

Destination ImagiNation®

Instant Challenge

2001 Regional Competition - Entry Level

BACKYARD BLUES

Challenge: Get 3 bears to move out of your backyard.

Time: You will have up to 4 minutes to use your IMAGINATION to create your solutions and up to 2 minutes to present your solutions to the Appraisers.

The Scene: Your backyard has been taken over by 3 bears. They are unBEARable! Your team must get them to leave. Since each bear has a different personality, your team needs to think up 3 different ways of getting a bear to move out of your backyard. Be creative or the bears may move in for good!

Materials: A piece of paper and a pencil will be available for your team to use as you plan your presentation.

Scoring: You will receive up to

- A. 10 points each (30 points total) for the creativity of each way of getting a bear to move out of your backyard.
- B. 30 points for the creativity of your presentation.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

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BACKYARD BLUES APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF GETTING BEARS TO MOVE OUT

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 • 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 • AHAI WOW! • Unrelated elements synthesized to create a new idea • Solved by innovation

RUBRIC FOR APPRAISING CREATIVITY OF PRESENTATION

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 • AHAI WOW! • Unrelated elements synthesized to create a new idea • Solved by innovation

RUBRIC FOR APPRAISING HUMOR

Points	1 - 5	6 - 10	11 - 15	16 - 20
Qualities	<ul style="list-style-type: none"> • Either little humor is present or the humor is inappropriate • Causes rare smiles in appraisers 	<ul style="list-style-type: none"> • Humor is present but it is not integrated into the performance • Causes the appraisers to have a few chuckles 	<ul style="list-style-type: none"> • Humor is a part of the performance, but not integral • Causes several laughs by appraisers 	<ul style="list-style-type: none"> • Humor is a key element of the performance. • Humor is creative and original • Appraisers still laughing and smiling after performance

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: P E M S U

Passport Number: _____ Appraiser's Name: _____

BACKYARD BLUES

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Creativity of 1 st way of getting a bear to move out _____	0 - 10	
Creativity of 2 nd way of getting a bear to move out _____	0 - 10	
Creativity of 3 rd way of getting a bear to move out _____	0 - 10	
B. Creativity of presentation	1 - 30	
C. Humor	1 - 20	
D. Teamwork	1 - 20	
Total		

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

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Team Name: _____ Level: P E M S U

Passport Number: _____ Head Appraiser's Name: _____

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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.

<i>INSTANT CHALLENGE SCORE</i>
F.

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.