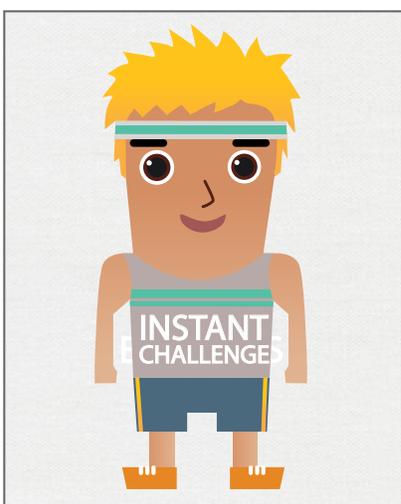




INSTANT CHALLENGE PRACTICE GUIDE



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CHALLENGES

- 2 Mix-Up In The Factory
- 4 Dinner Theatre
- 5 Mime Time
- 7 What Shape Is Your Tower?
- 9 Through The Looking Glass
- 10 Above And Beyond
- 15 Let's Fly A Kite
- 16 Mood Changer
- 17 Stamp It

OVERVIEW

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.

ENTRY LEVEL

MIX-UP IN THE FACTORY

Focus

Innovation, improvisational acting, teamwork

Challenge

Your team is to figure out 3 creative ways to sell a product that was the result of a mix-up in the factory, and then present a PERFORMANCE in which you show your plans to the Appraisers.

Time

You will have up to 4 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to figure out 3 creative ways to sell a product that was the result of a mix-up in the factory and plan your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

Mix-up in the factory! String that was supposed to be made into balls has been cut into 6in(15cm) lengths.

- **Part One (4 minutes):** Figure out 3 creative ways to sell 6in(15cm) pieces of string. You should list the 3 ways on the sheets the Appraisers will give and hand one of the sheets back to the Appraisers at the end of Part One. You should also use Part One to plan your PERFORMANCE.
- **Part Two (2 minutes):** Present your PERFORMANCE to the Appraisers, in which you show your plans to the Appraisers.

Materials

Twelve 6in(15cm) Pieces of String

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

Scoring: You will receive

- 10 points if you figure out 3 creative ways of selling the pieces of string.
- Up to 20 points (60 points maximum) for the creativity of each of the ways of selling the pieces of string.
- Up to 10 points for the creativity of the PERFORMANCE.
- Up to 20 points for how well your team works together.

CREATIVE WAYS OF USING STRING

1. _____

2. _____

3. _____

ADVANCED LEVEL

DINNER THEATRE

Focus

Innovation, improvisational acting, teamwork

Challenge

Your team is to present an exciting PERFORMANCE with as little preparation as possible.

Time

You will have up to 30 seconds to use your IMAGINATION and PROBLEM SOLVING SKILLS to decide how much planning time you want. If you decide not to have any planning time, you will proceed directly to your PERFORMANCE. Otherwise, you will have up to 1 or 2 minutes to plan your PERFORMANCE and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

Your team works as waiters at a restaurant. Today, some of the food is taking too long to prepare. Entertain the customers to keep them from getting bored. Hurry! The customers are waiting! There is a table with materials you should use in your PERFORMANCE.

- **Part One (30 seconds):** Decide how much planning time you want: 0, 1 or 2 minutes. If you want to skip the planning time and go directly to your PERFORMANCE, your team will receive 20 points. If you want only 1 minute of planning time, your team will receive 10 points.
- **Part Two (1 or 2 minutes):** Use this time to plan your PERFORMANCE.
- **Part Three (2 minutes):** Present your PERFORMANCE to the Appraisers. Be sure your PERFORMANCE has a beginning, a middle and an end.

Materials

1 Wooden Spoon	1 Apron	1 Tablecloth
1 Plate	1 Salt Shaker	1 Measuring Cup
1 Pitcher	1 Set of Tongs	1 Bowl
1 Glass		

None of the materials may be damaged. Your team will also be given a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

Scoring: You Will Receive

- A. 20 points if you skip Part Two; 10 points if you choose to have Part Two last 1 minute.
- B. 10 points if your PERFORMANCE has a beginning, a middle and an end.
- A. Up to 20 points for how creatively you use the materials in your PERFORMANCE.
- B. Up to 30 points for the creativity of the PERFORMANCE.
- C. Up to 20 points for how well your team works together.

ENTRY AND ADVANCED LEVELS

MIME TIME

Focus

Improvisational acting, story development, theater arts, teamwork

Challenge

Your team is to present a PERFORMANCE in which you use mime to tell a story.

For the purpose of this Challenge, "mime" is a way of telling a story that uses gestures, facial expressions and body movement instead of words.

Time

You will have up to 4 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to plan and practice your PERFORMANCE, and then up to 2 minutes to use mime to tell a story.

The Scene

On the table are 5 cards. You should turn over 3 of the cards, and create your story around the activity listed on one of the cards. You may only use mime to tell your story. Make sure your story has a beginning, a middle and an end.

Materials

Your team will be given a piece of paper and a pencil to use as you plan and present your PERFORMANCE. You may use up to 3 chairs in your PERFORMANCE.

Scoring: You Will Receive

- A. 10 points if your story has a beginning, a middle and an end.
- B. 10 points if no words are spoken during your PERFORMANCE.
- C. Up to 30 points for the creativity of your story.
- D. Up to 30 points for the creativity of your mime.
- E. Up to 20 points for how well your team works together.

ENTRY AND ADVANCED LEVELS

MIME TIME

FOR APPRAISERS ONLY

Three chairs should be available for the team to use. In addition, there should be 5 index cards with the following activities:

- Babysitting a pet
- Rooting for a losing sports team
- Getting ready for school
- Preparing a dessert
- Going on a vacation

ENTRY LEVEL

WHAT SHAPE IS YOUR TOWER?

Focus

Innovation and design process, technical design and construction, teamwork

Challenge

Your TASK is to create a free-standing tower in a shape of your choice.

- For the purpose of this Challenge, “free-standing” means that the tower is NOT attached to anything.

Time

You will have up to 7 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to create your tower.

Set-up

In the center of the room is a table with materials. You may build your tower on the floor or on the table.

Procedure

(7 minutes) Use the materials to create a free-standing tower in a shape of your choice. Your choices include a cylinder, a square, a triangle, or a star. You will want your tower to be as wide and high as possible. The height of your tower will be measured from the top of the table or floor. The width of your tower will be measured at the widest point at least 6in (15cm) above the base of the tower. You should try to use all types of the materials in your tower. Your score will also depend upon which shape you choose. You will be given a sheet that tells the point value for each shape. You may ask the Appraisers to stop at any time so your tower may be measured.

Materials

4 Chenille Sticks (Pipe Cleaners)	2ft (60cm) of String	4 Mailing Labels
5 Straws	8 Pieces of Spaghetti	4 Craft Sticks
2 Index Cards	2 Twist Ties	1 Yardstick (meterstick)

The yardstick (meterstick) may NOT be damaged and may NOT be part of the tower.

Scoring: You Will Receive

- 10 points if you are able to build a tower that looks like the shape you have chosen.
- 10 points if you use all types of materials in your tower.
- 1 point (30 points maximum) for each inch (2.5cm) of height times a number that depends on the shape you have chosen.
- 1 point (30 points maximum) for each inch (2.5cm) of width times the same number as in C.
- Up to 20 points for how well your team works together.

For Appraisers Only

- The setup consists of a table with materials.

WHAT SHAPE IS YOUR TOWER?

MULTIPLIER FOR SHAPE CHOSEN

1.2	1.3	1.4	1.5
Cylinder	Square	Triangle	Star

ADVANCED LEVEL

THROUGH THE LOOKING GLASS

Focus

Innovation and design process, strategic planning, experimentation, technical design and construction, teamwork

Challenge

Your TASK is to create 1 or more structures that are free-standing and go through holes in a wooden frame.

Time

You will have up to 7 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to build your structure(s).

Set-up

In the center of the room is a wooden frame. The inside of the frame has 5 holes that have been created by string. There is also a table with materials.

Procedure

(7 minutes) Use the materials to build one or more structures that are free-standing and go through the holes in the wooden frame. The structure(s) may only touch the floor. Your structure(s) may NOT touch the string or the wooden frame. You should try to have part of a structure go through each of the holes.

Materials

1 Sheet of Paper	4 Straws	4 Pencils
2 Clothes Pins	36in (90cm) of String	7 Paper Clips
6 Mailing Labels	4 Index Cards	2 Pairs of Scissors

The scissors may NOT be damaged and may NOT be part of your structure(s).

Scoring: You Will Receive

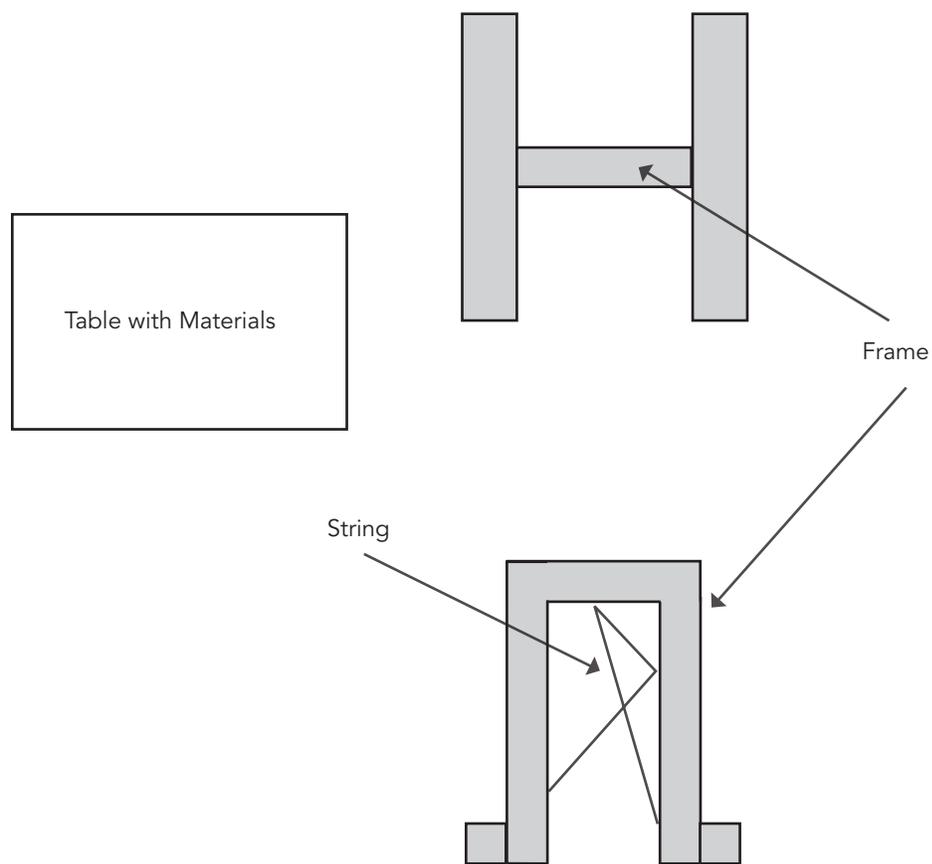
- A. 10 points if your build at least 1 structure that goes through a hole in the frame.
- B. 10 points (50 points maximum) for each hole that has part of a structure going through it.
- C. Up to 20 points for the creativity of your structure(s).
- D. Up to 20 points for how well your team works together.

ADVANCED LEVEL

THROUGH THE LOOKING GLASS

For Appraisers Only

The setup consists of wooden frame standing upright in the middle of the room. The inside of the frame has been divided into 5 parts by string. In addition, there is a table with materials.



ENTRY AND ADVANCED LEVELS

ABOVE AND BEYOND

THIS IS PART A OF A TWO PART CHALLENGE

Focus

Innovation and design process, strategic planning, experimentation, technical design and construction, teamwork

Challenge

Your TASK is to build a free-standing tower that is as tall as possible within a taped area.

- For the purpose of this Challenge, “free-standing” means that the structure may NOT be attached to anything.

Time

You will have up to 3 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to build your tower.

Set-up

In the center of the room is a table with a taped area and materials.

Procedure

(3 minutes) Use the materials on the table to build a free-standing tower that is as tall as possible. The tower may only touch the table within the taped area. If you have not completed your tower within 3 minutes, you may take an additional minute, but in doing so, you will receive less score. At the end of time, an Appraiser will measure the height of the tower. No team member may be touching the tower while it is being measured. You will NOT need to save any of the materials for Part B.

Materials

1 Piece of Paper	1 Paper Cup	4 Coffee Stirrers
2 Clothes Pins	2 Chenille Sticks (Pipe Cleaners)	4 Mailing Labels

The mailing labels may NOT be attached to the table.

Scoring: You Will Receive

- 20 points if you finish building your tower within 3 minutes.
- 1 point (30 points maximum) for each inch (2.5 cm) of height of your tower.
- Up to 10 points for the creativity of your tower.

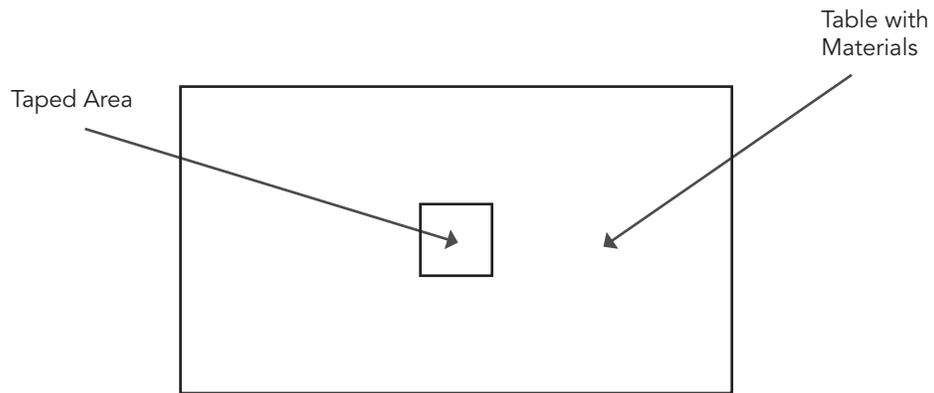
ENTRY AND ADVANCED LEVELS

ABOVE AND BEYOND

THIS IS PART A OF A TWO PART CHALLENGE

For Appraisers Only

The setup consists of a table with materials. In the middle of the table is a 12in X 12in (30cm X 30cm) taped area.



ENTRY AND ADVANCED LEVELS

ABOVE AND BEYOND

THIS IS PART B OF A TWO PART CHALLENGE

Focus

Innovation and design process, strategic planning, experimentation, technical design and construction, teamwork

Challenge

Your TASK is to build a 2nd free-standing tower that is taller than your 1st tower within the taped area.

Time

You will have up to 4 minutes to use your IMAGINATION to build your 2nd tower.

Set-up

In the center of the room is a table with a taped area and new materials.

Procedure

(4 minutes) Use the new materials on the table to build a 2nd free-standing tower that is taller than your 1st tower. The 2nd tower may also only touch the table within the taped area. At the end of time, an Appraiser will measure the height of the tower. No team member may be touching the tower while it is being measured.

Materials

1 Piece of Paper	1 Paper Cup	4 Coffee Stirrers
2 Clothes Pins	2 Chenille Sticks (Pipe Cleaners)	4 Mailing Labels

The mailing labels may NOT be attached to the table.

Scoring: You Will Receive

- D. 1 point (10 points maximum) for each inch (2.5 cm) of height that your 2nd tower is above the height of the 1st tower.
- E. Up to 10 points for the creativity of your 2nd tower.
- F. Up to 20 points for how well your team works together in Parts A and B.

ENTRY AND ADVANCED LEVELS

ABOVE AND BEYOND

THIS IS PART B OF A TWO PART CHALLENGE

For Appraisers Only

1. If the team's 2nd tower is shorter than their 1st tower, the team should receive 0 points for scoring element D.
2. Be sure to clear away all materials from Part A before giving the team new materials in Part B.

ENTRY LEVELS

LET'S FLY A KITE

Focus

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

Challenge

Your TASK is to build a kite and then present a PERFORMANCE in which you show what your kite would see if it were flying.

- For the purpose of this Challenge, a "kite" is something that could fly in the sky.

Time

You will have up to 5 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to create your kite and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene

- **Part One (5 minutes):** Use the materials to create a kite. You should also use Part One to plan and practice your PERFORMANCE. Make sure your PERFORMANCE has a beginning, a middle and an end.
- **Part Two (2 minutes):** Present your PERFORMANCE, in which you show what your kite would see if it were flying.

Materials

1 Sheet of Newspaper	4 Straws	4 Paper Clips
6 Mailing labels	1 Pair of Chopsticks	4 Pencils
5ft (150cm) of Ribbon	2ft (60cm) of Yarn	

In addition, your team will be given a piece of paper and a 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 30 points for the creativity of your kite.
- Up to 20 points for the creativity of what your kite would see if it were flying.
- Up to 20 points for the creativity of the PERFORMANCE.
- Up to 20 points for how well your team works together.

ADVANCED LEVEL

MOOD CHANGER

Focus

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

Challenge

Your TASK is to create 3 props that each could be used to change a character's mood and then to present a PERFORMANCE in which your props change the moods of 3 characters.

Time

You will have up to 4 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE.

The Scene

- **Part One (4 minutes):** Create a story about 3 props that have the power to change the moods of 3 characters. Use the materials on the table to build your props. You may use Part One to plan and practice your PERFORMANCE.
- **Part Two (2 minutes):** Present your PERFORMANCE to the Appraisers.

Materials

10 Chenille Sticks (Pipe Cleaners)	1 Plastic Glove	2 Rubber Balls
1 Piece of Foil	2 Sheets of Newspaper	1 Styrofoam Ball
2 Streamers	1 Pair of Chopsticks	

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

Scoring: You Will Receive

- 10 points (30 points maximum) for the creativity of each of the props.
- 10 points (30 points maximum) for how creatively each of the props changes the characters' moods.
- 20 points for the creativity of the PERFORMANCE.
- 20 points for how well your team works together.

ENTRY AND ADVANCED LEVELS

STAMP IT!

Focus

Innovation and design process, improvisational acting, teamwork

Challenge

Your TASK is to create designs for 3 new postage stamps and then to present a PERFORMANCE in which you show your designs to the Appraisers.

Time

You will have up to 5 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to create your new postage stamp designs, and then up to 2 minutes to present your PERFORMANCE.

The Scene

- **Part One (5 minutes):** Create designs for 3 new postage stamps. You should also use Part One to plan your PERFORMANCE.
- **Part Two (2 minutes):** Present your PERFORMANCE, in which you show your designs to the Appraisers.

Materials

3 Sheets with a Blank Stamp Outline	8 Colored Markers
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Your team will be given a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

Scoring: You Will Receive

- A. 5 points if you create designs for 3 new postage stamps.
- B. Up to 15 points (45 points maximum) for the creativity of each of the new postage stamp designs.
- C. Up to 30 points for the creativity of the PERFORMANCE.
- D. Up to 20 points for how well your team works together.