



# INSTANT CHALLENGE



## PRACTICE SET

2019-20 Challenge Season

# INSTANT CHALLENGE PRACTICE SET

At your tournament, your team will be scheduled to do an Instant Challenge in addition to your Team Challenge. Instant Challenges are kept confidential until the day of the tournament, so your team will not know anything about the specific Instant Challenge you will be asked to solve until you are escorted into your Instant Challenge room.

The Instant Challenge portion of the tournament is usually lasts between five and ten minutes and is worth a total possible score of 100 points. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for teamwork.

## CONTENTS

### Entry Level

On Paper .....	3
Rhyme Time.....	5
Special Occasion .....	6

### Entry And Advanced Levels

Connected.....	7
Good or Evil .....	9
Clip Art.....	10
The Transformer .....	11

### Advanced Level

Deconstruction .....	12
Where Am I? .....	14

# ON PAPER

## Entry Level

### Focus

Innovation and design process, technical design and construction, teamwork.

### Challenge

Your **TASK** is to build a tower that is as tall as possible using only paper.

### Time

You will have up to 5 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to build a tower that is as tall as possible using only paper.

### Setup

In the center of the room are a taped square and a table with materials.

### Procedure

(5 minutes): **NOTE THAT THIS CHALLENGE HAS ONLY 1 PART!**

Build your tower to be as tall possible using only paper. At the end of the Challenge, the Appraisers will measure the height of your tower.

### Materials

- 8 Pieces of Paper

Your team will have a yardstick (meterstick), but this may **NOT** be damaged and may **NOT** part of your tower.

### Scoring

You will receive:

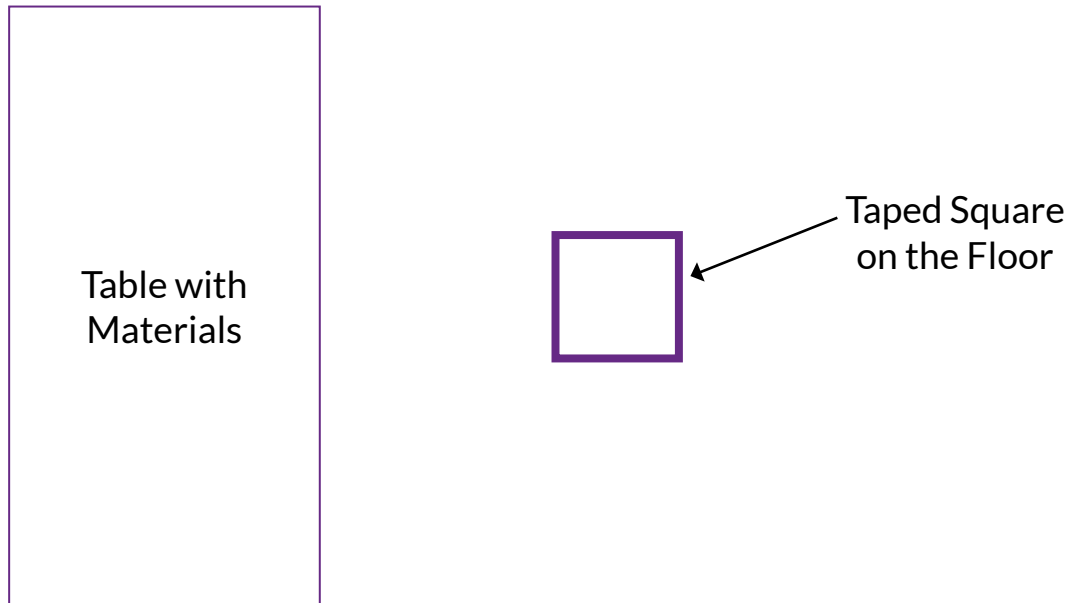
- 20 points if you use only 4 sheets of paper.
- 1 point (40 points maximum) for each inch (2.5cm) of height of your tower measured at the end of the Challenge.
- Up to 20 points for the creativity of your tower.
- Up to 20 points for how well your team works together.

# ON PAPER

## Entry Level

### For Appraisers Only:

The setup consists of a 12in X 12in (30cm X 30cm) taped square in the center of the room and a table with materials.



# RHYME TIME

## Entry Level

### Focus

Innovation, improvisational acting, story development, theater arts, teamwork.

### Challenge

Your team is to present a **PERFORMANCE** that includes at least 3 team-created rhymes.

### Time

You will have up to 4 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to plan your **PERFORMANCE** and then up to 2 minutes to present your **PERFORMANCE**.

### The Scene

- **Part One** (4 minutes): Present a **PERFORMANCE** that includes 3 team-created rhymes. Write down the rhymes on the sheet of paper before beginning Part Two. Make sure your **PERFORMANCE** has a beginning, a middle, and an end.
- **Part Two** (2 minutes): Present your **PERFORMANCE**.

### Materials

Your team will have a piece of paper and a pencil to use as you plan and present your **PERFORMANCE**.

### Scoring

You will receive:

- A. 5 points if your **PERFORMANCE** has a beginning, a middle, and an end.
- B. Up to 15 points (45 points maximum) for the creativity of each of the team-created rhymes.
- C. Up to 30 points for the creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

# SPECIAL OCCASION

## Entry Level

### Focus

Innovation and design process, technical design and construction, teamwork.

### Challenge

Your **TASK** is to create a greeting card to give to someone on a special occasion and then present a **PERFORMANCE** in which you accidentally give the greeting card to the wrong person.

### Time

You will have up to 4 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to make a greeting card for a special occasion and plan a **PERFORMANCE** about the special occasion. You will then have up to 2 minutes to present your **PERFORMANCE** in which you accidentally give the greeting card to the wrong person.

### Setup

In the center of the room is a table with a large sheet of paper and some markers.

### Procedure

Your team has been asked to create a greeting card to give to someone on a special occasion. However, you have never met the person being honored.

- **Part One** (4 minutes): Decide what the special occasion is, and then design a card to honor the occasion. Just before the special occasion, there is a mix-up and you give the card to the wrong person. Be sure to include what the special occasion is in your **PERFORMANCE**. You may use Part One to practice your **PERFORMANCE**.
- **Part Two** (2 minutes): Present your **PERFORMANCE**. Be sure your **PERFORMANCE** has a beginning, a middle, and an end.

### Materials

- 1 Large Piece of Paper
- 1 Pair of Scissors
- 1 Box of Markers
- 2 Mailing Labels

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:

- 10 points if your **PERFORMANCE** has a beginning, a middle, and an end.
- Up to 20 points for the creativity of the greeting card.
- Up to 20 points for the creativity of the special occasion.
- Up to 30 points for the creativity of the **PERFORMANCE**.
- Up to 20 points for how well your team works together.

# CONNECTED

## Entry and Advanced Levels

### Focus

Innovation and design process, technical design and construction, teamwork.

### Challenge

Your **TASK** is to build 2 connected towers that are as tall as possible.

### Time

You will have up to 5 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to build 2 separate towers and connect them together.

### Setup

In the center of the room are 2 tables. One has a taped rectangle on it and the other has materials.

### Procedure

(5 minutes): **NOTE THAT THIS CHALLENGE HAS ONLY 1 PART!**

Use the materials on the table to build 2 towers and connect them together. Both towers must be within the taped rectangle. When time is up, or sooner if you wish, each tower and the distance between the towers will be measured.

### Materials

- 4 Chenille Sticks (Pipe Cleaners)
- 4 Paper Clips
- 4 Mailing Labels
- 2 Straws
- 1 Sheet of Newspaper
- 2 Twist Ties
- 4 Paper Cups
- 4 Craft Sticks
- 2 Index Cards

Your team will also have a yardstick (meterstick) to use, but this may **NOT** be damaged and may **NOT** be part of your towers or connection.

### Scoring

You will receive:

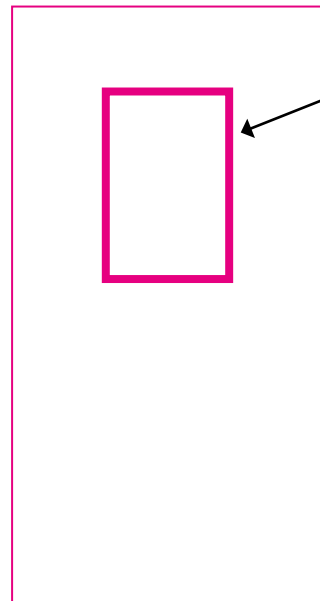
- 1 point (40 points maximum) for each inch (2.5cm) of height of each tower.
- 2 points (20 points maximum) for each inch (2.5cm) of distance between the towers measured at the shortest distance.
- Up to 20 points for the creativity of your towers and connection.
- Up to 20 points for how well your team works together.

# CONNECTED

## Entry and Advanced Levels

### For Appraisers Only

The setup consists of a taped rectangle on a table. The dimensions of the rectangle are 12in X 8in (30cm X 20cm).





# GOOD OR EVIL

## Entry and Advanced Levels

### Focus

Innovation, improvisational acting, story development, theater arts, teamwork.

### Challenge

Your team is to present a **PERFORMANCE** in which either a hero turns into a villain or a villain turns into a hero.

### Time

You will have up to 3 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to create your **PERFORMANCE** and then up to 2 minutes to present your **PERFORMANCE**.

### The Scene

Not everything is as simple as it seems. Your team will tell a story in which the hero turns evil or the villain becomes a force for good.

- **Part One** (3 minutes): In Part One, your team should plan and practice your **PERFORMANCE** in which a hero turns into a villain or a villain turns into a hero. Make sure your **PERFORMANCE** has a beginning, a middle, and an end.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers.

### Materials

Your team will have a piece of paper and pencil to use as you plan and present your **PERFORMANCE**.

### Scoring

You will receive:

- 10 points if your **PERFORMANCE** has a beginning, a middle, and an end.
- Up to 40 points for the creativity of the hero's turn to evil or the villain's turn to good.
- Up to 30 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

# CLIP ART

## Entry And Advanced Levels

### Focus

Innovation and design process, technical design and construction, improvisational acting, teamwork.

### Challenge

Your **TASK** is to create a work of art using paper clips and then present a **PERFORMANCE** about your work of art.

### Time

You will have up to 4 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to create your work of art and plan your **PERFORMANCE** and then up to 2 minutes to present your **PERFORMANCE**.

### The Scene

- **Part One** (4 minutes): Use the materials to create a work of art. You should also plan a **PERFORMANCE** about the work of art.
- **Part Two** (2 minutes): Present your **PERFORMANCE**, including a description and/or explanation of your work of art. Your **PERFORMANCE** should have a beginning, a middle, and an end.

### Materials

- 1 Large Piece of Paper
- 20 Paper Clips in Different Sizes and Shapes

Your team will have a piece of paper and pencil to use as you plan and present your **PERFORMANCE**.

### Scoring

You will receive:

- 10 points if your **PERFORMANCE** has a beginning, a middle, and an end.
- 10 points if you describe and/or explain your work of art in your **PERFORMANCE**.
- Up to 30 points for the creativity of your work of art.
- Up to 30 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

# THE TRANSFORMER

## Entry and Advanced Levels

### Focus

Innovation, improvisational acting, story development, theater arts, teamwork.

### Challenge

Your **TASK** is to build a device that can change into something completely different and then present a **PERFORMANCE** in which you demonstrate the device.

### Time

You will have up to 4 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to build your device and then up to 2 minutes to present your **PERFORMANCE**.

### Setup

In the center of the room is a table with materials.

### Procedure

- **Part One** (4 minutes): Build a device that can change into something completely different. You may practice your **PERFORMANCE** in Part One.
- **Part Two** (2 minutes): Present your **PERFORMANCE**. Be sure to show how your device can change into something completely different.

### Materials

- 6 Index Cards
- 4 Paper Clips
- 2 Pieces of Paper
- 4 Chenille Sticks (Pipe Cleaners)
- 4 Mailing Labels
- 4 Twist Ties
- 2 Rubber Bands
- 1 Box of Markers

### Scoring

You will receive:

- 10 points if you show how the device can change into something completely different during your **PERFORMANCE**.
- Up to 20 points for the creativity of the device.
- Up to 20 points for the creativity of the transformation.
- Up to 30 points for the creativity of the **PERFORMANCE**.
- Up to 20 points for how well your team works together.

# DECONSTRUCTION

## Advanced Level

### Focus

Innovation and design process, technical design and construction, teamwork.

### Challenge

Your **TASK** is to build a tower and then remove pieces of the tower one at a time.

### Time

You will have up to 3 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to build a tower and then up to 2 minutes to remove pieces one at a time.

### Setup

In the center of the room is a table with a taped square and materials to use to build a tower.

### Procedure

- **Part One** (3 minutes): Use the materials to build a tower that is as tall as possible within the taped square. Plan your tower so that pieces may be removed in Part Two. The pieces that are removed must be the complete pieces. (For example, you cannot break a material in half and then remove one part for score.) At the end of Part One, the tower will be measured for height. You may **NOT** continue to build the tower in Part Two.
- **Part Two** (2 minutes): Touching only one piece of material at a time, remove materials from the tower. You must remove the entire piece of material to count for score. When removing materials, if any part of the tower falls outside the taped square, time will end. At the end of Part Two, the tower must be at least 8in (20cm) tall.

### Materials

- 2 Clothespins
- 2 Index Cards
- 4 Straws
- 2 Chenille Sticks  
(Pipe Cleaners)
- 4 Mailing Labels
- 1 Piece of Paper

The mailing labels may **NOT** be attached to the table. Your team will also have a yardstick (meterstick), but this may **NOT** be damaged and may **NOT** be part of your tower.

### Scoring

You will receive:

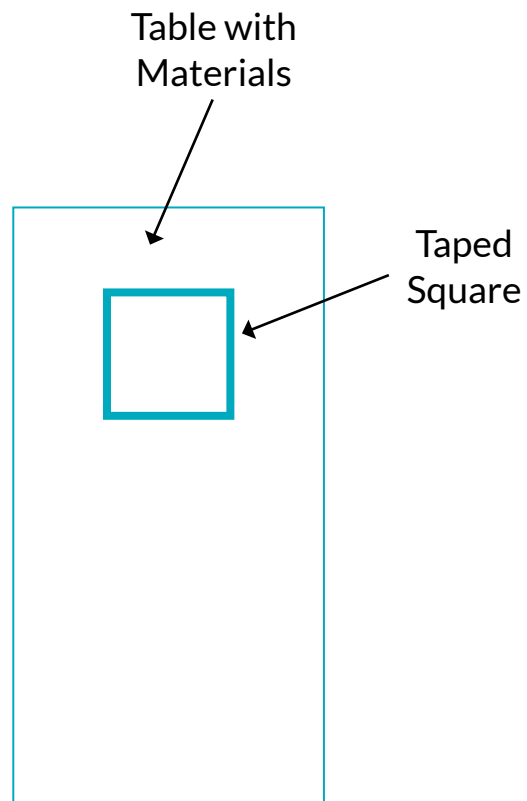
- 1 point (40 points maximum) for each inch (2.5cm) of height of the tower at the end of Part One.
- 2 points (20 points maximum) for each piece of material successfully removed in Part Two, as long as the tower is at least 8in (20cm) tall.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

# DECONSTRUCTION

## Advanced Level

### For Appraisers Only

The setup consists of a table with a 12in X 12in (30cm X 30cm) taped square.



# WHERE AM I?

## Advanced Level

### Focus

Innovation, improvisational acting, story development, theater arts, teamwork.

### Challenge

Your team is to present a **PERFORMANCE** with an unknown setting using “Human Scenery.”

For this Challenge, “Human Scenery” is when one or more team members use their bodies to portray a setting without making any sounds.

### Time

You will have up to 30 seconds to divide your team into two groups. You will then have up to 4 minutes to use your **IMAGINATION** and the **CREATIVE PROCESS** to plan your **PERFORMANCE** and 2 minutes to present your **PERFORMANCE**.

### Setup

In the center of the room there is a curtain.

### Procedure

- **Part One** (30 seconds): Divide your team into two groups. One group will be the “Human Scenery” and the other group will be the actors. At the end of Part One, one group will go behind the curtain.
- **Part Two** (4 minutes): Plan and practice your **PERFORMANCE**. The actors will be given a card with a goal that they are trying to achieve during your **PERFORMANCE**. The “Human Scenery” group will be given a setting they need to portray. These cards may **NOT** be shared with the other group.
- **Part Three** (2 minutes): Present your **PERFORMANCE**. The “Human Scenery” group should portray the setting silently, while the actors try to achieve the goal they were given. You should try to integrate the “Human Scenery” into your **PERFORMANCE**.

### Materials

Each group will have a piece of paper and pencil to use as you plan and present your **PERFORMANCE**.

### Scoring

You will receive:

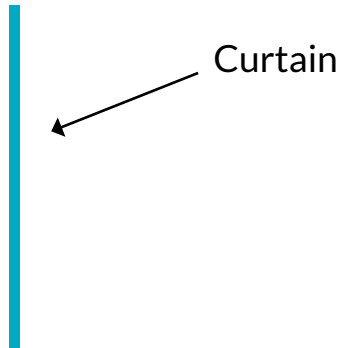
- 10 points if the “Human Scenery” group is silent during your entire **PERFORMANCE**.
- Up to 20 points for the creativity of your “Human Scenery.”
- Up to 20 points for the creativity of how the actors attempt to achieve the goal they were given.
- Up to 30 points for the creativity of the integration of the “Human Scenery” into your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

# WHERE AM I?

## Advanced Level

### For Appraisers Only

There is a curtain in the center of the room.



### Cards for the Team

Setting:  
A busy city street

Goal:  
Find a buried treasure