TeamSparks!™ Card

Collectible Crew

Goal

Invent a brand-new set of collectible characters with unique traits and quirks. Then bring them to life with simple costume elements and in-character performance.

Mission

Your team has been hired to design the next big collectible craze! Just like trading cards or figurines, your collectibles must each have distinct categories and powers.

- As a group, invent a collectible brand name
- Create at least 3 types of characters in your collection. Each type should share some common traits
- Each team member becomes one collectible character — designing its "costume" with simple props and then acting out its unique personality.

Coordinator Card

Time (Total: 10 minutes)

- **Brainstorm Brand Creation & Character Development (3 min): Each member develops their collectible character's traits and look.**
- **Spark Reveal**
- **Re-Planning (4 min): Adapt your plan and practice in-character.**
- **Performance (3 min): Present the collection, highlighting the Spark and act out the characters to showcase their strengths and unique quirks that make them so lovable.**

Resource Card

Materials

6 index cards
1 piece of cloth
3 styrofoam balls
2 pipe cleaners
2 rubber bands
2 paper cups
1 balloon
12" piece of string

Items that may NOT be damaged:
Scissors
Markers

Strategist Card

Scoring (100 points total)

- **Creativity of Collection (20 pts): Did the team invent a unique, fun brand with multiple character types?**
- **Character Design (10 pts per character, up to 30 pts): Were the characters distinct, imaginative, and fun?**
- **Performance of The Collection (20 pts): Are the characters well-acted?**
- **Teamwork (30 pts): Clear roles, conflict resolution, additive idea generation, time management, spark adaptability**

The Spark Card

The Investor's Choice

Big news! A toy company wants to invest in your collectible brand — but they'll only fund one flagship character. Your team must quickly decide which character best represents your collection. That character becomes the star of your presentation, while the others must play supporting roles.

Collectible Crew

Goal
Invent a brand-new set of collectible characters with unique traits and quirks. Then bring them to life with simple costume elements and in-character performance.

Mission
Your team has been hired to design the next big collectible craze! Just like trading cards or figurines, your collectibles must each have distinct categories and powers.
- **As a group, invent a collectible brand name**
- **Create at least 3 types of characters in your collection. Each type should share some common traits**
- **Each team member becomes one collectible character — designing its "costume" with simple props and then acting out its unique personality.**

Time (Total: 10 minutes)
- **Brainstorm Brand Creation & Character Development (3 min):**
- **Each member develops their collectible character's traits and look.**
- **Spark Reveal**
- **Re-Planning (4 min): Adapt your plan and practice in-character.**
- **Performance (3 min): Present the collection, highlighting the Spark and act out the characters to showcase their strengths and unique quirks that make them so lovable.**

Materials
6 index cards
1 piece of cloth
3 styrofoam balls
2 pipe cleaners
2 rubber bands
2 paper cups
1 balloon
12" piece of string

Items that may NOT be damaged:
Scissors, Markers

Scoring (100 points total)
- **Creativity of Collection (20 pts): Did the team invent a unique, fun brand with multiple character types?**
- **Character Design (10 pts per character, up to 30 pts): Were the characters distinct, imaginative, and fun?**
- **Performance of The Collection (20 pts): Are the characters well-acted?**
- **Teamwork (30 pts): Clear roles, conflict resolution, additive idea generation, time management, spark adaptability**

The Spark

The Investor's Choice

Big news! A toy company wants to invest in your collectible brand — but they'll only fund one flagship character. Your team must quickly decide which character best represents your collection. That character becomes the star of your presentation, while the others must play supporting roles.