

Destination ImagiNation®

Instant Challenge

2002 Regional Competition - Advanced Level

BODY RESCUE

Challenge: Present a **PERFORMANCE** in which members of your team become Super Doctors and get rid of a disease.

Time: You will have up to 5 minutes to use your **IMAGINATION** to plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The time is the future. One or more members of your team are Super Doctors. In this Challenge, your team will present a **PERFORMANCE** in which the Super Doctors go inside a patient and get rid of a disease.

•Part One (5 minutes): Plan your **PERFORMANCE**. Include the 5 items listed on the sheet on the table in your **PERFORMANCE**. These items will **NOT** be provided. Decide who will be the Super Doctors and who will be the Disease. At least one team member must play each. Other team members may play any other roles that you want.

In this Challenge, the disease may be present in the heart, stomach or knee of the patient.

•Part Two (2 minutes): Present your **PERFORMANCE** to the Appraisers.

Imaginary Items You Must Use in Your PERFORMANCE:

Frying Pan

Plunger

Rope

Broom

Hula Hoop

In addition, four folding chairs will be available for you to use in your **PERFORMANCE** if you wish. However, no points will be awarded for use of the folding chairs. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- 15 points for the creativity of the Super Doctor(s).
- 15 points for the creativity of the Disease(s).
- 4 points (20 points maximum) for how creatively you use and show each of the imaginary items in the **PERFORMANCE**.
- 30 points for the overall creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

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Scoring: You will receive up to

- A. 15 points for the creativity of the Super Doctor(s).
- B. 15 points for the creativity of the Disease(s).
- C. 4 points (20 points maximum) for how creatively you use and show each of the imaginary items in the **PERFORMANCE**.
- D. 30 points for the overall creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

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BODY RESCUE

APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF SUPER DOCTOR(S) AND DISEASE(S)

Points	1 - 4	5 - 7	8 - 11	12 - 15
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced 	<ul style="list-style-type: none"> • Creativity is present and it's relevant 	<ul style="list-style-type: none"> • Creativity is present and it's integrated 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING CREATIVITY OF HOW ITEMS ARE USED AND SHOWN IN PERFORMANCE

Points	1	2	3	4
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced 	<ul style="list-style-type: none"> • Creativity is present and it's relevant 	<ul style="list-style-type: none"> • Creativity is present and it's integrated 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCE

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 • 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

IMAGINARY ITEMS TO USE IN YOUR PERFORMANCE:

1. Frying Pan
2. Plunger
3. Rope
4. Broom
5. Hula Hoop

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Team Name: _____ Level: P E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

BODY RESCUE

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Creativity of Super Doctor(s)	0 or 1 - 15	
Creativity of Disease(s)	0 or 1 - 15	
C. Creativity of how Frying Pan is used and shown	0 or 1 - 4	
Creativity of how Plunger is used and shown	0 or 1 - 4	
Creativity of how Rope is used and shown	0 or 1 - 4	
Creativity of how Broom is used and shown	0 or 1 - 4	
Creativity of how Hula Hoop is used and shown	0 or 1 - 4	
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.) In score elements A, B and C, the team should receive 0 points if a Super Doctor is not shown, a Disease is not shown, or the item is not shown, respectively.

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Team Name: _____ Level: P E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

BODY RESCUE

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

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.