

Destination ImagiNation®
Instant Challenge
2005 Regional Competition – Entry Level
AROUND THE HOUSE

Challenge: Your **TASK** is to think of a chore around the house and to invent a gadget that could make that chore easier. Your team then will present a **PERFORMANCE** in which you show how your gadget would make doing the chore easier.

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

The Scene: Sometimes how we do a chore is not the best, safest, quickest, or most convenient way to do it. Your team is to pick one chore around the house that seems more difficult than it should be, and invent a gadget that would make that chore easier.

•**Part One** (5 minutes): Think of a chore around the house and use the materials on the table to invent a gadget that would make that chore easier. You should write down the name of the chore on the piece of paper and give it to the Appraisers at the end of Part One.

•**Part Two** (2 minutes): Present a **PERFORMANCE** in which you show the Appraisers how your gadget works and how it would make doing the chore easier.

Materials:

5 Cotton Buds	3 Paper Plates	1 Sponge	4 feet (120 cm) of Yarn
3 Index Cards	1 Sheet of Newspaper	1 Piece of Foil	4 Mailing Labels
1 Small Paint Brush	1 Shoe	1 Mug	1 Scarf
1 Plunger			

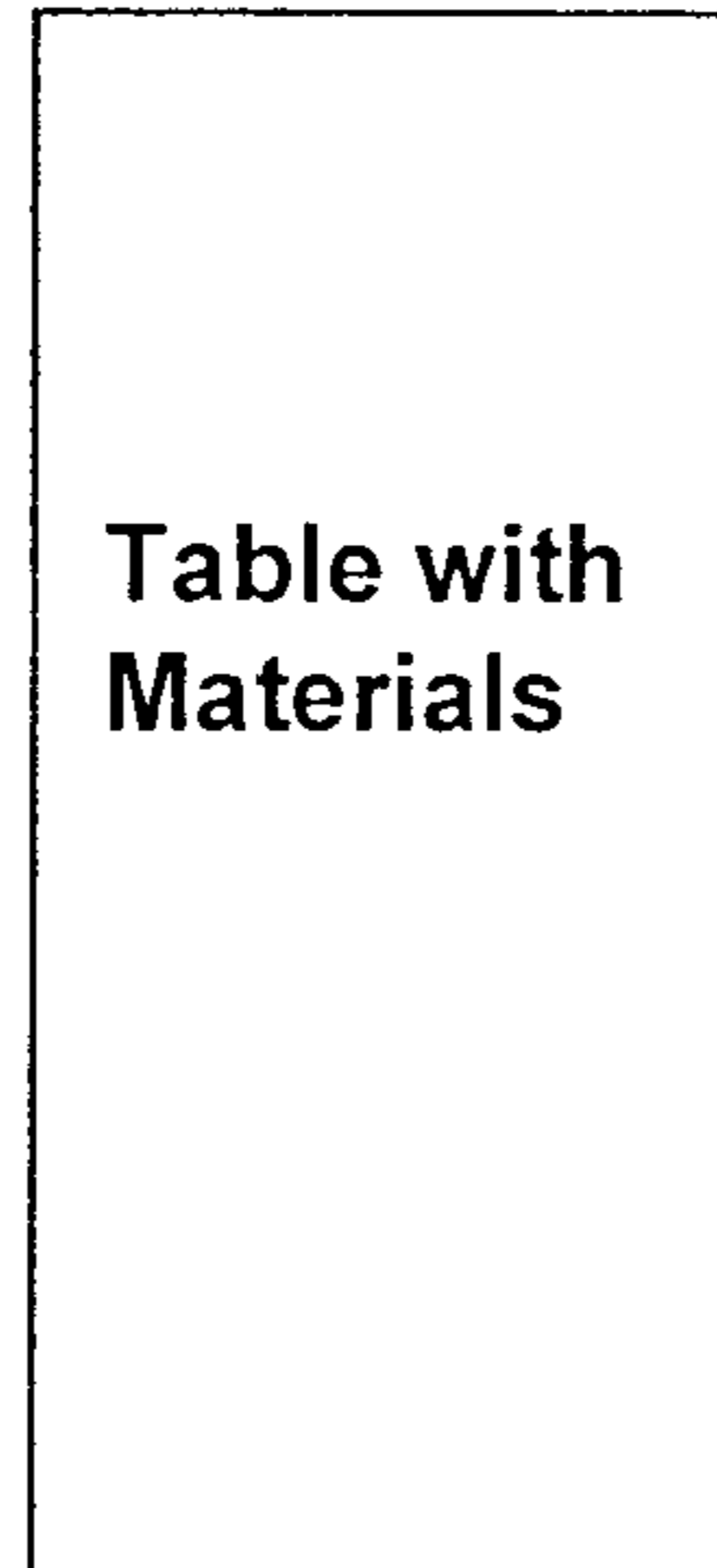
The brush, shoe, mug, scarf and plunger may NOT be damaged and may NOT have the mailing labels attached to them. A piece of paper and a pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive

- A. 10 points if you show how the gadget works during your **PERFORMANCE**.
- B. Up to 20 points for how creatively you use the materials to create the gadget.
- C. Up to 20 points for how creatively the gadget helps make the chore easier.
- 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. The set-up consists of a table with materials on one side of the room.



TEAM COPY

Destination ImagiNation®
AROUND THE HOUSE

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Part One (5 minutes):

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Part Two (2 minutes):

- Present a **PERFORMANCE** in which you show the Appraisers how your gadget works and how it would make doing the chore easier.

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- A. 10 points if you show how the gadget works during your **PERFORMANCE**.
- B. Up to 20 points for how creatively you use the materials to create the gadget.
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- D. Up to 30 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

AROUND THE HOUSE

Materials:

(Tape to Table)

- 5 Cotton Buds
- 3 Paper Plates
- 1 Sponge
- 4 feet (120 cm) of Yarn
- 3 Index Cards
- 1 Sheet of Newspaper
- 1 Piece of Foil
- 4 Mailing Labels
- 1 Small Paint Brush
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1. Name of Chore:

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Instant Challenge
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APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> Some of the materials are used in common ways 	<ul style="list-style-type: none"> Almost all materials are used, but few in unusual ways. 	<ul style="list-style-type: none"> Almost all materials are used, several in unusual ways 	<ul style="list-style-type: none"> Most materials are used in unusual ways

RUBRIC FOR APPRAISING HOW CREATIVELY GADGET HELPS MAKE THE CHORE EASIER

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 PERFORMANCE

Points	1 – 8	7 – 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

Following the Tournament, all copies of this Challenge must be collected and destroyed.

Destination ImagiNation®

Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

AROUND THE HOUSE

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. How gadget works is shown in PERFORMANCE	0 or 10	
B. Creativity of material use	1 – 20	
C. How creatively gadget helps make the chore easier	1 – 20	
D. Creativity of PERFORMANCE	1 – 30	
E. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

Destination ImagiNation®

Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

AROUND THE HOUSE

INSTANT CHALLENGE MASTER SCORE SHEET

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

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

INSTANT CHALLENGE SCORE

H.

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.