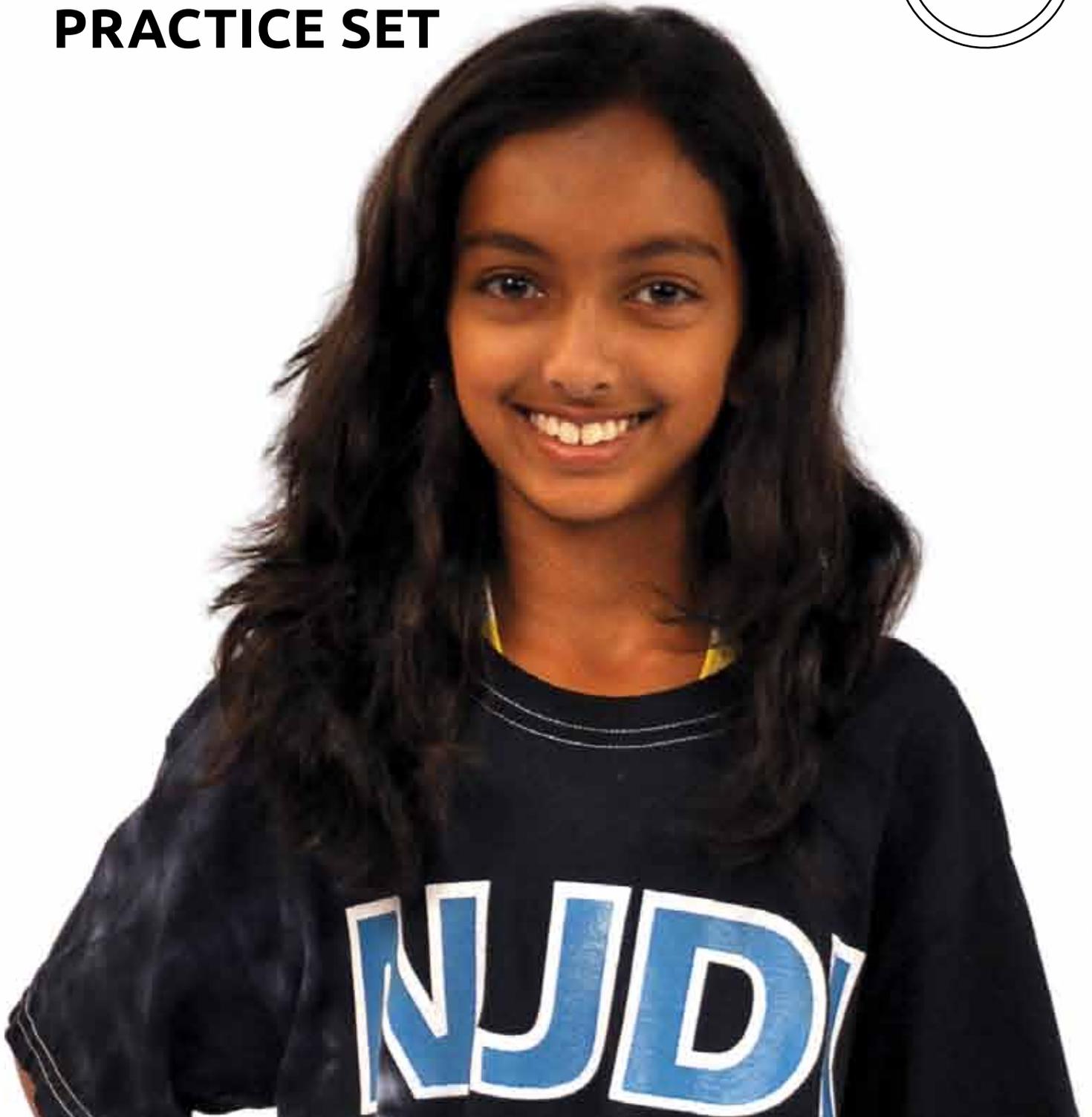


INSTANT CHALLENGE

2011
2012

PRACTICE SET



creativity @ teamwork @ problem solving



2011-12 Instant Challenge Practice Set

Destination ImagiNation, Inc.

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table of contents

overview

Goals, Methods, Assessment	4
What is <i>Instant Challenge</i> ?	5
Types of <i>Instant Challenges</i>	5
Practicing <i>Instant Challenges</i>	6
Tips for <i>Instant Challenge</i> Team Managers	7

instant challenges

IC 1: what's the connection?	8
IC 2: number crazy	11
IC 3: know your role	14
IC 4: one letter at a time	16
IC 5: antiques 2511	18
IC 6: cowabunga!	19
IC 7: smart turtle	20
IC 8: all tangled up	22
IC 9: block it	24

Goals, Methods, Assessment

Goals

- To put a team's creativity, teamwork and problem solving abilities 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.

Methods

- 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.

Assessment

- Each *Instant Challenge* includes a 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.

This set of *Instant Challenges* has been provided to help teams prepare for the *Instant Challenge* portion of the Tournament. Each Challenge is presented as it would appear at the Tournament.

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* you 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 their solutions, on the creativity of their final projects, and on their success in completing the tasks. Team members may or may not be allowed to talk during the Challenge.

Each year, a variety of *Instant Challenges* are created. Some of the *Challenges* require divergent thinking (i.e., out of the box creativity), while others have been developed to emphasize teamwork and convergent thinking (i.e., in the box creativity).

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.

Practicing *Instant Challenges*



After each *Instant Challenge*: Debrief!

ALWAYS be sure to Debrief at the end of each *Instant Challenge* or set. Keep your questions friendly and not judgmental (i.e., defer judgment). Allow the TEAM to answer the questions and draw its 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 solve 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 you 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, and most importantly: WHAT DID YOU LEARN?

Tips for *Instant Challenge* Team Managers

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

1. Ask the team members 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 its 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 it practices *Instant Challenge*. Then, as the tape is replayed, have the team critique what it sees. 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 the team do the same *Instant Challenge* several times, requiring a different solution each time.
5. Have the team do the same Task-Based Challenge several times, and remove an important material each time.
6. When the team has completed an *Instant Challenge*, don’t retire it permanently. Have the team do it again several weeks later. Discuss with the team whether it is approaching the Challenge differently than before; if so, have the team members discuss what they learned that made them change their approach.



what's the connection?

This is Part One of a Two-Part Challenge

challenge

Your TASK is to divide up 8 objects into 4 pairs.

time

You will have up to 2 minutes to divide up the objects.

setup

On the table in front of you are 8 objects.

procedure (2 minutes)

- Divide the objects into 4 pairs and write down the names of the objects on the 2 sheets the Team Manager will give you.
- You will keep one sheet and give the other to the Team Manager.
- You may NOT talk during this part of the Challenge.

scoring

There is no scoring during this part of the Challenge.



For Team Managers Only

The setup consists of a table with 8 objects. The 8 objects could be: a lid from a cooking pot, a mop, a dog bone, a baby bottle, a feather, a hat, a bucket, and a magnifying glass. In addition, the team should be given 2 copies of the "Pairs List," as well as 2 sharpened pencils.



what's the connection?

This is Part One of a Two-Part Challenge



(print 2 copies)

Pairs List

Pair One: _____

Pair Two: _____

Pair Three: _____

Pair Four: _____



what's the connection?

This is Part Two of a Two-Part Challenge

challenge

Your team is to present a PERFORMANCE in which you show your Team Manager how 4 pairs of objects are connected.

time

You will have up to 5 minutes to use your IMAGINATION to plan and practice your PERFORMANCE and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

procedure

Sometimes it's hard to see how 2 objects might be connected. For example, at first you might not be able to think of a connection between a clock and a piano. But if you think hard enough, there are a lot of ways they could be connected. On the table in front of you are 8 objects. You already have created 4 pairs using these objects. You are to think of a creative way each of the pairs of objects is connected. After 5 minutes, you should present a PERFORMANCE in which you show how each of the 4 pairs of objects you have created is connected.

materials

None of the objects may be damaged. 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 (60 points total) for the creativity of each of the connections.
- B. 20 points for the creativity of your PERFORMANCE.
- C. 20 points for how well your team works together.



number-crazy

challenge

Your TASK is to arrange numbers in taped boxes for score.

time

You will have up to 5 minutes to work together to put numbers in taped boxes for score.

setup

In the center of the room are 9 taped boxes. There are also cards with numbers on them that you can put in the boxes.

procedure (5 minutes)

- Place numbers in the taped boxes for score.
- You will be given a list of ways you can put numbers in taped boxes to receive score.
- Try to place the numbers so that you do as many things on the list as you can.
- The numbers in the taped boxes at the end of time will be scored.
- Only one number should go in each box.

scoring

You will receive:

- A. 10 points (80 points maximum) for each of the things on the list that you are able to do.
- B. Up to 20 points for how well your team works together.

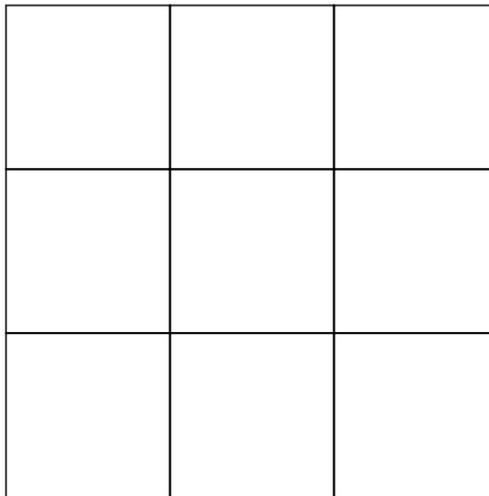


number-crazy

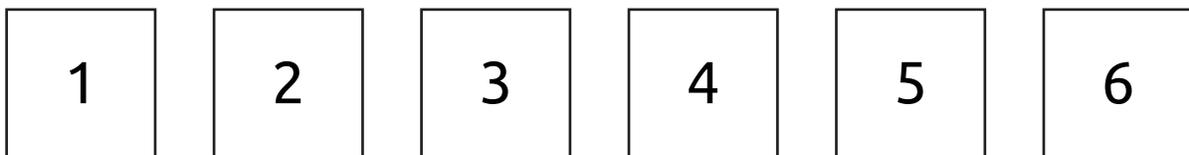
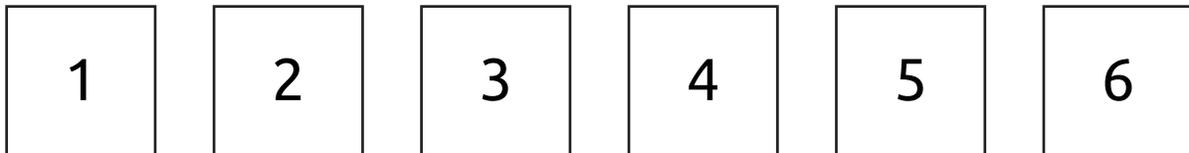


For Team Managers Only

1. The set up consists of 9 taped boxes in a 3' x 3' grid.



2. There should be 12 cards with numbers as follows:





number-crazy

ways of placing numbers

1. All boxes have a number in them.
2. No even numbers are next to each other.
3. The sum of each of the columns (up and down) is even.
4. The sum of each of the rows (right to left) is odd.
5. There are more odd numbers in the boxes than even numbers.
6. The sum of all the numbers in the boxes is more than 25.
7. No row (left to right) has the same number.
8. The number in the middle box is 4.
9. Numbers in each of the corners are 3 or less
10. The bottom row (left to right) is the sum of the top 2 rows.



Note:

1,3,5,7,9,11,13,15,17,19, etc. are ODD numbers.
2,4,6,8,10,12,14,16,18,etc. are EVEN numbers.

3

know your role

challenge

Your team will divide into two groups: one group will be given a TASK-based Challenge, the other a PERFORMANCE-based Challenge.

time

You will have up to 5 minutes to solve this Challenge.

procedure (5 minutes)

- Divide your team into 2 groups.
- The 1st group will draw a card that describes either a TASK-based Challenge or a PERFORMANCE-based Challenge.
- The 1st group of team members has the option of switching cards after they have seen their card, but doing so will cost the team 10 points.
- The 2nd group will be given the remaining Challenge.
- Both groups need to complete their Challenges within the allotted time.

materials

The group carrying out the TASK-based Challenge will get a bag of materials (Team Manager see next page).

The group carrying out the PERFORMANCE-based Challenge will get a piece of paper and a pencil to use as they plan and practice their PERFORMANCE.

scoring

You will receive:

- A. 10 points if the 1st group does NOT switch Challenges.
- B. 10 points if each group completes their Challenge within the allotted time.
- C. Up to 30 points for the TASK-based Challenge.
- D. Up to 30 points for the PERFORMANCE-based Challenge.
- E. Up to 20 points for how well your team works together.

3

know your role



For Team Managers Only

TASK-based Challenge

You are to use the materials in a bag to build a structure that will hold a softball above the floor as far as possible. You will receive 2 points (30 points maximum) for each inch (2.5cm) that the softball is above the floor.

The group doing the TASK-based Challenge will get a bag containing;

6 Index Cards	1 Sheet of Newspaper
4 Rubber Bands	4 Pencils
8 Straws	4 Pipe Cleaners
6 Paper Clips	1 Softball

PERFORMANCE-based Challenge

Your team is trapped in a maze. It is too dark to see. Present a skit about how you would get out. You will receive up to 30 points for the creativity of your PERFORMANCE.

4

one letter at a time

challenge

Your team is to present a PERFORMANCE that centers around one letter of the alphabet.

time

You will have up to 5 minutes to choose a letter of the alphabet, think of 10 words that begin with that letter, and create a prop that begins with that letter. You must also plan and practice a PERFORMANCE in which you use the prop and the 10 words. At the end of the Challenge, you will have up to 2 minutes to present your PERFORMANCE to the Team Manager.

procedure

Part One (5 minutes):

- Pick any letter of the common alphabet, then think of 10 words that begin with that letter and write the words down on the sheet provided by the Team Manager (next page).
- Also use the provided materials to create a prop that begins with your chosen letter.
- You should then plan and practice a PERFORMANCE in which you use the prop and the 10 words.

Part Two (2 minutes):

- Present your PERFORMANCE to the Team Manager.

materials

1 Golf Ball	4 Craft Sticks
2 Paper Cups	2 Rubber Bands
48in (120cm) of Yarn	2 Cardboard Tubes
2 Paper Plates	1 Box of Markers
2 Sheets of Newspaper	

The markers may NOT be damaged and may NOT be used in the PERFORMANCE. The golf ball may NOT be damaged. 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:

- A. 20 points for using the prop and each of the 10 words on your list in your PERFORMANCE.
- B. Up to 15 points for how creatively you use the prop and the 10 words on your list in your PERFORMANCE.
- C. Up to 15 points for the creativity of your prop.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

5

antiques 2511 (entry level)

challenge

Your TASK is to create an antique found in the year 2511 and then to present a PERFORMANCE in which you show what the antique is, and explain what it did and why it is valuable.

For the purpose of this Challenge, an “antique” is anything at least 500 years old.

time

You will have up to 4 minutes to make your antique, as well as to plan and practice your skit. You will then have up to 2 minutes to present your PERFORMANCE to the Team Manager.

procedure

- It is the year 2511.
- You have found a valuable antique from the year 2011!
- You are to use the materials to make a replica of this antique and then present a PERFORMANCE in which you show what the antique is, and explain what it did and why it is valuable.

materials

2 24in (60cm) Pieces of String	2 Cupcake Wrappers
3 Pipe Cleaners	2 Rubber Bands
2 Pencils	2 Mailing Labels
4 Straws	2 Sheets of Colored Paper

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:

- A. 10 points if you create an antique.
- B. 20 points if you show what the antique is, and explain what it did and why it is valuable in your PERFORMANCE.
- C. Up to 20 points for the creativity of the antique.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.



cowabunga!

challenge

Your team is to present a PERFORMANCE in which a cow or cows do something that regular cows can't do.

time

You will have up to 4 minutes to make costumes and plan and practice your skit. You will then have up to 2 minutes to present your PERFORMANCE to the Team Manager.

procedure

- Everyone knows that cows can eat grass, produce milk, and moo!
- Your team has discovered a new talent for your cow or cows.
- It is your job to make the Team Manager think "Cowabunga!"
- Be sure to have at least one of your team members pretend to be a cow and that your PERFORMANCE has a beginning, middle and end.
- You should use the materials to make costumes.

materials

2 Sheets of Newspaper	2 Paper Bags
2 Cardboard Tubes	1 Box of Markers
4 Mailing Labels	1 Pair of Gloves
2 Plastic Spoons	

The markers may NOT be damaged and may NOT be used in the PERFORMANCE. 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. 10 points if your PERFORMANCE has a beginning, middle and end.
- B. Up to 30 points for how creatively you show the cow or cows in your skit.
- C. Up to 20 points for the creativity of your costumes.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.



smart turtle

challenge

Your team is to present a PERFORMANCE that includes 5 unusual animals.

time

You will have up to 4 minutes to create your animals and plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE to the Team Manager.

procedure

Part One (4 minutes):

- Create 5 unusual animals by choosing the names of 5 different animals and words to describe each of them.
- Each chosen word must end with the same letter that the name of the animal starts with...for example, a smarT Turtle. Smart ends in the letter T and turtle starts with the letter T.
- Write down the names of your animals and the words that describe them on the sheets the Team Manager will give you. Hand one of the sheets back to the Team Manager at the end of Part One.
- In Part One, you should also plan and practice your PERFORMANCE.

Part Two (2 minutes):

- Present your PERFORMANCE.
- During your skit, each of the unusual animals must be acted out.

materials

A piece of paper and a pencil will be available for your team to use as you plan and practice your PERFORMANCE.

scoring

You will receive:

- A. 20 points if you create 5 unusual animals in Part One.
- B. Up to 8 points (40 points maximum) for the creativity of each of your unusual animals.
- C. Up to 20 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well you team works together.



smart turtle



(print 1 copy)

names of unusual animals:

1. _____
2. _____
3. _____
4. _____
5. _____



For Team Managers Only

The names of the unusual animals do NOT need to be spelled correctly as long as the last letter of the word and the first letter of the animal are the same.

8

all tangled up (entry and advanced levels)

challenge

Your TASK is to build a structure that connects as many ropes as possible and is as close to the floor as possible without touching it. You should then present a PERFORMANCE in which you explain what your structure is and how it ended up in the ropes.

time

You will have up to 5 minutes to build your structure and plan your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Team Manager.

setup

In the center of the room is a wooden frame with 10 ropes hanging in the middle of it. There is also a table with materials.

procedure

Part One (5 minutes):

- Use the materials on the table to build a structure that connects as many of the ropes as possible and is as close to the floor as possible without touching it.
- When attaching items to the ropes, you may NOT use the mailing labels or tie the ropes into knots.
- You also should use Part One to plan your PERFORMANCE.

Part Two (2 minutes):

- Present a skit in which you explain what your structure is and how it ended up in the ropes.
- You may continue building your structure during your PERFORMANCE.

materials

1 Styrofoam Cup	1 Sheet of Newspaper
2 Craft Sticks	3 Cupcake Wrappers
4 Mailing Labels	5 Binder Clips
24 in (60 cm) Piece of Yarn	5 Straws
2 Rubber Bands	2 Wooden Spoons
4 Paper Clips	6 Pipe Cleaners

The mailing labels may NOT be attached to the wooden frame, ropes, or spoons. The wooden spoons may NOT be damaged. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

8

all tangled up

scoring

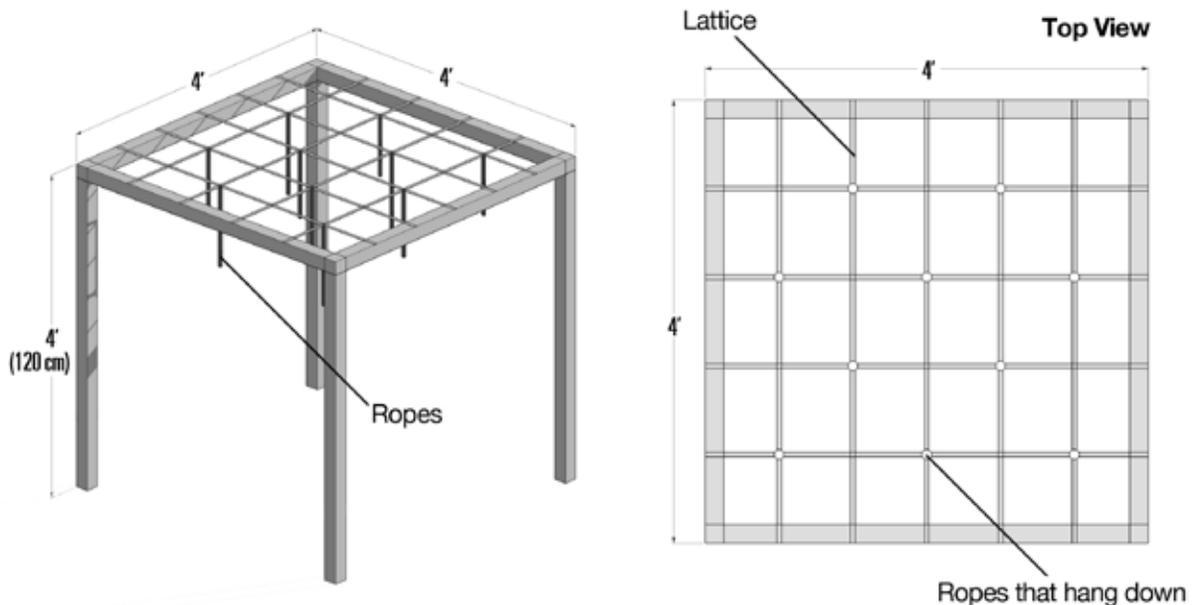
You will receive:

- A. 20 points if your structure is within 12 in (30cm) of the floor without touching it at the end of Part Two.
- B. 2 points (20 points maximum) for each rope that is connected to the structure at the end of Part Two.
- C. Up to 10 points for the creativity of what your structure is.
- D. Up to 10 points for the creativity of how your structure ended up in the ropes.
- E. Up to 20 points for the creativity of your PERFORMANCE.
- F. Up to 20 points for how well you team works together.



For Team Managers Only

The set up consists of a 4 ft x 4 ft x 4 ft (120 cm x 120 cm x 120 cm) wooden structure in the center of the room with a lattice on its top. Hanging from the lattice are 10 pieces of $\frac{1}{2}$ in (1.25 cm) rope of varying lengths. The ropes should vary from 9 in (22 cm) to 12 in (30 cm) in length.





block it

challenge

Your TASK is to build a block structure that meets as many of your specifications as possible.

time

You will have up to 3 minutes to decide what specifications you will use to build your block structure and then up to 4 minutes to build a structure that meets as many of the specifications as possible.

setup

In the center of the room is a 12in x 12in (30cm x 30cm) taped square. Next to the taped square is a pile of colored blocks.

procedure

In front of you is a pile of blocks whose potential is limited only by the constraints you choose for them. Pick your specifications carefully and try to figure out exactly how many you can accomplish.

Part One (3 minutes):

Plan your strategy and fill out the specification sheet to determine how you will be scored after Part Two. The more specifications you can include in your structure, the more points you will receive. However, you will also receive points by predicting how many of the specifications you will be able to include in your structure.

Part Two (4 minutes):

Build your block structure.

materials

25 colored blocks

scoring

You will receive:

- A. 4 points (60 points maximum) for each specification that you selected in Part One that you are able to include in your structure.
- B. 5 points if your structure meets at least one of your selected specifications.
- C. 5 points if your structure meets half (rounded down) of your selected specifications.
- D. 5 points if your structure meets more than half (rounded down) of your selected specifications.
- E. 5 points if your structure meets all of your selected specifications.
- F. Up to 20 points for how well your team works together.

9

block it

Mark the specifications you wish to include in your structure.

- 1. The structure is at least 7 blocks high at its highest point.
- 2. All of the blue blocks in the pile are used in the structure.
- 3. No red blocks are used to construct the structure.
- 4. Only blue blocks are touching the floor.
- 5. No blocks of the same color are adjacent to each other.
- 6. All of the blocks in the pile are used in the structure.
- 7. The structure has a round blue block at its highest point.
- 8. The base of the structure is completed within the taped area.
- 9. Every block in the structure is touching at least 2 other blocks.
- 10. Every blue block in the structure is touching another blue block.
- 11. No green block is touching a red block.
- 12. The structure has a tunnel in it.
- 13. An even number of blocks is used to build the structure.
- 14. The structure contains more green blocks than red blocks.
- 15. Every team member has placed at least one block in the structure.
- 16. All of the area within the taped square is covered by the structure.
- 17. More than half of the blocks in the pile are used in the structure.
- 18. The structure extends out beyond the taped area.
- 19. All rectangular blocks are placed upright in the structure.
- 20. All round blocks in the pile are included in the structure.