### **TeamSparks!™ Card**

### Superhero's Journey

### Goal

Work together to create and perform a superhero story using word cards as inspiration.

### Mission

Your team is a group of superheroes about to face an unforgettable journey. All good superheroes have an incredible power and all good stories have a beginning, middle and an end.

### You'll draw:

- Beginning Cards that reveal how your superhero gets their powers.
- Middle Cards that introduce new challenges, allies, or surprising plot twists.
- Ending Cards that help you wrap up the story in a satisfying or shocking way.

### **Coordinator Card**

### Time (Total: 10 minutes)

- Card Draw & Brainstorm (2 min): Draw Beginning, Middle, and End cards and decide which ones to keep.
- Story Planning (3 min): Plan out your story and practice acting out your story in sequence.
- Spark Reveal
- Story Integration (2 min): Continue planning & practicing.
- Presentation (3 min): Act out your story and make sure the twist feels like it belongs.

### **Resource Card**

### **Materials**

- Beginning Cards: "Oop! Science Spill", "The Special Glowing Gift", "New Kid, New Power", "Animal Helper"
- Middle Cards: "The Steal", "Solve the Clue", "Power Mix-Up", "Race Against Time"
- End Cards: "Save the Day", "Big Choice", "Power Trade", "Surprise Friend"
- All Props are imaginary.

### **Strategist Card**

### Scoring (100 points total)

- Story Structure (10 points): Clear beginning, middle, and end
- Creative use of Cards (10 points each, up to 40 points max): Original use of each card including the Spark
- Performance (20 points): story is engaging and well-acted
- Teamwork (30 points): Clear roles, conflict resolution, additive idea generation, time management, spark adaptability

### The Spark Card

### **Mystery Card**

New Power Unlocked! Choose ONE Character Strength from your Super Power Sort. This is now your team's Combined Superpower - and it must change the direction of your story!

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