

Destination ImagiNation®

Instant Challenge

2001 Regional Competition - Entry Level

BIG BUSINESS

Challenge: Invent something that you can sell around the world and tell how you would sell it.

Time: You will have up to 4 minutes to use your IMAGINATION to invent something and up to 2 minutes to sell it to the Appraisers.

The Scene: Your team has been hired by a company that sells things around the world to invent a new product or service. The new product or service can be real or made up. When you have decided upon your product or service, you will get a chance to show the Appraisers how you would sell this product or service to people around the world. Now's your chance for your team to become rich and famous!

Items to Use in Your Presentation: You must use the following 5 items either in your product or service, or in the way you would sell your product or service. You will not be given the items. You must pretend to have the items and use them.

Ball

Banana

Baster

Bell

Broom

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. 20 points for the creativity of your product or service.
- B. 8 points (40 points total) for how creatively you use each of the 5 make-believe items.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

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APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF INVENTION

Points	1 - 10	11 - 20	21 - 30	31 - 40
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 CREATIVITY OF USE OF ITEMS

Points	1 - 2	3 - 4	5 - 6	7 - 8
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 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	15 - 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: _____

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INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Creativity of invention	1 - 20	
B. Creativity of ball use	0 - 8	
Creativity of banana use	0 - 8	
Creativity of baster use	0 - 8	
Creativity of bell use	0 - 8	
Creativity of broom use	0 - 8	
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	D.
Divide D by # of Appraisers	E.

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

INSTANT CHALLENGE SCORE

E.

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.