

INSTANT CHALLENGE PRACTICE SET



2015 - 2016

Challenge Program

2015-16 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 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.

CHALLENGES

ENTRY LEVEL

TOUR DE FORCE	3
SITTING ON TOP	4
BOTTLE IT UP	5

ENTRY AND ADVANCED LEVELS

JUST A GAME	6
ARCHITECTURAL MODEL	7
NECKLACES	8

ADVANCED LEVEL

BUILD-A-BOAT	10
PROP	11
MATERIAL	11
WONDER WORDS	12
THE CLOCK IS TICKING	13

ENTRY LEVEL

TOUR DE FORCE

FOCUS

Improvisational acting, story development, theater arts, teamwork.

CHALLENGE

Your team is to present a PERFORMANCE in which you give a tour of a surprise location.

TIME

You will have up to 5 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.

THE SCENE

Your team has been hired to give a tour to a group of tourists.

However, at the last minute, the location of the tour had to be changed. Time to scramble!

Part One (5 minutes): At the beginning of Part One, you will be given a list of possible new locations for the tour you are to give. Choose one of these locations and create 5 "Little Known Facts" about this location to include in your PERFORMANCE. Write these 5 "Little Known Facts" on the sheets the Appraisers will give you and hand one of the sheets back to the Appraisers before you begin your skit. You may practice your PERFORMANCE in Part One.

Part Two (2 minutes): Present your skit. Be sure to include the five "Little Known Facts" in your skit and make sure your PERFORMANCE has a beginning, a middle and an end.

MATERIALS

All props are imaginary. Your team will have a piece of paper and pencil to use as you plan and present your PERFORMANCE.

SCORING

- A. 10 points if your PERFORMANCE has a beginning, a middle and an end.
- B. 10 points if you include all five "Little Known Facts" in your PERFORMANCE.
- C. Up to 6 points (30 points maximum) for the creativity of each of the "Little Known Facts."
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

POSSIBLE SURPRISE LOCATIONS

- | | | |
|-----------------------|-------------------------------|------------------------|
| ■ The Surface of Mars | ■ Inside a Pillow Factory | ■ The Milky Way Galaxy |
| ■ Inside a Dark Cave | ■ Inside an Ant Hill | ■ In a Cloud |
| ■ On a Pirate Ship | ■ Between Two Pages of a Book | ■ Inside a Tornado |

LITTLE KNOWN FACTS

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

ENTRY LEVEL

SITTING ON TOP

FOCUS

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

CHALLENGE

Your TASK is to build a structure that is as tall as possible on top of pegs and that rests on as few pegs as possible.

TIME

You will have up to 6 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to build your structure.

SETUP

In the center of the room is a table with a board with pegs. There is also a 2nd table with materials.

PROCEDURE

Use the materials on the table to build a structure that is as tall as possible and that rests on as few pegs as possible. The structure may NOT be attached to the pegs and may only touch the top of the pegs. At the end of time, or sooner if you wish, the Appraisers will count the number of pegs that your structure is touching and measure its height.

MATERIALS

- 4 Chenille Sticks (Pipe Cleaners)
- 12in (30cm) of String
- 4 Straws
- 1 Piece of Foil
- 6 Paper Clips
- 2 Craft Sticks
- 2 Mailing Labels
- 2 Plastic Forks
- 2 Rubber Bands

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

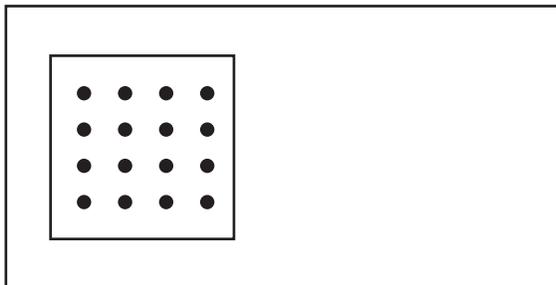
SCORING

- A. 10 points if you have a structure at least 12in (30cm) tall at the end of the Challenge.
- B. 10 points if your structure is only touching 5 or fewer pegs.
- C. 10 additional points if your structure is only touching 3 or fewer pegs.
- D. 1 point (30 points maximum) for each inch (2.5cm) of height of your structure at the end of the Challenge.
- E. Up to 20 points for the creativity of your structure.
- F. Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY

The setup consists of a 12in X 12in (30cm X 30cm) pegboard on a table in the middle of the room. On the pegboard, at 2in (5cm) intervals, are 3/8in (1cm) pegs that are 6in (15cm) in length. The pegs are NOT removable. There is a 2nd table with materials and a yardstick (meterstick).

**TABLE 1
PEGBOARD WITH PEGS**



**TABLE 2
MATERIALS AND YARDSTICK (METERSTICK)**



ENTRY LEVEL

BOTTLE IT UP

FOCUS

Innovation and design process, improvisational acting, story development, theater arts, teamwork.

CHALLENGE

Your TASK is to create a new type of soft drink and design a label for the bottle. Your team is then to present a PERFORMANCE in which you advertise your new soft drink with a commercial.

TIME

You will have up to 4 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to create your soft drink, design the label, and plan your commercial. You will then have up to 1 minute to present your commercial to the Appraisers.

THE SCENE

Part One (4 minutes): Create a new type of soft drink and prepare an eye-catching label for it. You should also use Part One to create a commercial for your new soft drink.

Part Two (1 minute): Present your commercial.

MATERIALS

- 1 Blank Label
- 1 Empty Bottle
- 8 Markers

The markers and the bottle 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

- A. 25 points for the creativity of your new type of soft drink.
- B. 25 points for the creativity of your bottle's label.
- C. 30 points for the creativity of your commercial.
- D. 20 points for how well your team works together.

FOR APPRAISERS ONLY

Large labels that will stick to the bottle but can be easily removed should be available at an office supply or craft store.

ENTRY AND ADVANCED LEVELS

JUST A GAME

FOCUS

Improvisational acting, story development, theater arts, teamwork.

CHALLENGE

Your team is to present a PERFORMANCE in which you demonstrate 2 new games using everyday materials.

TIME

You will have up to 4 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to divide your team into 2 groups and create 2 new games. Your team will then present PERFORMANCES in which each group will have 2 minutes to explain their game and have their team members play it.

THE SCENE

Part One (4 minutes): Divide your team into 2 groups. Each group should go to one of the tables and use the materials on that table to create a new game. Each game must involve the players using at least 3 of the materials on the table to complete a certain goal. On a sheet of paper, write down the goal. Hand this sheet back to the Appraisers at the end of Part One. During Part One, team members must remain at their own tables and may only talk to members of their group.

Part Two (2 minutes): Game time for the 1st group. One of the groups will explain the rules of their game and have their team members in the opposite group use the everyday materials to try to complete the goal of the game. You will be scored on the creativity of the use of the everyday materials and the goal of the game, not on whether your team members are able to complete the goal.

Part Three (2 minutes): Game time for the 2nd group.

MATERIALS

Each table will have a different set of materials. None of the materials may be damaged. Each group will also have a piece of paper and pencil to use in planning and presenting the PERFORMANCE.

SCORING

- A. 15 points (30 points maximum) for the creativity of each of the goals of the games.
- B. 15 points (30 points maximum) for how creatively the everyday materials are used in each of the games.
- C. 10 points (20 points maximum) for the creativity of each of the PERFORMANCES.
- D. Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY

1. The materials at each of the tables are as follows:

TABLE ONE

- 2 Plastic Glasses
- 3 Golf Balls
- 6ft (180cm) of Rope
- 1 Plunger
- 1 Pizza Pan
- 1 Deck of Cards
- 1 Basketball
- 2 Wooden Blocks

TABLE TWO

- 6 Ping-Pong Balls
- 2 Plastic Plates
- 1 Hula Hoop
- 2 Jump Ropes
- 1 Pair of Dice
- 4 Forks
- 1 Broom
- 1 Bucket

ENTRY AND ADVANCED LEVELS

ARCHITECTURAL MODEL

FOCUS

Innovation and design process, technical design and construction, improvisational acting, story development, theater arts, teamwork.

CHALLENGE

Your TASK is to create a model of a new building and then to present a PERFORMANCE in which you explain why this building should be built.

TIME

You will have up to 5 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to create a model of a new building and then up to 2 minutes to present your PERFORMANCE.

THE SCENE

Your team has been asked to enter an architectural contest. You are to design a building for the future. There are no limits!

Part One (5 minutes): Use the materials on the table to create a model of your building. Make sure you include at least one miniature person that is the same scale as your building. You should also use Part One to plan and practice your PERFORMANCE.

Part Two (2 minutes): Present your PERFORMANCE. Be sure to include what the purpose of your building is in your PERFORMANCE.

MATERIALS

- 4 Paper Cups
- 3 Mailing Labels
- 3ft (90cm) of String
- 3 Chenille Sticks (Pipe Cleaners)
- 1 Piece of Foil
- 6 Craft Sticks
- 1 Cardboard Tube
- 1 Sheet of Newspaper

In addition, your team will have a pair of scissors, but the scissors may NOT be part of your model. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

SCORING

- A. 10 points if you include a scale figure with your model.
- B. Up to 30 points for the creativity of your model.
- C. Up to 20 points for the creativity of the purpose of the building.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

ENTRY AND ADVANCED LEVELS

NECKLACES

FOCUS

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

CHALLENGE

Your TASK is to communicate how to make 3 necklaces.

TIME

You will have up to 1 minute to divide your team into 2 groups, and then up to 4 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to communicate how to build 3 necklaces.

SETUP

In the center of the room is a divider. There are tables with a box on each side of the divider. Inside one of the boxes are 3 necklaces. The necklaces are made of different types of rope and PVC connectors. Inside the other box are materials that can be used to make exact copies of the 3 necklaces.

PROCEDURE

Part One (1 minute): Divide your team into 2 groups. At the end of Part One, each group should go to one of the tables and remain at that table for the remainder of the Challenge.

Part Two (4 minutes): Open the boxes. The group with the box containing the 3 necklaces should communicate to their teammates how to make exact copies of the 3 necklaces. To complete each necklace, the ends of the necklace should be tied in a knot; however, any type of knot may be used.

MATERIALS

2 Boxes, one with 3 necklaces and the other with materials to make necklaces.

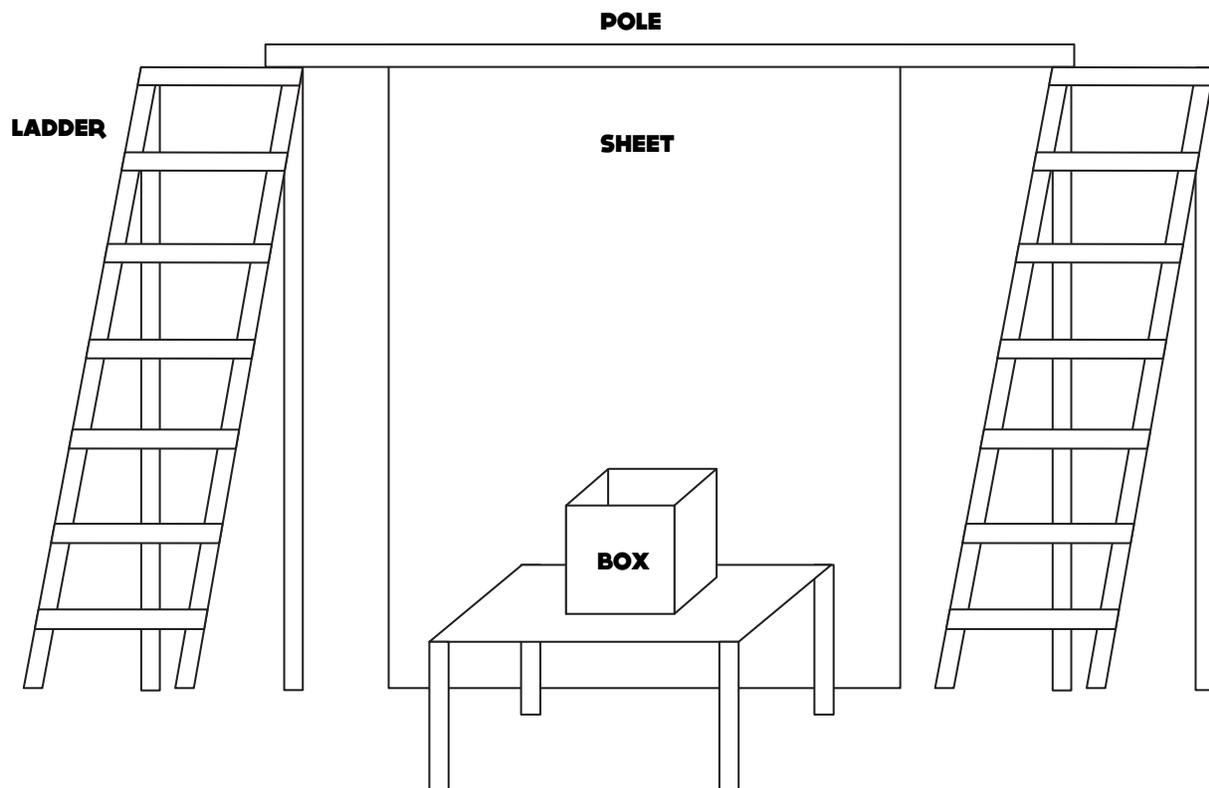
SCORING

- A. 20 points if you make at least 1 necklace that is an exact copy of 1 of the necklaces in the box.
- B. 2 points (30 points maximum) for each PVC connector correctly placed on the right piece of rope.
- C. 10 points (30 points maximum) for each necklace that you make that is an exact copy of 1 of the necklaces in the box.
- D. Up to 20 points for how well your team works together.

NECKLACES (CONT'D)

FOR APPRAISERS ONLY

1. The setup consists of a divider. This divider can be a screen of any sort or 2 ladders connected by a pole with a sheet, as shown below. On each side of the divider is a table with a box. One of the boxes contains 3 necklaces; the other box contains materials to make the 3 necklaces.
2. The necklaces should be 5 PVC connectors of varying shapes strung on 3ft (90cm) pieces of rope. Each piece of rope should be a different diameter. The box containing the "materials" should have more PVC connectors and pieces of rope than are



ADVANCED LEVEL

BUILD-A-BOAT

FOCUS

Innovation and design process, technical design and construction, improvisational acting, story development, theater arts, teamwork.

CHALLENGE

Your team is to present a PERFORMANCE in which you choose materials by including props in your skit. You will then carry out the TASK of building a boat that will hold marbles using the materials you have chosen.

TIME

You will have up to 3 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to plan and practice your PERFORMANCE, up to 1 minute to present your PERFORMANCE to earn materials, up to 3 minutes to build your boat and then up to 1 minute to add marbles for score.

THE SCENE

Part One (3 minutes): At the beginning of Part One, the Appraisers will give you a list of props and what materials you could earn by including each of the props in your PERFORMANCE. You can only choose 3 of the props. You should use Part One to plan your skit.

Part Two (1 minute): Present your skit. Make sure your PERFORMANCE has a beginning, a middle and an end. You will be scored on how creatively you use each of the 3 props you have chosen. At the end of Part Two, the Appraisers will give you the materials you have earned by including the 3 props in your skit.

Part Three (3 minutes): Build a boat and place it in the tub of water by the end of Part Three. Once the boat is in the water, the team may NOT touch the boat again.

Part Four (1 minute): Add marbles 1 at a time. To receive score, at least part of the marble must be above the top of the water for at least 5 seconds. Time will stop when any of the materials or one of the marbles has touched the bottom of the tub.

MATERIALS

In Part One, the Appraisers will give you a list of the materials you can earn by including certain props in your skit. In Part 4, you will be given 10 marbles. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE.

SCORING

- A. 10 points if your PERFORMANCE has a beginning, a middle and an end.
- B. Up to 10 points (30 points maximum) for how creatively you use each of the props in your PERFORMANCE.
- C. 10 points if you have a boat floating in the tub by the end of Part Three.
- D. 2 points (20 points maximum) for each marble successfully added in Part Four.
- E. Up to 10 points for the creativity of your PERFORMANCE.
- F. Up to 20 points for how well your team works together.

BUILD-A-BOAT (CONT'D)

FOR APPRAISERS ONLY

In Part Three, the team should receive score if they have a structure (“boat”) that remains above the water for at least 5 seconds at the end of Part Three. The structure must be in the water by the end of Part Three. If the team does not appear to understand that the boat must be in the water by the end of Part Three, they should be told, “In order to receive score, you must have a boat in the water by the end of Part Three.” If the team does NOT have a boat in the water by the end of Part Three, they should receive 0 points for score element C, but they should be allowed to place whatever they have created in the tub in order to proceed to Part Four.

PROP	MATERIAL
JUMP ROPE	4 STRAWS
HULA HOOP	4 PAPER CLIPS
POTATO MASHER	4 INDEX CARDS
BEACH BALL	4 CRAFT STICKS
WOODEN SPOON	2 TWIST TIES
PLUNGER	4 MAILING LABELS

ADVANCED LEVEL

WONDER WORDS

FOCUS

Innovation and design process, improvisational acting, story development, theater arts, teamwork.

CHALLENGE

Your team is to present a non-verbal PERFORMANCE in mime about a wonderful event. For the purpose of this Challenge, "non-verbal" means that no sounds may be used.

TIME

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

THE SCENE

Part One (4 minutes): Create a PERFORMANCE about a wonderful event. You should write down the wonderful event on the sheet of paper the Appraisers will give you and hand it back to the Appraisers at the end of Part One. You should also write down an emotion or action on each of the cards you have been provided and use these cards as part of your PERFORMANCE. You may practice your skit in Part One.

Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. Be sure your skit has a beginning, a middle and an end.

MATERIALS

Your team will have a marking pen and 5 large cards to write down your words. In addition, you will have a piece of paper and pencil to use as you plan and present your PERFORMANCE.

SCORING

- A. 10 points if your skit has a beginning, a middle and an end.
- B. Up to 15 points for the creativity of your wonderful event.
- C. Up to 5 points (25 points maximum) for how creatively you use each of the words in your PERFORMANCE.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY

1. Each team should be given 5 sheets of card stock, as well as a black marking pen. You may want to have an easel available on which the team may place their cards.
2. If the team uses any sounds in their PERFORMANCE, they should be told, "No sounds may be used in your PERFORMANCE."

ADVANCED LEVEL

THE CLOCK IS TICKING

FOCUS

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

CHALLENGE

Your TASK is to build 3 freestanding structures as quickly as possible. For the purpose of this Challenge, "freestanding" means that the structure is NOT attached to anything.

TIME

You will have up to 6 minutes to use your IMAGINATION and PROBLEM SOLVING SKILLS to build your structures.

SETUP

In the center of the room is a table. On the table are 3 taped areas. There is also a table with materials.

PROCEDURE

Use the materials on the table to build 3 structures. The bottom of each structure must be completely within a different taped area. Structures may be built in any order but must be built one at a time.

- Structure One must be at least 18in (45cm) tall.
- Structure Two must hold a tennis ball at least 6in (15cm) above the table.
- Structure Three must be at least 12in (30cm) tall and 12in (30cm) wide.

When you have completed one of the structures, tell the Appraisers. Time will briefly stop as the Appraisers verify that your structure meets one of the specified criteria. After the Appraisers have verified your structure, you may move to a different taped area and begin building a different structure. If your structure is NOT verified, you may continue working on that structure or begin building a different structure. However, if you choose to begin building a new structure, you will not be able to try to build the previous structure again. Materials may be reused. You will want to complete this Challenge as quickly as possible, for you will receive additional points for not using the entire 6 minutes.

MATERIALS

- 1 Piece of Paper
- 2 Index Cards
- 4 Straws
- 1 Pencil
- 4 Paper Clips
- 4 Mailing Labels

Your team will also have a yardstick (meterstick) and a tennis ball, but these may NOT be damaged and may NOT be part of your structures.

SCORING

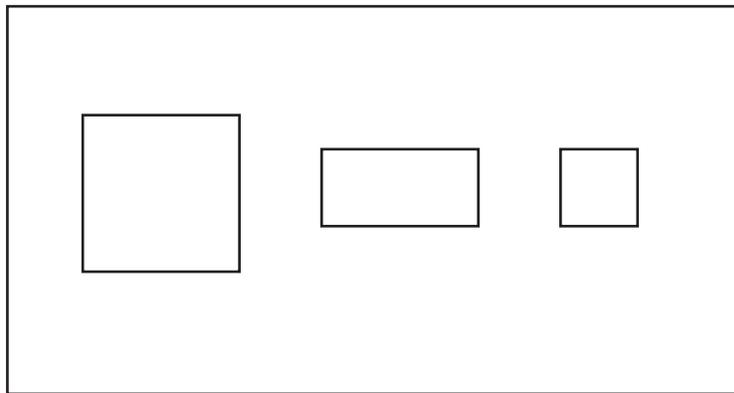
- A. 15 points (45 points maximum) for each structure successfully completed within 6 minutes.
- B. 5 points (35 points maximum) for each full half-minute remaining when you have completed the Challenge or wish to stop time.
- C. Up to 20 points for how well your team works together.

THE CLOCK IS TICKING (CONT'D)

FOR APPRAISERS ONLY

1. The setup consists of table with 3 taped areas. One of the areas is 12in X 12in (30cm X 30cm). One of the areas is 12in X 6in (30cm X 15cm). The third area is 4in X 4in (10cm X 10cm). (These measurements are all inside dimensions.) There is a 2nd table with materials, a tennis ball and a yardstick (meterstick)
2. If the team has stopped time but has NOT completed a valid structure, the team should be told that they can go back and continue working on the same structure or begin building a new structure. However, if they choose to begin building a new structure, they will not be able to try to build the previous structure again.

**TABLE 1
TAPED AREAS**



**TABLE 2
MATERIALS, TENNIS BALL AND YARDSTICK (METERSTICK)**

