

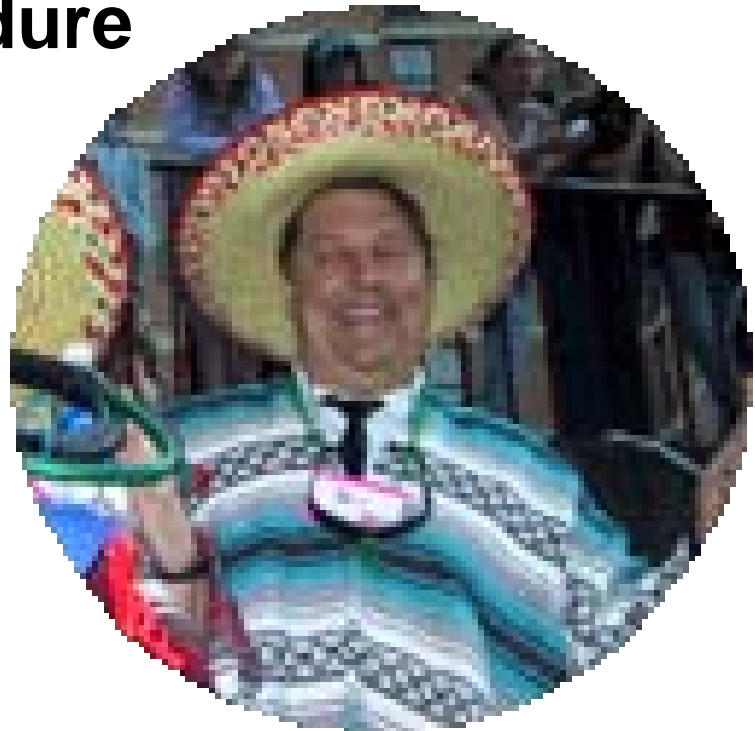


**DestinationImagiNation™**  
The most important course in education.





# 2010 MADI Appraiser Training

# Overview

- **The Appraiser Team**
- **What makes a good Appraising Team**
- **What to expect at tournament**
- **Tournament procedure**
- **Scoring**
- **Awards**
- **“Stickies”**
- **Creativity**
- **Side Trips**
- **Rubrics**



# The Appraisal Team

- Challenge Master 
- Head Appraiser 
- Prep Area Appraiser
- Central Challenge Appraisers 
- Side Trip Appraisers (optional) 
- Time Keeper (optional)
- ATO
- Check-in Appraiser (Breaking DI News)
- Instant Challenge Appraisers

# Head Appraiser (CM)

- **Site setup and Manager**
  - Announcer
  - Keeps site on schedule
  - Oversees appraisal team & scores
  - Deals with issues
- **Insulates appraisal team from TMs**
- **Explains scores to teams**



# Prep Appraiser

- **Keeps teams “Loose” and upbeat**
- **Goes through Checklist**
  - Rules and procedures - safety and site protection
  - Paperwork - gives to appraisers
- **Moves team to Launch Line**



# Challenge / Side Trip

- **Understands items to be scored**
- **Observes performance**
  - Jot notes as elements presented
  - Move around to get best view
- **Interview team after performance**
- **Fill out score sheets - give to ATO**
  - Along with “STICKIES”

# Time Keeper

- **Keeps track of time**
  - **8-minute Performance time**

# ATO

- **Organizes paperwork**
  - Checks for scoring errors
  - Screens Sticky Notes
- **Puts packet together for score room**



# Instant Challenge

- **Separate Site**
- **No spectators (other than one TM)**
- **Observe and score teams**

# What's wrong with this appraising team?



- **Too serious!**
- **No diversity!**
- **Joined at the hip!**
- **Would scare any team!**

# What's *right* with this appraising team?

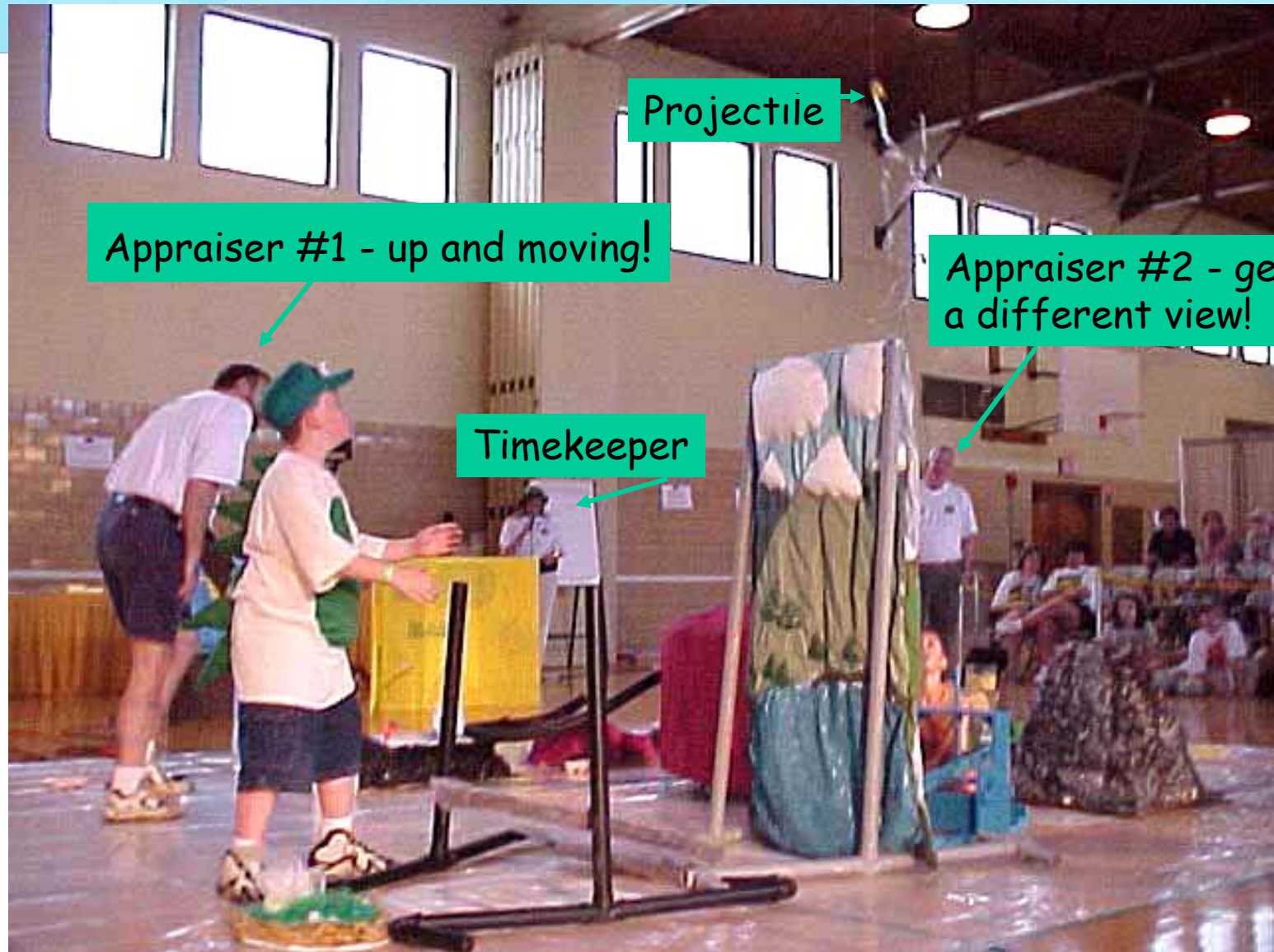
- Energetic!
- Crazy Hats!
- Diverse!
- Funny! (they are giving the team a “big hand”)



# Get Up - Get Down



# Some things you might see



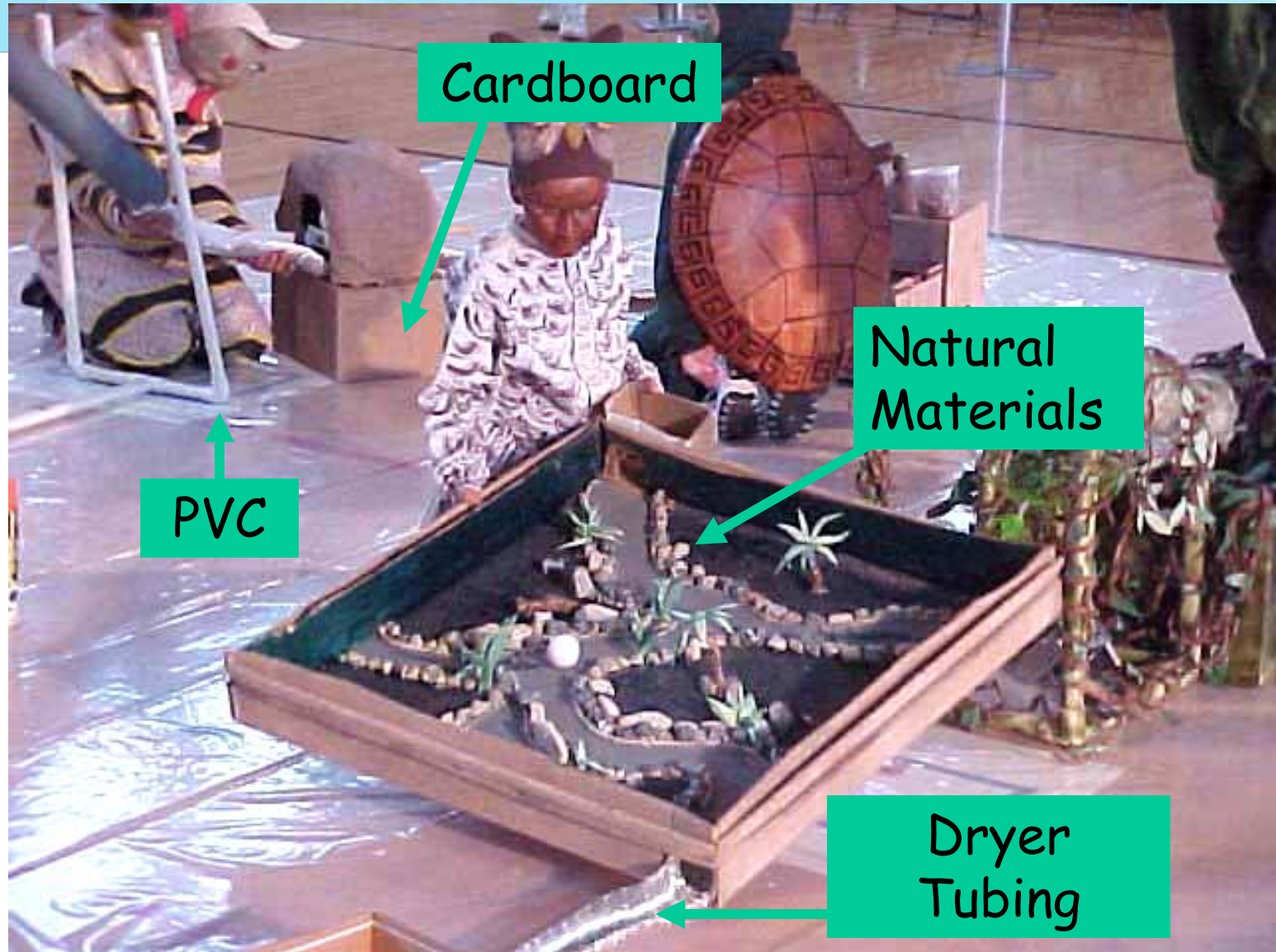
Projectile

Appraiser #1 - up and moving!

Appraiser #2 - getting a different view!

Timekeeper

# Some things you might see:



# **Team Challenge (TC) Procedure**

- **Teams check-in with the Prep Area Appraiser**
- **Prep Appraiser reviews paperwork**
- **Team moves into Launch Area**
- **Prep Appraiser distributes paperwork**
- **Head Appraiser announces team**

# TC Procedure (cont.)

- **Timekeeper announces: “You may begin”**
- **Main timer starts**
- **Team performs**
- **Appraisers appraise**
- **Team finishes or Timekeeper yells “Time”**

# TC Procedure (cont.)

- Appraisers interview team
- Appraisers record scores & write “stickies” and notes for themselves
- Next team in prep area

# Scoring Components

■ Central Challenge	240 Points
■ Side Trips (2)	60 Points
■ Instant Challenge	100 Points
<hr/>	
■ Total	400 Points

# Scoring

- ***Subjective scores*** - individual appraisers's impression of the value of an item
  - e.g., Creativity, Overall Effect, Originality, Workmanship, Quality, ...
- ***Objective scores*** - did the task take place?
  - e.g., Did it: move, change, cross, break, rotate, loop, spiral, react, ...?

# Scoring (cont.)

- **Do NOT** compare **subjective** scores!
  - You don't have to agree.
  - Score within your own scoring framework
  - Do use full range of scores (0-30)
- **Do** discuss **objective** scores (did it happen or not?).
  - You must agree.

# Award Nominations

- **Keep notes to remember outstanding teams**  
Discreetly get *names* if you might nominate individuals
- Only those teams/individuals that the Appraisers nominate will be **considered** for awards  
(DaVinci, Renaissance, Spirit of DI)
- Not all teams nominated will receive awards

# Deductions

- **Interference**

- Penalty points should reflect the effect the Interference had on the solution.

- **Unsportsmanlike Conduct**

- **Illegal Procedure**

- Cost violation

# “Stickies”

- **Stickies are one of the most important forms of feedback the teams will receive.**
- Every appraiser should write one or more stickies per performance.
- Stickies should be positive!
- Stickies can be personal or general.
- Teams **LOVE** stickies!



# Good Stickies

Loved the  
Panda  
Costume!

Great  
teamwork when  
the prop broke

The poem  
was heart-  
warming

Creative use  
of  
cardboard!

The cheer  
showed great  
team unity

The details in the  
props showed  
dedication and  
perseverance!

# Bad Stickies

Feature the  
lizard if you go  
on to State!

Possible Interference!

YOU  
SHOULD'VE  
TALKED  
LOUDER!

Nice try!

Thanks for  
coming.

Bathroom  
humor is not  
appropriate.



# Creativity



# SIDE TRIPS

# **SIDE TRIPS**

- **Creativity, Originality, Integration**
- **Quality, Workmanship, Effort**

# Workmanship & Effort

- **Workmanship**  
how carefully things are made
- **Effort**
  - How much effort was involved
  - Learned new skills
  - Made over and over again
  - Improved
  - Took forever

# Use of Rubrics

- Rubrics can be used as a fixed guide throughout the day
- At the start of the day, establish what the rubrics mean to you
- Keep the same interpretation throughout the day
- All subjective scores: 1 to 30

Sheet on your clipboard, notes of teams, and what your rubric means

# Appraiser Summary Sheet

**Appraiser Worksheet**

**Appraiser:** \_\_\_\_\_

**Challenge:** \_\_\_ A: *Operation Cooperation* \_\_\_ B: *Instinct Messaging* \_\_\_ C: *ViDIo Lit Hits*  
\_\_\_ D: *Private DI* \_\_\_ E: *A New Angle* \_\_\_ *Take Charge!*

*Use this page to write notes about the Presentations for your use only. It will not be given to teams. Be sure to note teams whose efforts are worthy of award consideration at the end of the day.*

<b>Team Name and Number</b>	<b>Notes on Presentation</b>	<b>Award?</b>

# “Invisible Appraiser”

- Try and use the full range of scoring
- If you use a very narrow range (e.g., all scores 14-16) for all teams, you will become an invisible appraiser, your scores will not affect team rankings

Award Consideration Outstanding	24 - 30
Highly Orig Integrated	17 - 23
Complete Relevant	9 - 16
Basic	1 - 8

# Rubric for Creativity of Solution / Presentation

Qualities	1-30 points
Creativity is present and it's somewhat enhanced The solution applies Attempt at application Solved with marginal addition	1-8
Creativity is present and it's relevant There is a theme The solution is complete Solved with related elements	9-16
Creativity is present and it's integrated There is synthesis Chiefly original work Solved with integration	17-23
Creativity is there and it's innovative AHA! WOW! Unrelated elements synthesized to create a new idea Solved by innovation	24-30