

Destination ImagiNation®
Instant Challenge
2005 Affiliate Competition – Advanced Level
A DECK OF A STORY

Challenge: Present a **PERFORMANCE** in which you use randomly chosen cards to tell a story.

Time: You will have up to 3 minutes to use your **IMAGINATION** to practice creating a Story and plan your **PERFORMANCE**, and then up to 3 minutes to create another Story and present your **PERFORMANCE** to the Appraisers.

The Scene:

•**Part One** (3 minutes): You should divide your team into 2 groups, the Story Tellers and the Silent Performers. The Story Tellers will be given a deck of playing cards. The first Story Teller will flip over the top card and use the number and/or the suit (hearts, spades, clubs, diamonds) on the card to begin a story. For example, if the three of hearts were turned over, the first Story Teller might say, "The story began when a boy found three heart-shaped stones on the side of a river." Each Story Teller must use either the number on the card or the suit of the card or both when telling the Story. After the first Story Teller has finished, the Silent Performers should act out that part of the story. The Silent Performers are not allowed to talk or make sounds. When they have finished, the next Story Teller will flip over a card and continue the Story. When the second Story Teller is finished, the Silent Performers will again act out this part of the Story. This process will continue until either time ends or all the cards have been used. In Part One, you will be given 5 cards with which to practice.

•**Part Two** (3 minutes): Present your **PERFORMANCE** to the Appraisers. Remember that the Silent Performers may **NOT** make any sounds. You will be given a new deck of 10 cards to use in Part Two. If a Story Teller is unable to think of a way to use a card, that team member may say, "Pass," and the next Story Teller may turn over a card and continue the Story.

Materials:

You will have a deck of 10 cards for Part Two of the Challenge. The order of the cards may **NOT** be changed. In Part Two, you may **NOT** look at the cards in advance. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- A. 4 points (40 points maximum) for how creatively each card is used in the Story.
- B. 20 points for how creatively the Story is acted out by the Silent Performers.
- C. 20 points for the creativity of your Story.
- D. 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a table on one side of the room that the Story Tellers may stand behind. The deck of cards should be placed on this table.



Table with Deck
of Cards

2. The practice deck should be arranged as follows:

5♦, K♣, A♥, 10♥, Q♠

3. The Challenge deck should be arranged as follows:

6♥, 8♦, A♠, J♣, 4♠, K♥, Q♦, Q♥, 2♣, 5♣

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- This process will continue until either time ends or all the cards have been used.
- In Part One, you will be given 5 cards with which to practice.

Part Two (3 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- Remember that the Silent Performers may **NOT** make any sounds.
- You will be given a new deck of 10 cards to use in Part Two.
- If a Story Teller is unable to think of a way to use a card, that team member may say, "Pass," and the next Story Teller may turn over a card and continue the Story.

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A DECK OF A STORY

APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY EACH CARD IS USED IN STORY

Points	1	2	3	4
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • The solution is complete 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • Chiefly original work 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING HOW CREATIVELY STORY IS ACTED OUT

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • The solution is complete 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • Chiefly original work 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING CREATIVITY OF STORY

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • The solution is complete 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • Chiefly original work 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING TEAMWORK

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Dominating individual who limits participation of others • Cooperation is minimal • Little sharing of ideas 	<ul style="list-style-type: none"> • Some evidence of individual team member roles • Some cooperation • Some evidence of accepting ideas of others 	<ul style="list-style-type: none"> • Acceptance of team roles above average • Good cooperation • Sharing and acceptance of ideas of others 	<ul style="list-style-type: none"> • Leadership and team roles are easily identified • Diversity of skills mutually respected and evident • Team dynamics are exemplary

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

A DECK OF A STORY

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. How creatively 6♥ is used	0 or 1 – 4	
How creatively 8♦ is used	0 or 1 – 4	
How creatively A♠ is used	0 or 1 – 4	
How creatively J♣ is used	0 or 1 – 4	
How creatively 4♠ is used	0 or 1 – 4	
How creatively K♥ is used	0 or 1 – 4	
How creatively Q♦ is used	0 or 1 – 4	
How creatively Q♥ is used	0 or 1 – 4	
How creatively 2♣ is used	0 or 1 – 4	
How creatively 5♣ is used	0 or 1 – 4	
B. How creatively Story is acted out	1 – 20	
C. Creativity of Story	1 – 20	
D. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score element A, the team should receive 0 points if the card is not included in the **PERFORMANCE**.

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

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INSTANT CHALLENGE MASTER SCORE SHEET

Appraiser's Name	Total Score
1.	
2.	
3.	
4.	
Add 1 + 2 + 3 + 4	E.
Divide E by # of Appraisers	F.

NOTE: The division in the final step should be carried out to 3 decimal places.

INSTANT CHALLENGE SCORE

G.

NOTE: Rewrite the final score in the box above. The final score should be rounded to 2 decimal points. Round up if the third decimal is 5 or more.