Destination ImagiNation®

Instant Challenge
Practice Set
2006-07

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★ This set of *Instant Challenges* is intended as a companion to the Destination ImagiNation® *Team Challenges* and *Rules of the Road*.

★ Teams and individuals using these *Instant Challenges* must hold a 2006-07 membership. The Destination ImagiNation® membership is a license to compete in sanctioned Tournaments and/or to use the Destination ImagiNation Team Challenges, Instant Challenges, Rules of the Road, and materials for educational purposes within your school or organization.

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**Instant Challenge: Goals, Methods, Assessment**

- To put team's creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven Challenge.
- Develop creative problem solving abilities
- Develop performance techniques
- Develop improvisational skills
- Learn to analyze resources and use materials in new ways
- Improve time management skills
- Promote self-realization: Recognize and make the most of strengths
- Promote team-realization: Recognize and make the most of a team’s diverse strengths

- Teams will use provided materials to create a solution within the time limit and present the solution to Appraisers.
- Teams will analyze the Challenge and any available materials and determine how best to use them in the solution.
- Teams will use their collective and individual abilities and strengths to best advantage in solving the Challenge.
- Teams will keep track of time during the solution and presentation phases of the Challenge.

- Each *Instant Challenge* includes a non-intrusive scoring system that is completed by Appraisers to give team feedback on their solution. Feedback can also be provided by Team Managers and other supporters during practice sessions.
- These Challenges are similar to Challenges used in Destination ImagiNation® Tournaments and can be used to provide teams with “Tournament-like” conditions. Teams may choose to have an outside party, such as a Team Manager, evaluate their solutions in the categories within the Challenge. Feedback can and should be provided to the team when practicing with these Challenges.

**How to Use these Practice Challenges**

This set of *Instant Challenges* has been provided to help teams prepare for the *Instant Challenge* portion of their Tournament. Each Challenge is presented as it would appear at the Tournament. For each Challenge, you will find:

- **An Appraiser’s Copy:** This is the copy that is read to the team
- **A Team Copy:** This copy should be placed where the team can read it as the Appraiser reads aloud.

In addition, some Challenges have additional pages:

- **Materials List:** In some Challenges a set of materials would be on a table, and this list would be with it.
- **For Appraisers Only (Not all Challenges):** For some Challenges, set up is required, and this page explains how the site should be set up.
What is Instant Challenge?
At your Tournament, your team will be scheduled to do an Instant Challenge in addition to your Team Challenge. Instant Challenges are confidential until the day of the Tournament, so your team will not know anything about the specific Instant Challenge it will be asked to solve until you are escorted to your Instant Challenge competition room.

The Instant Challenge portion of the competition is usually between five and ten minutes in duration, and is worth a total possible score of 100 points. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for Teamwork and the uniqueness and creativity of the team’s solution.

Types of Instant Challenges
Instant Challenges can be loosely divided into two types, Performance-Based and Task-Based. However, many Instant Challenges are a blend of these two basic types. You will not know which type of Instant Challenge your team will receive until you enter the competition room.

1. Performance-Based: The focus of a Performance-Based Instant Challenge is on your team working together to create and perform a theatrically-oriented solution for the Appraisers. In this type of Challenge you will be scored on the creativity of your performance, your presentation, and/or use of materials, along with teamwork. Your team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Teams may be given real or imaginary materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.

2. Task-Based: The focus of a Task-Based Instant Challenge is on your team working together to move, build, change, or protect materials they are given in order to complete a task. Your team may also be asked to communicate information. Teams will be scored on how well they work together to design the solution, on the creativity of their final project, and on their success in completing the task. Team members may or may not be allowed to talk during the Challenge.

Additional IC Resources
- Be sure to read the sections on Instant Challenge in the Rules of the Road.
- Books and CDs of collected Instant Challenges are available www.shopdi.org.
After each Instant Challenge Debrief!

ALWAYS be sure to Debrief at the end of each IC or set of ICs. Keep your questions friendly and not judgmental (defer judgement). Allow the TEAM to answer the questions and draw their own conclusions.

Ten Important Questions to ask after every Instant Challenge Activity:

1. How do you think you did as a team? What did you learn about Teamwork by doing this Challenge?
2. How well did you manage your time? How might you have used your time more effectively?
3. What were some strengths of your solution? What worked well?
4. If you were to start the Challenge over again, what might you do differently?
5. Did your team use any CPS tools? If so, which ones? If not, which ones might you have used?
6. How well do you feel you utilized the materials you were given? How might you have used the materials differently? Were there materials the participants did NOT use? If not, why not? How might they have been used?
7. How well did you create your solution to fit the emphasis in the scoring? Would you do anything differently?
8. If the solution did not work, what could you have done to make the solution work?
9. Could your solution have been more creative, novel, or unique? What might you have done to make that happen?
10. Finally, most important: WHAT DID YOU LEARN?

Tips for Instant Challenge Team Managers

There are many different things you can do to help your team improve their Instant Challenge skills. Some ideas you might try are listed below.

1. Ask the team to generate ideas about which team jobs they might assign themselves so they can be better organized in their approach to Instant Challenges. Some of these jobs might be:
   - Timekeeper: makes the team aware of the time left for them to work on their Challenge
   - Scorer: makes sure the team is mindful of what is important in the Challenge scoring
   - Story: helps to organize the performance, if one is required
   - Technical: helps to organize the technical element, if one is required
2. Have the team members switch jobs for each practice session so they become familiar with all of them.
3. Videotape the team as they practice Instant Challenge. Then, as the tape is replayed, have the team critique what they see. This is especially valuable for developing teamwork skills.
4. In order to encourage fluidity and to discourage the team from thinking there is only one “correct” solution to a Challenge, have them do the same Instant Challenge several times, each time requiring a different solution.
5. Have them do the same Task-Based Challenge several times and remove an important material each time they do it.
6. When they have completed an Instant Challenge, don’t retire it permanently. Have the team do it again several weeks later. Discuss with the team whether they are approaching the Challenge differently than they did before; if it is different have them discuss what they had learned that made them change their approach.
IC 1: Alien Artifacts

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Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

ALIEN ARTIFACTS

Challenge: Your TASK is to build 5 artifacts that aliens might use.

For the purpose of this Challenge, an “alien artifact” is an object that might be used by an alien every day.

You should then present a PERFORMANCE in which you show how an alien would use each of the artifacts.

Time: You will have up to 5 minutes to use your IMAGINATION to build your artifacts and practice your PERFORMANCE, and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene: Your team has just found a box that contains the pieces of 5 separate alien artifacts. You are to put the 5 artifacts back together, and then present a PERFORMANCE in which you show how an alien would use each of the artifacts. The box may NOT be used as part of an alien artifact.

Materials:

A box with pieces of 5 separate alien artifacts. The box may NOT be damaged. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to

A. 12 points (60 points maximum) for the creativity of each of the artifacts that you create.
B. 20 points for the creativity of your PERFORMANCE.
C. 20 points for how well your team works together.
Alien Artifacts
For Appraisers Only:

1. The Set-up consists of a box of materials.

Table with Box of Materials

2. In the box could be any or all of the following: 8 chenille sticks (pipe cleaners), 4 craft sticks, 6 paper clips, 1 non-latex glove, 4 rubber bands, 3 index cards, 1 plastic bag, 1 pair of chopsticks, 4 mailing labels, 1 plastic Slinky®, 1 paper plate, 1 Styrofoam cup, 1 Styrofoam ball. There should be a minimum of 10 items in the box.

3. Appraisers need to allow for wide interpretation of the word “alien.”
Challenge: Your TASK is to build 5 artifacts that aliens might use.

For the purpose of this Challenge, an “alien artifact” is an object that might be used by an alien every day.

You should then present a PERFORMANCE in which you show how an alien would use each of the artifacts.

Time: You will have up to 5 minutes to use your IMAGINATION to build your artifacts and practice your PERFORMANCE, and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
- Your team has just found a box that contains the pieces of 5 separate alien artifacts.
- You are to put the 5 artifacts back together, and then present a PERFORMANCE in which you show how an alien would use each of the artifacts.
- The box may NOT be used as part of an alien artifact.

Materials:
A box with pieces of 5 separate alien artifacts. The box may NOT be damaged. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to
A. 12 points (60 points maximum) for the creativity of each of the artifacts that you create.
B. 20 points for the creativity of your PERFORMANCE.
C. 20 points for how well your team works together.
IC 2: Alphabetic Answers

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Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

ALPHABETIC ANSWERS

Challenge: Present a PERFORMANCE that includes the answers to 5 questions. Each of the answers must start with the same letter of the alphabet.

Time: You will have up to 3 minutes to use your IMAGINATION to answer 5 questions with responses that all begin with the same letter of the alphabet, up to 2 minutes to plan your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
• Part One (3 minutes): Create answers to 5 questions. You should choose a letter of the alphabet and create responses that begin with that letter of the alphabet. You will be given 2 copies of a sheet with the questions. Write your answers down on both copies of the sheet. Give one copy to the Appraisers at the end of Part One.

• Part Two (2 minutes): Look at the 5 answers that you have put on the sheet of paper and create a PERFORMANCE that includes each of these answers. Your PERFORMANCE does NOT need to include the questions, only the answers.

• Part Three (2 minutes): Present your PERFORMANCE to the Appraisers.

Materials:
You will receive 2 copies of the sheet with questions in Part One. A piece of paper and a pencil also will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to
A. 8 points (40 points) for how creatively each answer ties into your PERFORMANCE.
B. 40 points for the creativity of your PERFORMANCE.
C. 20 points for how well your team works together.
Alphabetic Answers
For Appraisers Only:

1. If the answer a team gives to a question does NOT begin with their chosen letter of the alphabet, the team should receive 0 points for that answer. However, in Part One, if the team thinks their answer begins with a certain letter of the alphabet but they are incorrect due to a misspelling, the team should be told that the first word of that answer is misspelled.
Challenge: Present a PERFORMANCE that includes the answers to 5 questions. Each of the answers must start with the same letter of the alphabet.

Time: You will have up to 3 minutes to use your IMAGINATION to answer 5 questions with responses that all begin with the same letter of the alphabet, up to 2 minutes to plan your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
Part One (3 minutes):
• Create responses to 5 questions. You should choose a letter of the alphabet and create responses that begin with that letter of the alphabet.

• You will be given 2 copies of a sheet with the questions.

• Write your answers down on both copies of the sheet.

• Give one copy to the Appraisers at the end of Part One.

Part Two (2 minutes):
• Look at the 5 answers that you have put on the sheet of paper and create a PERFORMANCE that includes each of these answers.

• Your PERFORMANCE does NOT need to include the questions, only the answers.

Part Three (2 minutes):
• Present your PERFORMANCE to the Appraisers.

Materials:
You will receive 2 copies of the sheet with questions in Part One. A piece of paper and a pencil also will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to
A. 8 points (40 points) for how creatively each answer ties into your PERFORMANCE.
B. 40 points for the creativity of your PERFORMANCE.
C. 20 points for how well your team works together.
QUESTIONS

1. What is something that is very scary?

2. What is something that makes noise?

3. What is something that is awful to eat?

4. Where could you go on a field trip?

5. What is something that is very fast?
IC 3: Creativity Trading Cards

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Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

CREATIVITY TRADING CARDS

Challenge: Your TASK is to make creativity trading cards and then to present a PERFORMANCE in which some of the individuals on the cards come to life.

Time: You will have up to 2 minutes to use your IMAGINATION to make creativity trading cards. Your team will then have up to 4 minutes to choose 4 of the cards, and to plan and practice your PERFORMANCE. Finally, you will have up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene: Trading cards have become very popular.
• Part One (2 minutes): Using the blank cards and markers on the table, each team member should make several creativity trading cards. On each card, you should write the name of an individual whom you believe is or was creative and one interesting fact about that individual. The individual may be real or imaginary. He or she may or may not be still alive. You may also draw a simple picture of the individual if you wish. During this part of the Challenge, you may NOT communicate with each other.

• Part Two (4 minutes): Look at all of the creativity trading cards that have been made and pick 4 to use in your PERFORMANCE. You may talk during this part of the Challenge. In your PERFORMANCE, the 4 creative individuals on the cards you have chosen should come to life. In addition, during your PERFORMANCE, the information that is on the cards of those 4 creative individuals should be shared with the Appraisers.

• Part Three (2 minutes): Present your PERFORMANCE to the Appraisers.

Materials: You will have a stack of 25 blank index cards and 2 boxes of colored markers. A piece of paper and a pencil also will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive
A. 20 points if you include 4 creative individuals and an interesting fact about each of them in your PERFORMANCE.
B. Up to 10 points (40 points maximum) for the creativity of each of the individuals you have chosen to use in your PERFORMANCE.
C. Up to 20 points for the creativity of your PERFORMANCE.
D. Up to 20 points for how well your team works together.
Challenge: Your TASK is to make creativity trading cards and then to present a PERFORMANCE in which some of the individuals on the cards come to life.

Time: You will have up to 2 minutes to use your IMAGINATION to make creativity trading cards. Your team will then have up to 4 minutes to choose 4 of the cards, and to plan and practice your PERFORMANCE. Finally, you will have up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene: Trading cards have become very popular.

Part One (2 minutes):
- Using the blank cards and markers on the table, each team member should make several creativity trading cards.
- On each card, you should write the name of an individual whom you believe is or was creative and one interesting fact about that individual.
- The individual may be real or imaginary.
- He or she may or may not be still alive.
- You may also draw a simple picture of the individual if you wish.
- During this part of the Challenge, you may NOT communicate with each other.

Part Two (4 minutes):
- Look at all of the creativity trading cards that have been made and pick 4 to use in your PERFORMANCE.
- You may talk during this part of the Challenge.
- In your PERFORMANCE, the 4 creative individuals on the cards you have chosen should come to life.
- In addition, during your PERFORMANCE, the information that is on the cards of those 4 creative individuals should be shared with the Appraisers.

Part Three (2 minutes):
- Present your PERFORMANCE to the Appraisers.

Materials:
You will have a stack of 25 blank index cards and 2 boxes of colored markers. A piece of paper and a pencil also will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive
A. 20 points if you include 4 creative individuals and an interesting fact about each of them in your PERFORMANCE.
B. Up to 10 points (40 points maximum) for the creativity of each of the individuals you have chosen to use in your PERFORMANCE.
C. Up to 20 points for the creativity of your PERFORMANCE.
D. Up to 20 points for how well your team works together.
IC 4: DIsh-Duty

APPRAISER COPY

Destination ImagiNation®

Instant Challenge
Entry and Advanced Levels

DISH-DUTY

Challenge: Your TASK is to build a tower that is as tall as possible using only dishes, cups and silverware.

Time: You will have up to 5 minutes to use your IMAGINATION to build your tower.

Set-up: In the center of the room is a taped square within which you must build your tower. On one side of the room is a table with materials you may use to build your tower.

Procedure: Use the materials on the table to build a tower that is as high as possible. You may stop time at any point and be scored. Your tower must stand for 10 seconds without any team member touching it before its height is measured. You will be warned when you have one minute remaining and when you have 30 seconds remaining.

Materials:

| 4 Large Paper Plates  | 4 Small Paper Plates  | 4 Large Styrofoam Cups  | 4 Small Styrofoam Cups  |
| 4 Plastic Forks       | 4 Plastic Knives      | 4 Plastic Spoons        | 2 Pairs of Scissors     |

The scissors may NOT be damaged and may NOT be part of the tower. A yardstick (meterstick) also will be available but it is only to be used to measure the height of your tower.

Scoring: You will receive

A. 1 point (50 points maximum) for each inch (2.5 cm) of height in your tower above the floor.
B. Up to 30 points for how creatively you use the materials.
C. Up to 20 points for how well your team works together.
Dish-Duty

For Appraisers Only:

1. The set-up consists of an 18 in X 18 in (45 cm X 45 cm) taped square in the center of the room. There is also a table with materials, including a yardstick (meterstick).

2. The team should be warned when there is 1 minute remaining and 30 seconds remaining.
Challenge: Your **TASK** is to build a tower that is as tall as possible using only dishes, cups and silverware.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build your tower.

Set-up: In the center of the room is a taped square within which you must build your tower. On one side of the room is a table with materials you may use to build your tower.

Procedure:
- Use the materials on the table to build a tower that is as high as possible.
- You may stop time at any point and be scored.
- Your tower must stand for 10 seconds without any team member touching it before its height is measured.
- You will be warned when you have one minute remaining and when you have 30 seconds remaining.

Scoring: You will receive
A. 1 point (50 points maximum) for each inch (2.5 cm) of height in your tower above the floor.
B. Up to 30 points for how creatively you use the materials.
C. Up to 20 points for how well your team works together.
DISH-DUTY

Materials:
(Tape to Table)

4 Large Paper Plates
4 Small Paper Plates
4 Large Styrofoam Cups
4 Small Styrofoam Cups
4 Plastic Forks
4 Plastic Knives
4 Plastic Spoons
2 Pairs of Scissors

The scissors may NOT be damaged and may NOT be part of the tower. A yardstick (meterstick) also will be available but it is only to measure the height of your tower.
IC 5: Garden Variety

APPRAISER COPY

Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

GARDEN VARIETY

Challenge: Your TASK is to create 3 new plants. Your team should then present a PERFORMANCE in which you name the plants, put the plants in pots, and show the Appraisers what is special about them.

Time: You will have up to 5 minutes to use your IMAGINATION to make your 3 new plants, to name them and to practice your PERFORMANCE. Your team will then have up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene: In your team’s travels, you have been lucky enough to come across 3 new species of plants. To show others what you have found, your team wants to plant them in flowerpots.

• Part One (5 minutes): Use the materials to make 3 new species of plants. You will have labels to name each of the plants. You should also use this time to plan your PERFORMANCE.

• Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. During your PERFORMANCE, you should plant each of your new plants in a flowerpot and show the Appraisers what is special about them.

Materials:

4 Sheets of Colored Paper  5 Colored Markers  1 Piece of Foil  2 Rubber Bands
6 Chenille Sticks (Pipe Cleaners)  1 Piece of Newspaper  6 Mailing Labels  2 Pairs of Scissors
3 Flowerpots Filled with Pebbles  2 Index Cards  6 Paper Clips  8 Straws

The markers and scissors may NOT be damaged and may not be part of your plants. The mailing labels may NOT be attached to the flower pots or the pebbles. The pebbles should NOT be removed from the flowerpots. You will have 3 tags to name your plants. A piece of paper and a pencil also will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive
A. 15 points if you put a different plant in each of the flowerpots and name each of the plants during your PERFORMANCE.
B. Up to 10 points (30 points maximum) for the creativity of each of your plants.
C. Up to 5 points (15 points maximum) for the creativity of each plant’s name.
D. Up to 20 points for the creativity of your PERFORMANCE.
E. Up to 20 points for how well your team works together.
Garden Variety
For Appraisers Only:

1. The team may practice putting the plants in the flower pots during Part One. However, at the end of Part One, the plants should be removed from the flower pots so that the planting may take place during the **PERFORMANCE**.

2. If dried beans are used in the flower pots rather than pebbles, this change should be brought to the team’s attention as the material list is being read by saying, “We will be using dried beans rather than pebbles today.”
**Challenge:** Your **TASK** is to create 3 new plants. Your team should then present a **PERFORMANCE** in which you name the plants, put the plants in pots, and show the Appraisers what is special about them.

**Time:** You will have up to 5 minutes to use your **IMAGINATION** to make your 3 new plants, to name them and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

**The Scene:** In your team’s travels, you have been lucky enough to come across 3 new species of plants. To show others what you have found, your team wants to plant them in flowerpots.

**Part One** (5 minutes):
- Use the materials to make 3 new species of plants.
- You will have labels to name each of the plants.
- You should also use this time to plan your **PERFORMANCE**.

**Part Two** (2 minutes):
- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, you should plant each of your new plants in a flowerpot and show the Appraisers what is special about them.

**Scoring:** You will receive
- A. 15 points if you put a different plant in each of the flowerpots and name each of the plants during your **PERFORMANCE**.
- B. Up to 10 points (30 points maximum) for the creativity of each of your plants.
- C. Up to 5 points (15 points maximum) for the creativity of each plant’s name.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.
GARDEN VARIETY

Materials:
(Tape to Table)

4 Sheets of Colored Paper
5 Colored Markers
1 Piece of Foil
2 Rubber Bands
6 Chenille Sticks (Pipe Cleaners)
1 Piece of Newspaper
6 Mailing Labels
2 Pairs of Scissors
3 Flowerpots Filled with Pebbles
2 Index Cards
6 Paper Clips
8 Straws

The markers and scissors may NOT be damaged and may not be part of your plants. The mailing labels may NOT be attached to the flower pots or the pebbles. The pebbles should NOT be removed from the flower pots. You will have 3 tags to name your plants. A piece of paper and a pencil also will be available for your team to use as you plan and present your PERFORMANCE.
Garden Variety

NAME OF PLANT

NAME OF PLANT

NAME OF PLANT
IC 6: Stretch
APPRAISER COPY

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels

STRETCH

Challenge: Your TASK is to build a structure between two blocks that will stretch as far as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to build and test your structure, and then up to 2 minutes to stretch your structure as far as possible.

Set-up: In the middle of the room are two wooden blocks. Each of the blocks is standing within a taped square and has a peg attached to it. In addition, there is a table with materials.

Procedure:

• Part One (5 minutes): Build a structure that connects the 2 blocks. Your structure may only touch the pegs attached to each block. You will want to design your structure so that it will stretch when the 2 blocks are moved apart. You may practice moving the blocks apart in Part One. However, at the end of Part One, you must have the blocks back within the 2 taped squares. You will be warned when you have one minute remaining and 30 seconds remaining at the end of Part One.

• Part Two (2 minutes): Move the blocks apart to stretch the structure. When stretching the structure, you may only touch the blocks. You must slide the blocks apart and the blocks must remain standing. Time will end after 2 minutes or when one of the following happens: Your structure stops spanning the gap between the 2 pegs or your structure touches the floor. If you did not have the 2 blocks in their taped squares with a structure connecting the blocks at the end of Part One, you may continue working on your structure in Part Two. However, you will NOT be able to begin stretching your structure until that condition is met. At the end of Part Two, the Appraisers will measure the distance between the 2 blocks.

Materials:

1 Sheet of Paper 6 Paper Clips 5 Index Cards 2 Rubber Bands
3 Mailing Labels 6 in (15 cm) of String 6 Straws 4 Chenille Sticks (Pipe Cleaners)

The mailing labels may NOT be attached to the pegs. You will have a yardstick (meterstick) to use, but this may NOT be part of your structure.

Scoring: You will receive
A. 20 points if you have a structure connecting the 2 blocks at the end of Part One.
B. 2 points (40 points maximum) for each inch (2.5 cm) that your structure stretches in Part Two.
C. Up to 20 points for how creatively you use the materials.
D. Up to 20 points for how well your team works together.
Stretch
For Appraisers Only:

1. The set-up consists of two 4 in X 4 in X 12 in (10 cm X 10 cm X 30 cm) wooden blocks separated by 18 inches (45 cm). There is a 6 in (15 cm) peg attached to each block 3 in (7.5 cm) from the top. The pegs may be round or have flat edges. Each of the blocks sits in a taped square. Each block should just fit inside the taped square. Next to the blocks is a table with materials.

2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
Challenge: Your TASK is to build a structure between two blocks that will stretch as far as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to build and test your structure, and then up to 2 minutes to stretch your structure as far as possible.

Set-up: In the middle of the room are two wooden blocks. Each of the blocks is standing within a taped square and has a peg attached to it. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):
- Build a structure that connects the 2 blocks.
- **Your structure may only touch the pegs attached to each block.**
- You will want to design your structure so that it will stretch when the 2 blocks are moved apart.
- You may practice moving the blocks apart in Part One. However, at the end of Part One, you must have the blocks back within the 2 taped squares.
- **You will be warned when you have one minute remaining and 30 seconds remaining at the end of Part One.**

Part Two (2 minutes):
- Move the blocks apart to stretch the structure.
- When stretching the structure, you may only touch the blocks. You must slide the blocks apart and the blocks must remain standing.
- Time will end after 2 minutes or when one of the following happens: Your structure stops spanning the gap between the 2 pegs or your structure touches the floor.
- If you did not have the 2 blocks in their taped squares with a structure connecting the blocks at the end of Part One, you may continue working on your structure in Part Two. However, you will NOT be able to begin stretching your structure until that condition is met.
- At the end of Part Two, the Appraisers will measure the distance between the 2 blocks.

Scoring: You will receive
A. 20 points if you have a structure connecting the 2 blocks at the end of Part One.
B. 2 points (40 points maximum) for each inch (2.5 cm) that your structure stretches in Part Two.
C. Up to 20 points for how creatively you use the materials.
D. Up to 20 points for how well your team works together.
STRETCH

Materials:
(Tape to Table)

1 Sheet of Paper
6 Paper Clips
5 Index Cards
2 Rubber Bands
3 Mailing Labels
6 in (15 cm) of String
6 Straws
4 Chenille Sticks (Pipe Cleaners)

The mailing labels may NOT be attached to the pegs. You will have a yardstick (meterstick) to use, but this may NOT be part of your structure.
IC 7: Surrounded

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
SURROUNDED

Challenge: Your TASK is to build a structure that completely surrounds a floating ball and is as high as possible.

Time: You will have up to 6 minutes to use your IMAGINATION to build your structure.

Set-up: In the center of the room is a tub of water with a ball floating in it. There is also a table with materials you can use to build a structure that completely surrounds the floating ball.

Procedure: Use the materials on the table to build a structure that completely surrounds the ball and is as high as possible. You must build the structure around the ball in the tub. The ball may NOT be removed from the water. You will be warned when you have 1 minute remaining and 30 seconds remaining. When time has ended, the Appraisers will wait 10 seconds and then measure the height of the structure above the water.

Materials:
- 4 Straws
- 4 Craft Sticks
- 3 Styrofoam Cups
- 4 Mailing Labels
- 8 Twist Ties
- 4 Rubber Bands
- 12 Toothpicks
- 1 Piece of Foil

The mailing labels may NOT be attached to the ball or the tub. The ball may NOT be damaged.

Scoring: You will receive
A. 20 points if you are able to create a structure that completely surrounds the ball.
B. 1 point (30 points maximum) for each inch (2.5 cm) of height of your structure measured from the top of the water.
C. Up to 30 points for how creatively you use the materials to build the structure.
D. Up to 20 points for how well your team works together.
For Appraisers Only:

1. The set-up consists of a tub of water with a basketball floating in it in the center of the room. Next to the tub is a table with materials.

2. The team should be warned when there is 1 minute remaining and when there is 30 seconds remaining.

3. Towels and a mop should also be available.

4. If the team begins to remove the basketball from the water, they should be reminded that the ball must remain in the water.
Challenge: Your **TASK** is to build a structure that completely surrounds a floating ball and is as high as possible.

Time: You will have up to 6 minutes to use your **IMAGINATION** to build your structure.

Set-up: In the center of the room is a tub of water with a ball floating in it. There is also a table with materials you can use to build a structure that completely surrounds the floating ball.

Procedure:
- Use the materials on the table to build a structure that completely surrounds the ball and is as high as possible.
- You must build the structure around the ball in the tub.
- The ball may **NOT** be removed from the water.
- You will be warned when you have 1 minute remaining and 30 seconds remaining.
- When time has ended, the Appraisers will wait 10 seconds and then measure the height of the structure above the water.

Scoring: You will receive
A. 20 points if you are able to create a structure that completely surrounds the ball.
B. 1 point (30 points maximum) for each inch (2.5 cm) of height of your structure measured from the top of the water.
C. Up to 30 points for how creatively you use the materials to build the structure
D. Up to 20 points for how well your team works together.
SURROUNDED

Materials:
(Tape to Table)

4 Straws
4 Craft Sticks
8 Twist Ties
4 Rubber Bands
3 Styrofoam Cups
4 Mailing Labels
12 Toothpicks
1 Piece of Foil

The mailing labels may NOT be attached to the ball or the tub. The ball may NOT be damaged.
IC 8: Terrible Termites!

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels

TERRBLe TERRmites!

Challenge: Someone is trying to get rid of termites. Your team is to create and present a PERFORMANCE in which you show how a family of termites overcomes 3 attempts to get rid of them.

For the purpose of this Challenge, a “termite” is an insect that lives in groups and eats wood.

Time: You will have up to 4 minutes to use your IMAGINATION to create and practice your PERFORMANCE, and then up to 3 minutes to present your PERFORMANCE to the Appraisers.

The Scene: Your team is a family of termites that lives in an old house. However, the owners are trying to get rid of you. But you are very smart termites! In your skit, you are to show how you creatively overcome 3 different attempts to get rid of you. You will be given 2 copies of a sheet to write down the 3 ways that someone is trying to get rid of you and how you overcome each of them. Give one copy of the sheet to the Appraisers before you begin your PERFORMANCE.

Materials: You will be given 2 copies of a sheet to write down the 3 ways someone is trying to get rid of you and how you overcome each of them. In addition, your team will have a piece of paper and pencil to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to

A. 10 points (30 points maximum) for the creativity of each of the attempts to get rid of you.

B. 10 points (30 points maximum) for how creatively you overcome each of the attempts to get rid of you.

C. 20 points for the creativity of your PERFORMANCE.

D. 20 points for how well your team works together.
**Challenge:** Someone is trying to get rid of termites. Your team is to create and present a **PERFORMANCE** in which you show how a family of termites overcomes 3 attempts to get rid of them.

For the purpose of this Challenge, a “termite” is an insect that lives in groups and eats wood.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create and practice your **PERFORMANCE**, and then up to 3 minutes to present your **PERFORMANCE** to the Appraisers.

**The Scene:**
- Your team is a family of termites that lives in an old house. However, the owners are trying to get rid of you. But you are very smart termites!
- In your skit, you are to show how you creatively overcome 3 different attempts to get rid of you.
- You will be given 2 copies of a sheet to write down the 3 ways that someone is trying to get rid of you and how you overcome each of them. Give one copy of the sheet to the Appraisers before you begin your **PERFORMANCE**.

**Materials:**
You will be given 2 copies of a sheet to write down the 3 ways someone is trying to get rid of you and how you overcome each of them. In addition, your team will have a piece of paper and pencil to use as you plan and present your **PERFORMANCE**.

**Scoring:** You will receive up to
A. 10 points (30 points maximum) for the creativity of each of the attempts to get rid of you.
B. 10 points (30 points maximum) for how creatively you overcome each of the attempts to get rid of you.
C. 20 points for the creativity of your **PERFORMANCE**.
D. 20 points for how well your team works together.
Terrible Termites!

WAYS SOMEONE IS TRYING TO GET RID OF TERMITES AND HOW THESE ATTEMPTS ARE OVERCOME

<table>
<thead>
<tr>
<th>WAY SOMEONE IS TRYING TO GET RID OF TERMITES</th>
<th>HOW ATTEMPT IS OVERCOME</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>1.</td>
</tr>
<tr>
<td>2.</td>
<td>2.</td>
</tr>
<tr>
<td>3.</td>
<td>3.</td>
</tr>
</tbody>
</table>
IC 9: Tune-Up

APPRAISER COPY

Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

TUNE-UP

Challenge: Create and present a funny PERFORMANCE that includes music about a vehicle that is out of tune.

Time: You will have up to 5 minutes to use your IMAGINATION to create and practice your PERFORMANCE and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene: You and your teammates are the parts of a vehicle. You usually work together very well, but one of your parts has been “out of tune” lately and the vehicle is not running smoothly. It is time to “tune” yourselves up! Your Challenge is to present a funny PERFORMANCE that includes music showing why the vehicle is “out of tune” and how the parts of the vehicle work together to get back in tune. You should make some props to use during your PERFORMANCE.

Materials:

1 Can 1 Pair of Chopsticks 2 Paper Plates 4 Mailing Labels
2 Plastic Cups 4 Rubber Bands 3 Nails 36 in (90 cm) of String
1 Yardstick (Meterstick) 1 Metal Spoon 3 Paper Clips 1 Glove

The can, yardstick, and spoon may NOT be damaged and may NOT have the mailing labels attached to them. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to

A. 15 points for the creativity of why the vehicle is “out of tune.”
B. 15 points for the creativity of how the parts of the vehicle work together to get back in tune.
C. 10 points for how creatively you use the materials.
D. 10 points for how funny your PERFORMANCE is.
E. 30 points for the creativity of your PERFORMANCE.
F. 20 points for how well your team works together.
Tune-Up

For Appraisers Only:

1. The team should not be appraised on their artistic talent, but rather how creatively they incorporate music into their PERFORMANCE. This creativity should be reflected in score element E. If the team does not use any music in their PERFORMANCE, they should receive fewer points in score element E.
Challenge: Create and present a funny PERFORMANCE that includes music about a vehicle that is out of tune.

Time: You will have up to 5 minutes to use your IMAGINATION to create and practice your PERFORMANCE and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
• You and your teammates are the parts of a vehicle.

• You usually work together very well, but one of your parts has been “out of tune” lately and the vehicle is not running smoothly. It is time to “tune” yourselves up!

• Your Challenge is to present a funny PERFORMANCE that includes music showing why the vehicle is “out of tune” and how the parts of the vehicle work together to get back in tune.

• You should make some props to use during your PERFORMANCE.

Scoring: You will receive up to
A. 15 points for the creativity of why the vehicle is “out of tune.”
B. 15 points for the creativity of how the parts of the vehicle work together to get back in tune.
C. 10 points for how creatively you use the materials.
D. 10 points for how funny your PERFORMANCE is.
E. 30 points for the creativity of your PERFORMANCE.
F. 20 points for how well your team works together.
TUNE-UP

Materials:
(Tape to Table)

1 Can
1 Pair of Chopsticks
2 Paper Plates
4 Mailing Labels
2 Plastic Cups
4 Rubber Bands
3 Nails
36 in (90 cm) of String
1 Yardstick (Meterstick)
1 Metal Spoon
3 Paper Clips
1 Glove

The can, yardstick, and spoon may NOT be damaged and may NOT have the mailing labels attached to them. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.
Create Your Own ICs

**Purpose**
- To teach teams to create their own *Instant Challenges* from the table below.
- To give teams additional practice in *Instant Challenge*.
- To introduce the Morphological Matrix Creative Problem Solving Tool

**Procedure:**
1. Gather the materials in Column A (or substitute whatever is handy!).
2. Decide which type of IC you would like to create: Performance-Based, Task-Based, or Combination, then follow the directions below.
3. Appoint two team members to act as Appraisers. Be sure to have a Timekeeper.
4. Appoint one or more team members to act as observers. Have them make notes about the ‘team’ as they solve the Challenge.
5. Don’t forget to DEBRIEF using the 10 questions on page 1!
   - **Performance-Based Challenge**: RANDOMLY choose one or more items from A and one item from D and E
   - **Combination Challenge**: RANDOMLY choose one or more items from A, and one item from one or more of the other columns (you MAY skip Column B, for example, and still have a great IC). We encourage you to experiment!
   - **Task-Based Challenge**: RANDOMLY choose one or more items from A and one item from B and C.

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Make a ...</td>
<td>That will..</td>
<td>Place</td>
<td>Situation</td>
</tr>
<tr>
<td>1.</td>
<td>Cereal Box</td>
<td>Move</td>
<td>Cave</td>
<td>Talking to the fish</td>
</tr>
<tr>
<td>2.</td>
<td>Newspaper</td>
<td>Make a job easier</td>
<td>The moon</td>
<td>Late!</td>
</tr>
<tr>
<td>3.</td>
<td>Large manila envelope</td>
<td>Aircraft</td>
<td>Appeal to a teenager</td>
<td>Rainforest</td>
</tr>
<tr>
<td>4.</td>
<td>Linguini</td>
<td>Cleaning Tool</td>
<td>Make people laugh</td>
<td>Tree-house</td>
</tr>
<tr>
<td>5.</td>
<td>Cotton Balls</td>
<td>Sculpture</td>
<td>Cool people off</td>
<td>Jungle</td>
</tr>
<tr>
<td>6.</td>
<td>Ribbon</td>
<td>Device</td>
<td>Scare people</td>
<td>Seashore</td>
</tr>
<tr>
<td>7.</td>
<td>Aluminum foil</td>
<td>Structure</td>
<td>Hold a tennis ball</td>
<td>Amusement Park</td>
</tr>
<tr>
<td>8.</td>
<td>Poster Board</td>
<td>Shelter</td>
<td>Protect</td>
<td>On Top of Old Smoky</td>
</tr>
<tr>
<td>9.</td>
<td>Yardstick (Meterstick)</td>
<td>Piece of Footwear</td>
<td>Signal</td>
<td>In the kitchen junk drawer</td>
</tr>
<tr>
<td>11.</td>
<td>Raisins</td>
<td>Article of Clothing</td>
<td>Hold as many nails as possible</td>
<td>Fish bowl</td>
</tr>
<tr>
<td>12.</td>
<td>Straws</td>
<td>Container</td>
<td>Make noise</td>
<td>Concert</td>
</tr>
<tr>
<td>13.</td>
<td>Cotton Swabs (Q-Tips)</td>
<td>Game</td>
<td>Appeal to a young child</td>
<td>Under the ocean</td>
</tr>
<tr>
<td>14.</td>
<td>Deck of Cards</td>
<td>Cosmetic Item</td>
<td>Keep us healthy</td>
<td>Antarctica</td>
</tr>
</tbody>
</table>
**Challenge:** Your Challenge is to

__________________________________________

**Time:** You will have up to ___ minutes to use your IMAGINATION to

__________________________________________

**Set-up:**

**Procedure:**

__________________________________________

__________________________________________

__________________________________________

__________________________________________

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__________________________________________

**Scoring:** You will receive

A. ________________________________________

B. ________________________________________

C. ________________________________________

D. ________________________________________

E. Up to 20 points for how well your team works together.