



2017-2018

INSTANT CHALLENGE
Practice Set



2017-18 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 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.

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ENTRY LEVEL

NEW RULES

FOCUS

Innovation, Improvisational Acting, Story Development, Theater Arts, Teamwork

CHALLENGE

Your team is to present a PERFORMANCE in which you create and present 3 new rules to make an existing sport more exciting.

TIME

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

THE SCENE

The television networks have come to your team asking for help to make sports more exciting to the viewer.

- **Part One (4 minutes):** Choose an existing sport and create 3 new rules to make the sport more exciting. List the 3 new rules on the sheets the Appraisers will give you and hand one of the sheets back to the Appraisers at the end of Part One. You can plan and practice your PERFORMANCE in Part One.
- **Part Two (2 minutes):** Present your PERFORMANCE.

MATERIALS

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 team presents 3 new rules in Part Two.
- B. Up to 10 points (30 points maximum) for the creativity of each of the new rules.
- C. Up to 40 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

NEW RULES

1. _____

2. _____

3. _____

ENTRY LEVEL

QUACKY STRUCTURE

FOCUS

Innovation and Design Process, Technical Design and Construction, Teamwork

CHALLENGE

Your TASK is to build a single, freestanding structure that includes ducks and that is as tall as possible.

TIME

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to build your structure.

THE SETUP

In the center of the room is a table. On the table are 5 small ducks and materials you may use to build your structure.

PROCEDURE

- **Part One (4 minutes):** NOTE THAT THIS CHALLENGE HAS ONLY ONE PART! Use the materials on the table to build a freestanding structure that includes ducks and that is as tall as possible. When building your structure, ducks may NOT touch each other or the table. At the end of the Challenge, the Appraisers will measure the height of your structure and count the number of ducks included in the structure.

MATERIALS

- | | |
|--|---|
| <input type="checkbox"/> 4 Chenille Sticks (Pipe Cleaners) | <input type="checkbox"/> 4 Paper Clips |
| <input type="checkbox"/> 12in (30cm) of String | <input type="checkbox"/> 4 Mailing Labels |
| <input type="checkbox"/> 4 Twist Ties | <input type="checkbox"/> 2 Rubber Bands |
| <input type="checkbox"/> 2 Cocktail Umbrellas | <input type="checkbox"/> 4 Straws |

The ducks may NOT be damaged. The mailing labels may NOT be attached to the table or the ducks. Your team will also have a yardstick (meterstick) but this may NOT be part of your structure.

SCORING

- 10 points if you have a structure that includes at least one duck at the end of the Challenge.
- 4 points (20 points maximum) for each duck included in your structure at the end of the Challenge.
- 2 points (30 points maximum) for each inch (2.5cm) of height of your structure measured at the end of the Challenge.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY

1. The setup consists of a table with materials, 5 small rubber ducks and a yardstick (meterstick).

ENTRY LEVEL

SLIDESHOW

FOCUS

Innovation and Design Process, Technical Design and Construction, Theater Arts, Teamwork

CHALLENGE

Your TASK is to create a slideshow with 3 slides about a boring topic and then to present a PERFORMANCE in which you make the topic interesting. For this Challenge, a "slideshow" is a PERFORMANCE that uses several large drawings or pictures to accompany a presentation.

TIME

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create 3 slides and to plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.

THE SCENE

- **Part One (5 minutes):** Use the large sheets of paper and the markers to create 3 slides. The slides should be about a boring topic; however, in your PERFORMANCE, you will want to make the topic interesting. In addition to making your slides, you should use Part One to plan and practice your PERFORMANCE.
- **Part Two (2 minutes):** Present your PERFORMANCE. Be sure your PERFORMANCE has a beginning, a middle and an end.

MATERIALS

3 Large Sheets of Paper

8 Colored Markers

The markers may NOT be damaged and may not be part of your slides. Your team also will have a piece of paper and a 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. Up to 20 points for the creativity of the topic of your slideshow.
- C. Up to 10 points (30 points maximum) for the creativity of each of your slides.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY

1. The setup consists of a table with 3 large sheets of paper and 8 markers. It is recommended that the sheets of paper be sticky-backed flipchart pages so the team may stick them to the wall while performing.

ENTRY AND ADVANCED LEVELS

MONSTER MASH-UP

FOCUS

Innovation and Design Process, Technical Design and Construction, Improvisational Acting, Teamwork

CHALLENGE

Your TASK is to draw a monster and then to present a PERFORMANCE in which your monster is a character.

TIME

You will have up to 3 minutes to use your IMAGINATION and the CREATIVE PROCESS to draw the top and bottom of a monster. You will then have up to 2 minutes to plan and practice a PERFORMANCE in which your monster is a character and up to 2 minutes to present your PERFORMANCE.

SETUP

There are 2 tables—one on each side of the room. Each table has a large sheet of paper on it. One of the sheets is labeled “Top.” The other sheet is labeled “Bottom.”

PROCEDURE

- **Part One (3 minutes):** Divide your team into 2 groups. Each group should go to a different table and draw either the “Top” or the “Bottom” of a monster. The 2 groups may NOT communicate during this part of the Challenge or look at each other’s drawings.
- **Part Two (2 minutes):** Combine the 2 halves to make one complete monster. Then plan and practice a PERFORMANCE in which your monster is a character.
- **Part Three (2 minutes):** Present your PERFORMANCE. Be sure your PERFORMANCE has a beginning, a middle and an end.

MATERIALS

- 1 “Top” Sheet
- 1 “Bottom” Sheet
- 8 Colored Markers on Each Table

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 15 points (30 points maximum) for the creativity of each part of your monster.
- C. Up to 40 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY

1. The setup consists of 2 tables with large sheets of paper on opposite sides of the room. Tape should be available to put the sheets together during Part Two.

ENTRY AND ADVANCED LEVELS

TXT ME

FOCUS

Innovation, Improvisational Acting, Story Development, Theater Arts, Teamwork

CHALLENGE

Your team is to present a PERFORMANCE in which you explain the meaning of certain abbreviations. For this Challenge, "abbreviations" are quick ways to give someone a message.

TIME

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and practice your PERFORMANCE and then up to 1 minute to present your PERFORMANCE.

THE SCENE

- **Part One (5 minutes):** At the beginning of Part One, the Appraisers will give you sheets of paper that contain unknown abbreviations. You should decide what you think the abbreviations mean and write down their meanings on the sheets of paper. You should also use Part One to plan and practice your PERFORMANCE.
- **Part Two (1 minutes):** Present your PERFORMANCE. Make sure your PERFORMANCE has a beginning, a middle and an end.

MATERIALS

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

SCORING

- 5 points if your PERFORMANCE has a beginning, a middle and an end.
- Up to 15 points (45 points maximum) for the creativity of each of the meanings of the abbreviations.
- Up to 30 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

PSUM

GRN

AWLERS

ENTRY AND ADVANCED LEVELS

BLOWING IN THE WIND

FOCUS

Innovation and Design Process, Technical Design and Construction, Teamwork

CHALLENGE

Your TASK is to create a structure that will move when wind blows on it.

TIME

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to build and test your structure and then up to 30 seconds to make the structure move using a fan.

SETUP

In the middle of the room on the floor is a fan. In front of the fan is the outline of a square, formed by tape. There is also a table with materials.

PROCEDURE

- **Part One (5 minutes):** Use the materials on the table to build a structure as tall as possible that will move when the fan is turned on. The structure should be built within the outline of the square formed by the tape. You may practice moving your structure with the fan on in Part One. However, at the end of Part One, your structure needs to be within the outline of the square. The Appraisers will then measure the height of your structure.
- **Part Two (30 seconds):** Turn on the fan to move your structure. You will receive points for how far the structure moves out of the taped area during Part Two. If you did not complete your structure in Part One, you may continue to work on it in Part Two. However, once you turn the fan on in Part Two, you may not touch the structure again.

MATERIALS

- | | |
|--|---|
| <input type="checkbox"/> 4 Straws | <input type="checkbox"/> 4 Mailing Labels |
| <input type="checkbox"/> 3 Paper Clips | <input type="checkbox"/> 2 Rubber Bands |
| <input type="checkbox"/> 3 Chenille Sticks (Pipe Cleaners) | <input type="checkbox"/> 1 Piece of Paper |
| <input type="checkbox"/> 1 Plastic Spoon | |

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

SCORING

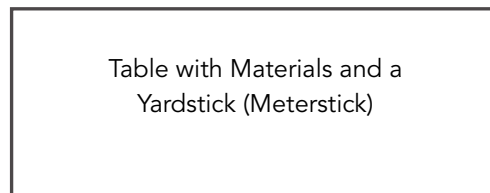
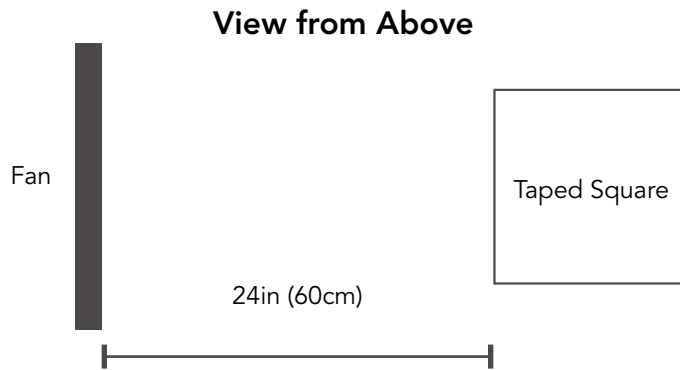
- A. 10 points if your structure is complete by the end of Part One.
- B. 1 point (20 points maximum) for each inch (2.5cm) of height of your structure.
- C. 2 points (30 points maximum) for each inch (2.5cm) of distance your structure moves out of the taped area in Part Two when the fan is turned on.
- D. Up to 20 points for the creativity of your structure.
- E. Up to 20 points for how well your team works together.

ENTRY AND ADVANCED LEVELS

BLOWING IN THE WIND

FOR APPRAISERS ONLY

1. The setup consists of a fan on the floor with a 12in X 12in (30cm X 30cm) taped square located 24in (60cm) from a fan. Only 3 sides of the square are taped.



2. Measure the closest point of the structure to the taped area to determine how far it has moved.

ADVANCED LEVEL

MASS MEDIA

FOCUS

Innovation, Improvisational Acting, Story Development, Theater Arts, Teamwork

CHALLENGE

Your team is to present 2 PERFORMANCES, each using a different medium: audio and visual.

TIME

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and create a story. You will then have up to 1 minute for each PERFORMANCE.

THE SCENE

There are many ways to tell a story. You will tell a story to the Appraisers using 2 different mediums: audio and visual.

- **Part One (4 minutes):** Create one story that can be told in 2 different mediums: audio and visual. When you present the story in the "audio" mode, the Appraisers will turn their backs to you and listen to your presentation. In the "audio" PERFORMANCE, you may only use words and sounds. You will then present the same story in the "visual" mode. In the "visual" PERFORMANCE, your team will act out the story without speaking or making any noise.
- **Part Two (1 minute for each PERFORMANCE):** Present your PERFORMANCES.

MATERIALS

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

SCORING

- 30 points for the creativity of your story.
- 25 points for the creativity of your audio PERFORMANCE.
- 25 points for the creativity of your visual PERFORMANCE.
- 20 points for how well your team works together.

ADVANCED LEVEL

BOOK DISPLAY

FOCUS

Innovation and Design Process, Technical Design and Construction, Theater Arts, Teamwork

CHALLENGE

Your TASK is to use materials to create a display for a book that holds the book as high above a table as possible and then to present a PERFORMANCE in which a customer buys the book.

TIME

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create your display and plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.

THE SCENE

The ending of your PERFORMANCE should be clear. But how did you get there?

- **Part One (5 minutes):** Pick one of the books and create a display that holds the book as high above the table as possible. The higher the book is above the table, the more points you will receive. Each of the books also has a number on its cover. As long as the book is at least 6in (15cm) above the top of the table at the end of Part One, you will also receive this number of points. You should also use Part One to plan and practice your PERFORMANCE in which a customer buys the book.
- **Part Two (2 minutes):** Present your PERFORMANCE. Make sure your PERFORMANCE has a beginning, a middle and an end.

MATERIALS

- | | | | |
|---|--|---|--|
| <input type="checkbox"/> 1 Sheet of Newspaper | <input type="checkbox"/> 1 Cocktail Umbrella | <input type="checkbox"/> 3 Mailing Labels | <input type="checkbox"/> 2 Pencils |
| <input type="checkbox"/> 1 Cardboard Tube | <input type="checkbox"/> 3 Chenille Sticks (Pipe Cleaners) | <input type="checkbox"/> 4 Paper Clips | <input type="checkbox"/> 3 Index Cards |

Your team will also have a yardstick (meterstick), a pair of scissors and 5 colored markers, but these may NOT be damaged and may NOT be part your display. You will also have a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

SCORING

- 10 points if your PERFORMANCE has a beginning, a middle and an end.
- Variable points (20 points maximum) depending upon which book you choose to display, as long as the book is at least 6in (15cm) above the top of the table at the end of Part One.
- 1 point (20 points maximum) for each inch (2.5cm) that the book is above the top of the table at the end of Part One.
- Up to 10 points for the creativity of your display.
- Up to 20 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

ADVANCED LEVEL

BOOK DISPLAY

FOR APPRAISERS ONLY

The setup consists of a table with materials, a yardstick (meterstick), a pair of scissors, 5 markers, and 4 different books. Each book is labeled with a point value: 5, 10, 15, 20 depending upon the book's size and weight.

Table with Materials,
a Pair of Scissors,
5 Markers
4 Different Books

ADVANCED LEVEL

ON THE TUBE

FOCUS:

Innovation and Design Process, Technical Design and Construction, Teamwork

CHALLENGE

Your TASK is to build a structure on an inner tube that is as tall as possible.

TIME

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to build your structure.

SETUP

In the center of the room is an inner tube.

PROCEDURE

- **Part One (4 minutes):** NOTE THAT THIS CHALLENGE HAS ONLY 1 PART!

Use the materials on the table to build a structure on the inner tube that is as tall as possible. The materials can only touch the inner tube. At the end of the Challenge, or sooner if you wish, the Appraisers will measure the height of your structure. No team member may be touching the structure when this measurement is made.

MATERIALS

- 4 Straws
- 4 Mailing Labels
- 3 Chenille Sticks (Pipe Cleaners)
- 2 Index Cards

The mailing labels may NOT be attached to the inner tube. A yardstick (meterstick) will be available for your team to use, but the yardstick (meterstick) may NOT be part of your structure and may NOT be damaged.

SCORING

- 10 points if you have a structure that is at least 6in (15cm) above the inner tube measured from the top of the inner tube.
- 2 points (50 points maximum) for each inch (2.5cm) of height of your tower measured from the top of the inner tube at the end of the Challenge.
- Up to 20 points for the creativity of your structure.
- Up to 20 points for how well your team works together.

ADVANCED LEVEL

ON THE TUBE

FOR APPRAISERS ONLY

1. The setup consists of an inner tube on the floor. In the center of the inner tube is a pole. There is also a table with materials.

Table with Materials and
a Yardstick (Meterstick)

