

## Science Sketchers

1. **DESCRIPTION:** Team members will take turns drawing 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 bring a writing utensil to the competition. One per student is advised.
6. **EVENT LEADERS:** Will provide stopwatches, 40 words printed on index cards, score sheets, and paper.
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 drawing and receiving clues. All team members must rotate turns on being the clue drawer 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, whichever occurs first.
  - e. No other team member may see the term. The sketcher will then draw pictures and visual clues. 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 “-” to shorten a word, a plus “+” to lengthen a word (e.g., in response to “refract”, a “+” can be used to elicit the word “refraction”). No other symbols are permitted unless they represent the word(s) given, (e.g., a circle for the word sun in a solar eclipse).
  - f. Participants may not give visual clues with their hands or bodies except for event leader demonstrated clues such as nodding yes or no, or to acknowledge a desired response from team members.
  - g. 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).
  - h. 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.
  - i. Any team member (person drawing or those guessing) may choose to pass on a term. Once the team passes on a term they may not return to it.
  - j. 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, whichever happens first.
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. The second tiebreaker will be the team who identified the first word in the list passed by the other team. The 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 at [www.sciencenc.com](http://www.sciencenc.com) for instructions, videos and more. This includes a digital list of the words that can be printed.