



**KNOX  
GRAMMAR  
SCHOOL**

STATE

# DA VINCI DECATHLON 2018

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



## CREATIVE PRODUCERS

TEAM NUMBER	
TOTAL	/60
RANK	

# THE TASK

## TESTING TIMES

### BACKGROUND

For many of us, there is one place and time where we don't want anything at all to be unexpected – **the exam room**. A simple paper with questions straight from the syllabus is the best a student can hope for; anything else has the potential to cause weeks of nightmares.



Luckily, this is almost always the case. The worst that ever happens is a couple of tricky multiple-choice questions. **Or is it?**

### QUESTION

The scenario is as follows:

*This is it. The final test of year twelve. Only a few hours until sweet, sweet freedom. The students wait impatiently for the doors of the exam hall to open, allowing them to finally tackle the last challenge of a gruelling year. They can already hear the magic words – “your exam time has expired” – together with that wonderful feeling of placing pen and paper back onto the small, rickety wooden desk. Not long now.*

*A sea of heads swivel as a metallic clunk resonates from within the hall. Then, the doors swing open and the students flood in. After only a few steps, though, each and every one of them freezes. They haven't yet reached the desks, but they can see them clearly. More importantly, they can see what sits on top.*

*That's certainly not an exam paper...*

On each table sits a **mystery box**. What could possibly be inside?

Your task, in between **SEVENTY and NINETY seconds**, is to perform what happens next.

You will have **TEN minutes** to prepare. Please refer to the guidelines and additional stimulus on the following page for further information and instruction.



## GUIDELINES

1. You must choose **one exam subject** from the list provided below;
2. You must clearly convey **what exactly is in the box**, and the **moment of reveal**. Some possible sources of inspiration have been provided below;
3. The students do not necessarily have to comply with the task... and even if they do, the task need not be confined to the exam hall. In fact, it might not even be a task!
4. Those teams who most creatively combine the two choices above will score highest.

Please refer to the marking guidelines at the conclusion of this task for further guidance.

## SUBJECT LIST

- Mathematics
- English
- Chemistry
- Geography
- Biology
- Legal Studies
- Ancient History
- Physics
- Modern History

## FURTHER STIMULUS



## MARKING CRITERIA

CRITERIA	SKILFUL (10-9)	EFFECTIVE (8-7)	SOUND (6-4)	LIMITED (3-0)
Movement, gesture and use of space				
Projection, expression and voice				
Creative use of perspective/characters, style and format				
Original and innovative pairing of subject and box contents				
Detailed and coherent progression, including box reveal, reaction and conclusion				
Flair and engagement (X-factor)				
				Total <b>/60</b>