

**Destination ImagiNation®**  
**Instant Challenge**  
2003 Regional Competition - Advanced Level  
**BALL JOURNEY**

**Challenge:** Your **TASK** is to create one or more devices that will allow you to move balls from one chair to another.

**Time:** You will have up to 5 minutes to use your **IMAGINATION** to develop and practice a solution and up to 2 minutes to move balls for score.

**Set-up:** There is a table with materials on it, as well as 2 chairs that you may place wherever you want. The chairs must always touch the floor.

**Procedure:**

•**Part One** (5 minutes): Your team is to use the materials on the table to create one or more devices that will allow you to move balls one at a time between the 2 chairs. You will receive points for moving the balls in any order in either direction between the 2 chairs. Different balls will collect different scores. You will have 3 Ping-Pong balls, 3 tennis balls and 3 golf balls. Each ball will be scored only once. In order to receive score, a ball must pass over the inside edge of the 1<sup>st</sup> chair (the back or the seat), travel the distance between the 2 chairs, and pass over the inside edge of the 2<sup>nd</sup> chair. The further apart the chairs, the higher the score. You will also receive score for the creativity of your device or devices. The balls may not be thrown, but must be placed on or in a device to move them. Neither the balls nor device(s) may touch the floor and neither a device nor a ball may be touched in between the 2 chairs except to start a journey over if a ball has been moved unsuccessfully or a device breaks. Once a ball has completed a journey, the ball should be given to an Appraiser and a different ball placed on or in a device before a new journey may begin. The distance between the chairs will be measured at the end of Part One and must be at least 1 foot (30 cm). The chairs may NOT be moved in Part Two.

•**Part Two** (2 minutes): Carry out the **TASK** of moving balls for score. The balls must be moved one at a time. The chairs may not be touched during Part Two.

**Materials:**

6 Index Cards                  6 ft (180 cm) of String                  4 Mailing Labels                  2 Paper Clips  
12 Coffee Stirrers              1 Yardstick (Meterstick)              2 Rubber Bands              1 Paper Cup

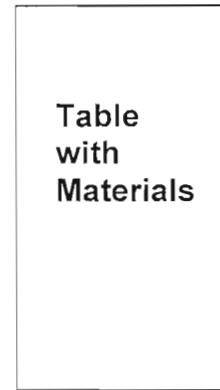
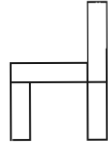
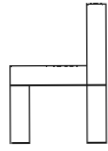
The yardstick (meterstick) may not be changed. The mailing labels may NOT be attached to the yardstick (meterstick). In addition, you will have 3 Ping-Pong balls, 3 tennis balls and 3 golf balls.

**Scoring:** You will receive

- A. 1 point for each Ping-Pong ball, 3 points for each tennis ball, and 5 points for each golf ball (27 points maximum) that you successfully move between the 2 chairs.
- B. Additional score if the chairs are 2 ft (60 cm) or more apart [2 X score if chairs are 2 ft (60cm) up to 3 ft (90 cm) apart; 3 X score if the chairs are 3 (90 cm) or more feet apart].
- C. Up to 20 points for the creativity of the device(s).
- D. Up to 20 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of a table with supplies and two chairs.



2. During Part One, if the chairs are not at least 1 ft (30 cm) apart, the team should be told that the chairs need to be at least 1 ft (30 cm) apart.
3. In Part Two, if the team touches the device or the ball in between the chairs or the device or the ball touches the floor, the team must start that journey over.

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- You will also receive score for the creativity of your device or devices.
- The balls may not be thrown, but must be placed on or in a device to move them. Neither the balls nor device(s) may touch the floor and neither a device nor a ball may be touched in between the 2 chairs except to start a journey over if a ball has been moved unsuccessfully or a device breaks. Once a ball has completed a journey, the ball must be given to an Appraiser and a different ball placed on or in a device before a new journey may begin.
- The distance between the chairs will be measured at the end of Part One and must be at least 1 foot (30 cm). The chairs may NOT be moved in Part Two.

#### Part Two (2 minutes):

- Carry out the **TASK** of moving balls for score. The balls must be moved one at a time. The chairs may not be touched during Part Two.

**Scoring:** You will receive

- A. 1 point for each Ping-Pong ball, 3 points for each tennis ball, and 5 points for each golf ball (27 points maximum) that you successfully move between the 2 chairs.
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- C. Up to 20 points for the creativity of the device(s).
- D. Up to 20 points for how well your team works together.

## BALL JOURNEY

### **Materials:**

(Tape to Table)

- 6 Index Cards
- 6 ft (180 cm) of String
- 4 Mailing Labels
- 2 Paper Clips
- 12 Coffee Stirrers
- 1 Yardstick (Meterstick)
- 2 Rubber Bands
- 1 Paper Cup

The yardstick (meterstick) may not be changed. The mailing labels may NOT be attached to the yardstick (meterstick). In addition, you will have 3 Ping-Pong balls, 3 tennis balls and 3 golf balls.

**Destination ImagiNation®**  
*Instant Challenge*  
**BALL JOURNEY**  
**APPRAISER RUBRICS**

**RUBRIC FOR APPRAISING CREATIVITY OF DEVICE(S)**

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

**RUBRIC FOR APPRAISING TEAMWORK**

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

# Destination ImagiNation®

Team Name: \_\_\_\_\_ Level: P E M S U

Passport Number: \_\_\_\_\_ Team Challenge: \_\_\_\_\_

Appraiser's Name: \_\_\_\_\_

## BALL JOURNEY

### **INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

Score Element	Range	Team Score
<p><b>A. + B.</b></p> <p>_____ # of Feet (30 cm) Chairs Are Apart</p> <p>_____ # of Ping-Pong Balls Moved = _____</p> <p>_____ # of Tennis Balls Moved X 3 = _____</p> <p>_____ # of Golf Balls Moved X 5 = _____</p> <p style="text-align: right;">Total Ball Score = _____ (TBS) (27Pts. Max)</p>	<p style="text-align: center;">_____ X 1 (TBS) [If Chairs are 1 up to 2 ft (60 cm) apart]</p> <p style="text-align: center;">_____ X 2 (TBS) [If Chairs are 2 ft (60 cm) up to 3 ft (90 cm) apart]</p> <p style="text-align: center;">_____ X 3 (TBS) [If Chairs 3 or more ft (90 cm) apart]</p>	
<b>C. Creativity of Device(s)</b>	1 – 20	
<b>D. Teamwork</b>	1 – 20	
<b>Total</b>		

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

# Destination ImagiNation®

Team Name: \_\_\_\_\_ Level: P E M S U

Passport Number: \_\_\_\_\_ Team Challenge: \_\_\_\_\_

Appraiser's Name: \_\_\_\_\_

## BALL JOURNEY

### ***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.