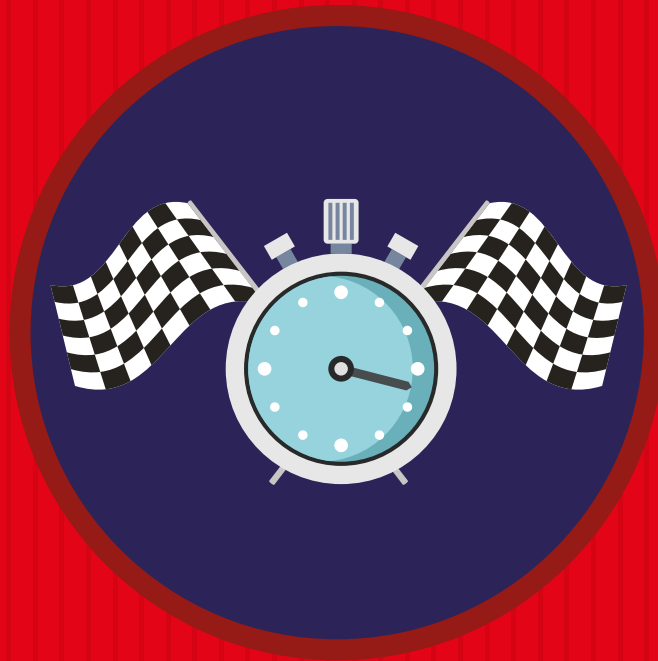


DESTINATION IMAGINATION PRESENTS

# INSTANT

# Challenge



2018-2019 CHALLENGE SEASON



**PRACTICE SET**



# 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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# 9 A.M, NOON, AND NIGHT [1 OF 2]

## ENTRY LEVEL

### Focus

Innovation, Improvisational Acting, Teamwork.

### Time

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

### The Scene

- **Part One (4 minutes):** At the beginning of Part One, the Appraisers will give you a list of characters. Choose a character and show what that character is doing at 9 a.m, at noon, and at night. You may practice in Part One.
- **Part Two (2 minutes):** Present your PERFORMANCE to the Appraisers. Be sure your PERFORMANCE has a beginning, a middle, and an end.

### 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. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 15 points (45 points maximum) for the creativity of what the character is doing at 9 a.m, at noon, and at night.
- C. Up to 25 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

# 9 A.M, NOON, AND NIGHT [2 OF 2]

## ENTRY LEVEL

### Characters

1. Clown
2. Astronaut
3. Librarian
4. Movie Star
5. Politician

# CLEAN UP YOUR CHARACTER

## ENTRY LEVEL

### Focus

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

### Challenge

Your TASK is to use materials to create a mascot to promote good hygiene and then to present a PERFORMANCE in which you introduce your mascot, which must hold a bar of soap at least 6in (15cm) above the table.

For this Challenge, a "mascot" is an animal, person, or thing adopted by a group to bring good luck. "Good hygiene" means taking care of yourself.

### Time

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create your mascot and to plan and practice your PERFORMANCE.

You will then have up to 2 minutes to present your PERFORMANCE to the Appraisers.

### The Scene

- **Part One (5 minutes):** Use the materials to create a mascot to promote good hygiene. You should make sure that your mascot is holding the bar of soap at least 6in (15cm) above the table. You may also use this time to plan and practice your PERFORMANCE. At the end of Part One, the Appraisers will measure the height of the bar of soap above the table.
- **Part Two (2 minutes):** Present your PERFORMANCE. In your PERFORMANCE, you should introduce your mascot and explain how the mascot promotes good hygiene.

### Materials

- 3ft (90cm) of Dental Floss
- 2 Small Paper Cups
- 1 Bar of Soap in a Plastic Container
- 1 Cardboard Tube
- 3 Elastic Hair Ties
- 4 Toothpicks
- 2 Toothbrushes
- 1 Hairbrush
- 3 Tissues
- 2 Combs
- 4 Hair Pins

Your team will also have a ruler, but this may NOT be damaged and may NOT be part of your mascot. The bar of soap, hairbrush, combs, and toothbrushes may NOT be damaged. Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

### Scoring

You will receive:

- 10 points if your mascot is holding the bar of soap at least 6in (15cm) above the table at the end of Part One.
- Up to 30 points for the creativity of your mascot.
- Up to 20 points for how creatively your mascot promotes good hygiene.
- Up to 20 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

# YOGA POSES

## ENTRY AND ADVANCED LEVELS

### Focus

Innovation, Improvisational Acting, Teamwork.

### Challenge

Your team is to present a PERFORMANCE in which you demonstrate 5 new yoga poses and describe how they were named.

For this Challenge, “yoga poses” are physical exercises that keep your body fit.

### Time

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

### The Scene

- **Part One (4 minutes):** Yoga has become a very popular form of exercise. Some traditional yoga poses have unusual names. Your team will create and name 5 new yoga poses to add to the popularity of this exercise.
- **Part Two (2 minutes):** Present your PERFORMANCE to the Appraisers. Be sure to show and name 5 new poses in 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. 20 points if your PERFORMANCE includes 5 new yoga poses.
- B. Up to 4 points (20 points maximum) for the creativity of each pose.
- C. Up to 4 points (20 points maximum) for the creativity of the name of each pose.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

# STAR CHASERS

## ENTRY AND ADVANCED LEVELS

### Focus

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

### Challenge

Your TASK is to create one device for catching falling stars and then to present a PERFORMANCE in which you show how your device can catch falling stars and place them back in the sky.

### Time

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

### The Scene

Your team is a group of Star Chasers who need to create one device to catch falling stars and place them back where they belong.

- **Part One (4 minutes):** Use the materials on the table to create a device that can catch falling stars and place them back where they belong. Your device should have 2 special features. You should also use Part One to plan and practice your PERFORMANCE.
- **Part Two (2 minutes):** Present your PERFORMANCE to the Appraisers. Be sure to include the 2 features of your device that make it the best to catch falling stars.

### Materials

- 6 Straws
- 3 Mailing Labels
- 2 Pieces of Paper
- 3 Chenille Sticks (Pipe Cleaners)
- 12in (30cm) of Ribbon
- 1 Paper Plate

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

### Scoring

You will receive:

- 10 points if you include the 2 special features of your device in your PERFORMANCE.
- Up to 20 points for the creativity of your device.
- Up to 10 points (20 points maximum) for the creativity of each of the special features of your device.
- Up to 30 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

# BIGGER AND HIGHER [1 OF 2]

## ENTRY AND ADVANCED LEVELS

### Focus

Innovation and Design Process, Technical Design and Construction, Teamwork.

### Challenge

Your TASK is to balance a bigger ball on top of a smaller ball.

### Time

You will have up to 4 or 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to balance a bigger ball on top of a smaller ball.

### Setup

On one side of the room is a table with materials and 2 balls: a softball and a tennis ball. There is a 2nd table with a taped square.

### Procedure

**(4 or 5 minutes): Note that this Challenge has only one part.** Use the materials on the table to help balance the softball on top of the tennis ball. The tennis ball must be touching the table inside the taped square. The softball must be touching the tennis ball and may NOT touch the table. You will receive additional score if you complete the Challenge in 4 minutes.

### Materials

- 3 Pencils
- 4 Mailing Labels
- 2 Index Cards
- 4 Straws
- 3 Chenille Sticks (Pipe Cleaners)
- 1 Piece of Foil

The mailing labels may NOT be attached to the table or the balls.

### Scoring

You will receive:

- 10 points for completing the Challenge in 4 minutes.
- 30 points for successfully balancing the softball on top of the tennis ball.
- 10 points for NOT using the pencils in your solution.
- Up to 30 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

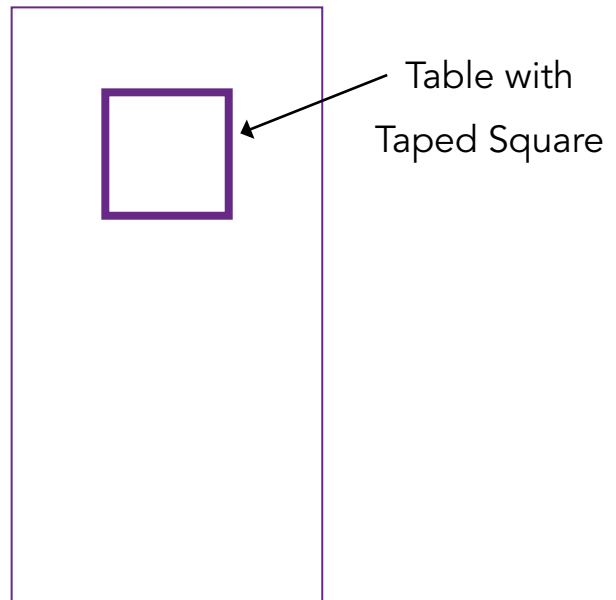
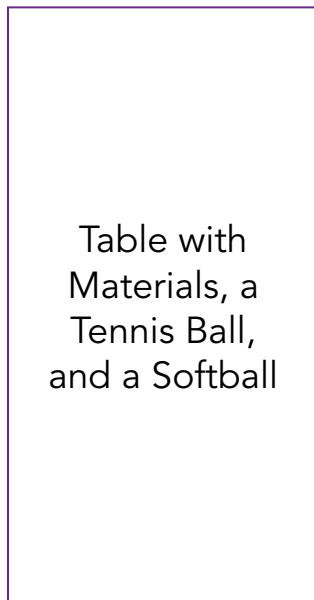


# BIGGER AND HIGHER [2 OF 2]

## ENTRY AND ADVANCED LEVELS

### For Appraisers Only

The setup consists of 2 tables. On the 1st table, there are materials, as well as a tennis ball and a softball. On a 2nd table, there is a 12in X 12in (30cm X 30cm) taped square.



# HIGH ROLLER [1 OF 2]

## ENTRY AND ADVANCED LEVELS

### Focus

Innovation and Design Process, Technical Design and Construction, Teamwork.

### Challenge

Your TASK is to build a freestanding structure that is as tall as possible.

For this Challenge, “freestanding” means that the structure is NOT attached to anything.

### Time

You will have up to 4 or 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to build your structure.

### Setup

In the center of the room is a table with a lint roller, as well as a yardstick (meterstick).

### Procedure

**(4 or 5 minutes): Note that this Challenge has only one part.** Use the lint roller on the table to build a structure that is as tall as possible. If you complete the Challenge in 4 minutes, your team will receive additional score.

### Materials

1 Lint Roller

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

### Scoring

You will receive:

- A. 10 points if you complete the Challenge in 4 minutes.
- B. 2 points (50 points maximum) for each inch (2.5cm) of height of your structure.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

# HIGH ROLLER [2 OF 2]

## ENTRY AND ADVANCED LEVELS

### For Appraisers Only

The setup consists of a table in the middle of the room with a lint roller and a yardstick (meterstick). The lint roller should have pull-off sheets. The first sheet should be detached so that the team understands that the lint roller has sticky sheets.

Table with Link Roller and  
a Yardstick (Meterstick)

# AS THE STRUCTURE TURNS [1 OF 2]

## ADVANCED LEVEL

### Focus

Innovation and Design Process, Technical Design and Construction, Improvisation, Teamwork.

### Challenge

Your TASK is to build a freestanding structure that is as tall as possible on a turntable and then to present a PERFORMANCE about what happens when the structure revolves on the turntable.

For this Challenge, "freestanding" means the structure cannot be attached to anything.

### Time

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to build and test your structure, as well as to plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE, in which you spin the turntable with the structure on it.

### Setup

In the center of the room is a table. On this table is a turntable that can rotate. There is also a 2nd table with materials and a yardstick (meterstick).

### Procedure

- **Part One (4 minutes):** Use the materials on the table to build and test a freestanding structure that is as tall as possible on the turntable. You will also want to plan and practice a PERFORMANCE about what happens when the structure revolves on the turntable. At the end of Part One, the Appraisers will measure the height of the structure above the turntable.
- **Part Two (2 minutes):** Present your PERFORMANCE about what happens when the structure revolves on the turntable. You will also want to spin the turntable for score.

Once you begin spinning the turntable, you may NOT touch the structure. The more rotations the turntable makes, the higher your score will be. At the end of Part Two, the Appraisers will again measure the height of the structure above the turntable.

### Materials

- 2 Binder Clips
- 4 Mailing Labels
- 4 Chenille Sticks (Pipe Cleaners)
- 2 Index Cards
- 1 Clothespin
- 4 Pencils
- 1 Piece of Foil

The mailing labels may NOT be attached to turntable. Your team will also have a yardstick (meterstick), but this may NOT be part of your structure.

### Scoring

You will receive:

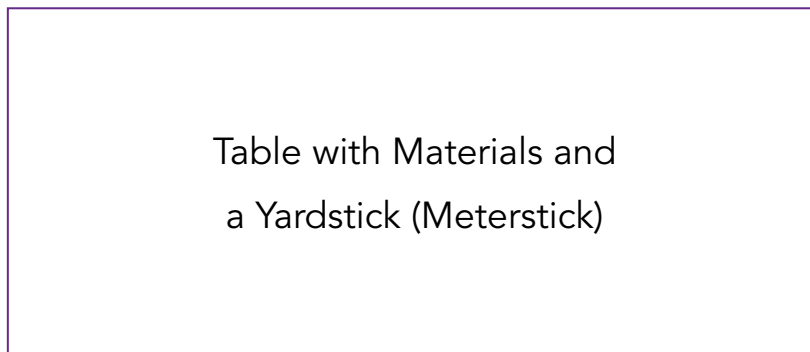
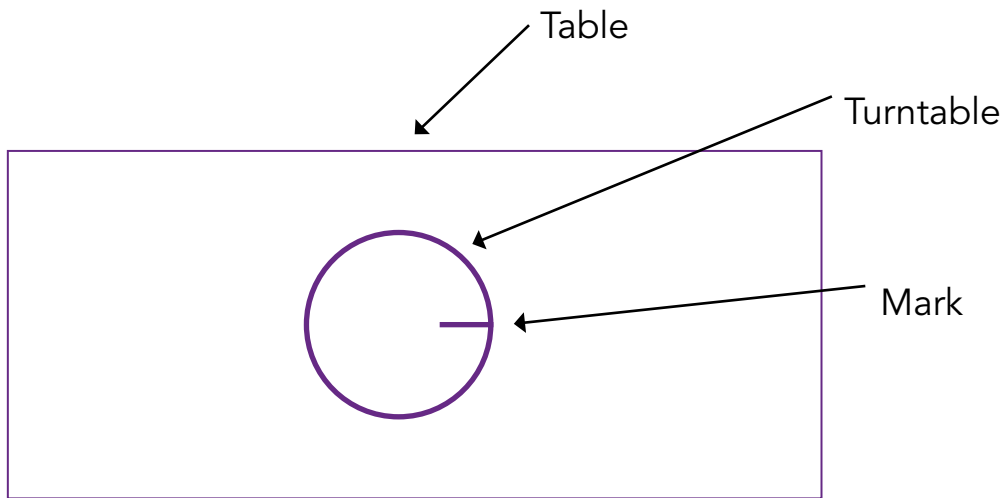
- 1 point (20 points maximum) for each inch (2.5cm) of height of your tower above the turntable at the end of Part One.
- 1 point (20 points maximum) for each inch (2.5cm) of height of your tower above the turntable at the end of Part Two.
- 1 point (10 points maximum) for each complete revolution the turntable makes in Part Two with the structure on it.
- Up to 30 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

# AS THE STRUCTURE TURNS [2 OF 2]

## ADVANCED LEVEL

### For Appraisers Only

1. The setup consists of a table in the center of the room. There is a turntable (or a Lazy Susan) in the middle of the table. There is a 2nd table with materials and a yardstick (meterstick).
2. There should be a mark on the turntable to make it easy to count the revolutions in Part Two.



# RAINY DAY

## ADVANCED LEVEL

### Focus

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

### Challenge

Your TASK is to use materials to create a raincoat and then to present a PERFORMANCE in which you use your raincoat in an unusual way.

### Time

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

### The Scene

Raincoats are great for keeping you dry in the rain, but recently you discovered that they are also good for something else!

- **Part One (4 minutes):** Use the materials on the table to create a raincoat. You may also use this time to plan and practice your PERFORMANCE.
- **Part Two (2 minutes):** Present your PERFORMANCE to the Appraisers. Make sure to include a new way to use the raincoat. If you did not complete your raincoat in Part One, you may continue in Part Two.

### Materials

- 5 Sheets of Colored Paper
- 3 Straws
- 1 Box of Markers
- 3 Chenille Sticks (Pipe Cleaners)
- 2 Sheets of Newspaper
- 2 Pairs of Scissors

The pairs of scissors and markers may NOT be part of your raincoat. Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

### Scoring

You will receive:

- 10 points if you have created a raincoat by the end of Part One.
- Up to 20 points for the creativity of your raincoat.
- Up to 20 points for the creativity of the new way to use the raincoat.
- Up to 30 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

# STOCK FOOTAGE [1 OF 2]

## ADVANCED LEVEL

### Focus

Innovation, Improvisational Acting, Teamwork.

### Challenge

Your team is to present a PERFORMANCE that includes stock footage with pre-written lines of dialogue.

### 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

Some movies are made using stock footage that wasn't filmed for that particular movie. Your team is making a movie using some stock footage that has dialogue already included. You'll have to come up with some creative ways to make sure the existing dialogue makes sense in your movie.

- **Part One (4 minutes):** Prepare your PERFORMANCE. You should look at the Dialogue Cards and plan how to include them in your PERFORMANCE.
- **Part Two (2 minutes):** Present your PERFORMANCE. At some point during your PERFORMANCE, you should read each of the Dialogue Cards out loud. You must integrate the pre-written dialogue into a continuous story with a beginning, a middle, and an end.

### Materials

5 Dialogue Cards

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. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 10 points (50 points maximum) for how creatively you integrate each Dialogue Card into your PERFORMANCE.
- C. Up to 20 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

## STOCK FOOTAGE [2 OF 2]

### ADVANCED LEVEL

## Dialogue Cards

"You're gonna need  
a bigger boat."

"Looks like it's us against  
the world."

"There is no way I am  
going in there!"

"I've never told this  
to anyone before."

"We have to get out of  
here right away!"