

PICTURE THIS: Simple/Compound Machines

1. **DESCRIPTION:** The objective is to have team members take turns drawing representations of a set of terms/concepts related to simple and compound machines including types, structure and uses while the other team member(s) guesses the term being drawn.

A TEAM OF UP TO: 3

MAXIMUM TIME ALLOWED: 4 minutes

2. **EVENT PARAMETERS:** The supervisor will provide writing implements and paper (which will be kept for later documentation, if needed).

3. **THE COMPETITION:**

- a. Each team will have 4 minutes to complete **up to** 25 terms. All teams will use the same terms in the same order. A definite order of rotation shall be followed. All team members will take turns drawing. The team may choose to pass, however, they cannot return to that term. The sketcher may not speak unless he/she chooses to pass the term.
- b. Timing begins when the order of the draw has been determined and the supervisor gives the 1st sketcher the 1st term. No other team member may see the term. The sketcher will begin by drawing pictures and visual clues.
- c. 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.). The following are acceptable symbols: arrows, a minus sign “-” to shorten a word, a plus “+” to lengthen a word (e.g., in response to “refract” from a team member, a “+” can be used to elicit the word “refraction”). All other symbols are not permitted unless they represent the word(s) given, (e.g., a circle for the word sun in a solar eclipse). The number of words not letters may be represented with underlines “_”.
- d. Sketchers may not give visual clues with their hands or bodies except for supervisor demonstrated clues that will be accepted for such things as nodding yes or no, or to acknowledge a desired response from team members. Words may be broken into parts unrelated to the term (see examples on the website). If the science term consists of two or more words, the sketcher may write down any word (**never** parts of a word) that has been correctly identified but, only when the supervisors directs them to do so.
- e. If a team violates any of the rules regarding the use of alphabets, numbers, verbal communication, etc., the term in play at the time of the violation will be counted as a pass.
- f. The event judge will indicate when the correct term is given. Forms of the word will not be accepted with the exception of plurals and singulars, which will be accepted interchangeably. At this time, the next team member will be given a new term until the team has gone through their set of terms or the time expires.

4. **SCORING:**

- a. One point will be awarded for each term correctly identified in 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 fewest terms passed. Second tiebreaker is the shortest period of time to complete the entire list. Third tiebreaker will be the team with the longest string of consecutively correct words. The final tiebreaker would be those teams who identify the first word in the list not correctly identified by the other team.