away to your audience. Be warned though that if at the end of your presentation, your audience does not know your identity, points will be taken off for your failure to develop the format properly. The timing of your presentation will not start until after the introductions are completed.

Enthusiasm and Creativity

- ✓ Did your audience enjoy your presentation?
- ✓ Did they relate to you and the information that you presented?
- ✓ Did you teach them something?
- ✓ Did you have fun giving the information and did you enjoy your audience's reaction to your presentation?
- ✓ Did you use something to grab the attention of your audience?
- ✓ Did your presentation have pizzazz?

General Interpretive Techniques

- ✓ Did you make eye contact with your audience?
- ✓ Could they clearly hear what you were saying on the back row?
- ✓ Were you relaxed and giving the impression that you were enjoying what you were doing?
- ✓ Did your presentation connect with your audience or was your "story" outside of their realm of experience and knowledge? As an example, if you base your format on a popular television show, are you sure your audience is familiar with that show or did you just take it for granted that they were as familiar with it as you are? They may not understand your references to the show if they have never watched it.
- ✓ Were your actions and gestures meaningful or just distractions?
- ✓ Did you direct your presentation to the audience or your fellow team members?

Helpful Hints: (How do we get started?)

Gather your team together and brainstorm! Be creative. Throw out ideas, the crazier the better in the beginning. Scavengers at a road-kill; a psychiatrist's office; a court trial; a television show; a classroom setting; a wildlife neighborhood; these are all ideas that have been successfully used in the past but you can develop your own idea as well. Once you have your characters and storyline don't be afraid to use humor to develop your characters or animal traits such as motions a fish might use, the buzzing sound a bee would make, preening motions of a bird, regurgitation or musk spray as a defense mechanism if it's true to your animal's behavior. Don't forget that if you are a plant, you will have some characteristics as well. Develop them. Do you have thorns, a bad taste, or a good smell to attract insects? **ABOVE ALL, ENJOY YOUR PRESENTATION** and your audience should enjoy it too!

Attention Coaches! - You can check out a video of past interpretive presentations from your regional ECO-Meet coordinator. This is a great way to learn how to do this event.

Revised December 3, 2007

INTERPRETIVE EVENT SCORESHEET - (SAMPLE)

Name of School: _____ Team _____

Time (use 5 minutes) **Score** _____

Format **Score** _____

Established setting

Established characterization

Established situation

Reached conclusion

Comments:

Accuracy/Content **Score** _____

Species portrayed				
Food Sources				
Description				
Habitat				
Life Cycle/ Reproduction				
Items of Special Interest				

Comments:

Enthusiasm & Creativity **Score** _____

Comments:

General Interpretive Techniques **Score** _____

Eye Contact

Voice Tone & Volume

Relates directly to audience

Appears Relaxed

Meaningful Gestures

Comments:

TOTAL SCORE _____