

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
2005 Competition – Advanced Level
AMUSING MUSIC

Challenge: Your team is to present a **PERFORMANCE** in which you use at least 3 different musical styles.

Time: You will have up to 5 minutes to use your **IMAGINATION** to plan your **PERFORMANCE**, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is to present a **PERFORMANCE** that incorporates as much music as possible and that tells a story. Your **PERFORMANCE** must include at least 3 different kinds or styles of music, such as jazz, opera or rap. You should write down the 3 different kinds or styles of music that you are going to use on a sheet of paper and give it to one of the Appraisers before you begin your **PERFORMANCE**. You will **NOT** be appraised on your musical talent, but on how creatively you use the 3 different types or styles of music in your **PERFORMANCE**.

Materials:

You will have 4 chairs to use in your **PERFORMANCE** if you want. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive

- A. 20 points if your **PERFORMANCE** tells a story.
- B. Up to 10 points (30 points maximum) for how creatively you use each of the different kinds or styles of music in your **PERFORMANCE**.
- C. Up to 30 points for the creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

For Appraisers Only:

1. Appraisers must be careful to award points based on how creatively the team uses the 3 different kinds or styles of music in their **PERFORMANCE**, not on the team's musical talent. **Make sure to separate creativity from musical talent.**

TEAM COPY

Destination ImagiNation® **AMUSING MUSIC**

Challenge: Your team is to present a **PERFORMANCE** in which you use at least 3 different musical styles.

Time: You will have up to 5 minutes to use your **IMAGINATION** to plan your **PERFORMANCE**, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- Your team is to present a **PERFORMANCE** that incorporates as much music as possible and that tells a story.
- Your **PERFORMANCE** must include at least 3 different kinds or styles of music, such as jazz, opera or rap.
- You should write down the 3 different kinds or styles of music that you are going to use on a sheet of paper and give it to one of the Appraisers before you begin your **PERFORMANCE**.
- You will **NOT** be appraised on your musical talent, but on how creatively you use the 3 different types or styles of music in your **PERFORMANCE**

Materials:

You will have 4 chairs to use in your **PERFORMANCE** if you want. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive

- A. 20 points if your **PERFORMANCE** tells a story.
- B. Up to 10 points (30 points maximum) for how creatively you use each of the different kinds or styles of music in your **PERFORMANCE**.
- C. Up to 30 points for the creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

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Instant Challenge
AMUSING MUSIC
APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY STYLE OR TYPE OF MUSIC IS INCORPORATED INTO PERFORMANCE

Points	1 – 3	4 – 5	6 – 7	8 – 10
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 PERFORMANCE

Points	1 – 8	9 – 15	16 – 22	23 – 30
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies • Attempt at application • Solved with marginal addition 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • There is a theme • The solution is complete • Solved with related elements 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • There is synthesis • Chiefly original work • Solved with integration 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW! • Unrelated elements synthesized to create a new idea • Solved by innovation

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

STYLES OR TYPES OF MUSIC

1. _____

2. _____

3. _____

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

AMUSING MUSIC

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. PERFORMANCE tells a story	0 or 20	
B. Creativity of how 1 st type or style of music is used in PERFORMANCE	0 or 1 – 10	
Creativity of how 2 nd type or style of music is used in PERFORMANCE	0 or 1 – 10	
Creativity of how 3 rd type or style of music is used in PERFORMANCE	0 or 1 – 10	
C. Creativity of PERFORMANCE	1 – 30	
D. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score element B, the team should receive 0 points if the type or style of music is NOT used in **PERFORMANCE**.

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

AMUSING MUSIC

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.