

Not Quite **Destination ImagiNation®**

Instant Challenge

2004 IC PlayDay - Entry/Advanced Level

ASSEMBLY LINE

Challenge: Your **TASK** is to create a signaling system that will allow you to assemble hardware to match given templates.

Time: You will have up to 4 minutes to use your **IMAGINATION** to develop and practice your signaling system and divide into signalers and assemblers, and up to 2 minutes to communicate and assemble hardware templates.

Set-up: On one side of the room are materials to be used for signaling as well as a practice template and hardware. On the other side of the room is hardware to assemble.

Procedure:

- Part One (4 minutes): Develop and practice your signaling system using the materials provided. No talking, vocal sounds, writing or letters may be used to signal. (FOR **ADVANCED TEAMS ONLY**, ONLY the materials provided may be used for signaling, no body signals will be allowed.) You will have one practice template available during this part of the challenge. At the end of this part of the challenge your team should be ready to separate into two groups, one signaling and the other assembling.
- Part Two (2 minutes): Assemble hardware to match given templates for score. Signalers may not let assemblers see templates. Signals may be sent only using the materials provided (entry level teams may also use body movements, but no sounds or writing). When the team determines that they have completed a template they will tell the appraisers and the hardware assembly will be scored.

Materials:

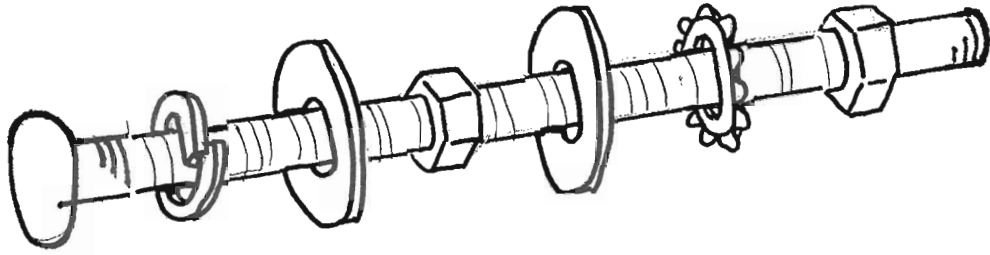
Pencil	2' Colored Yarn	Empty Soda Can
Yard Stick (may not be damaged)		Index Card

Scoring: You will receive

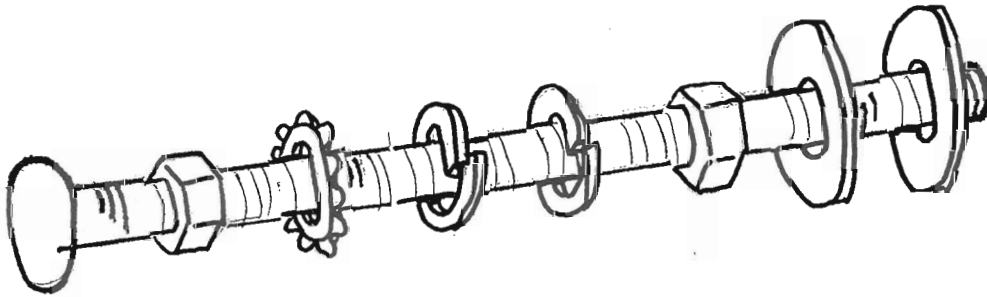
- 5 points for each correctly placed hardware.
- Negative (-) 2 points for each missing or incorrectly placed hardware.
- 10 points bonus for each completely correct hardware assembly.
- Up to 20 points for the creativity of your signaling system.
- Up to 20 points for how well you team works together.

For Appraisers only:

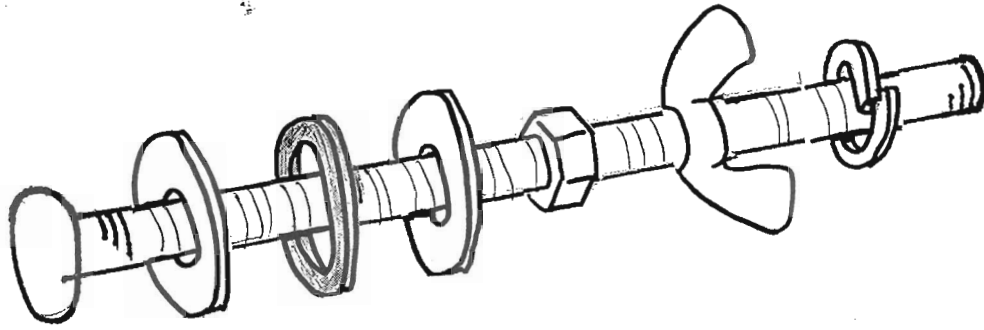
- 1) Room Set-up should consist of tables at opposite sides of the room with blinders set up on one – this can be a paper-box lid taped standing up, two bricks with a towel draped over, two books standing up with paper taped between them, etc.
- 2) The team is to be given only the picture labeled “Practice assembly” during Part One. After the team has separated to two groups for Part Two, the signalers should be given the 3 assembly pictures labeled “Assembly #1” thru “#3” and time should immediately begin.
- 3) After the team has presented their assembly to the appraisers and it has been scored the appraisers should disassemble it very quickly and return the parts to the assemblers spares to be reused. There will be enough materials for each two assemblies, the first will need to be scored and dismantled before the third is attempted



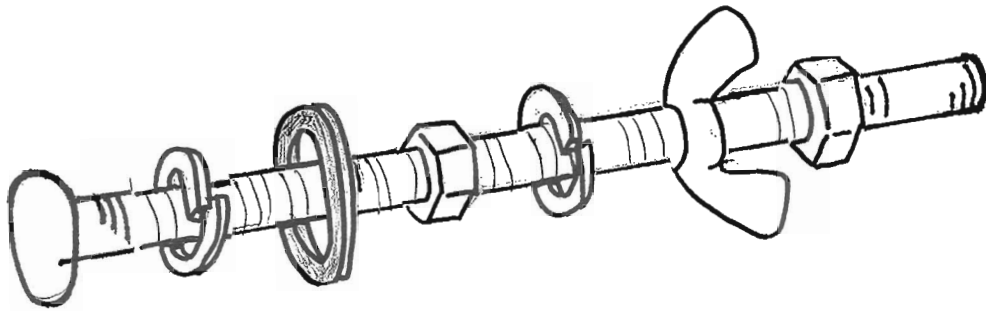
PRACTICE ASSEMBLY



ASSEMBLY #2



ASSEMBLY #1



ASSEMBLY #3

ASSEMBLY LINE

TEAM COPY

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- You will have one practice template available during this part of the challenge.
- At the end of this part of the challenge your team should be ready to separate into two groups, one signaling and the other assembling.

Part Two (2 minutes):

- Assemble hardware to match given templates for score.
- Signalers may not let assemblers see templates.
- Signals may be sent only using the materials provided (entry level teams may also use body movements, but no sounds or writing).
- When the team determines that they have completed a template they will tell the appraisers and the hardware assembly will be scored.

Scoring: You will receive

- A. 5 points for each correctly placed hardware.
- B. Negative (-) 2 points for each missing or incorrectly placed hardware.
- C. 10 points bonus for each completely correct hardware assembly.
- D. Up to 20 points for the creativity of your signaling system.
- E. Up to 20 points for how well you team works together.

ASSEMBLY LINE

Materials:

(Tape to Table)

Pencil

2' Colored Yarn

Empty Soda Can

Index Card

Yard Stick (may not be damaged)