

Destination ImagiNation®

Instant Challenge

2005 Competition – Entry Level

BUG JARS

Challenge: Your **TASK** is to create 3 new “bugs.” Then your team is to present a **PERFORMANCE** in which you show your “bugs” to the Appraisers.

For the purpose of this Challenge, a “bug” is a small creature with more than 4 legs.

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

The Scene: Have you ever caught lightning bugs and put them in a jar to watch? Have you ever trapped a spider under a glass and watched as it spun a web? Your team is going to “capture” some new bugs in jars, and then present a **PERFORMANCE** in which you show the bugs to the Appraisers

•**Part One** (5 minutes): Use the materials on the table to create 3 new bugs. Each of your bugs should be placed in one of the jars. Be sure to fill out a tag for each jar, naming the bug and the place where you found it.

•**Part Two** (2 minutes): Present a **PERFORMANCE** in which you show the Appraisers your 3 new bugs.

Materials:

8 Cotton Buds	2 Small Styrofoam Balls	6 Toothpicks	1 Paper Bag
3 Index Cards	4 Bottle Caps	1 Piece of Foil	10 Chenille Sticks (Pipe Cleaners)
4 Mailing Labels	3 Tissues	2 Straws	1 Plastic Slinky®

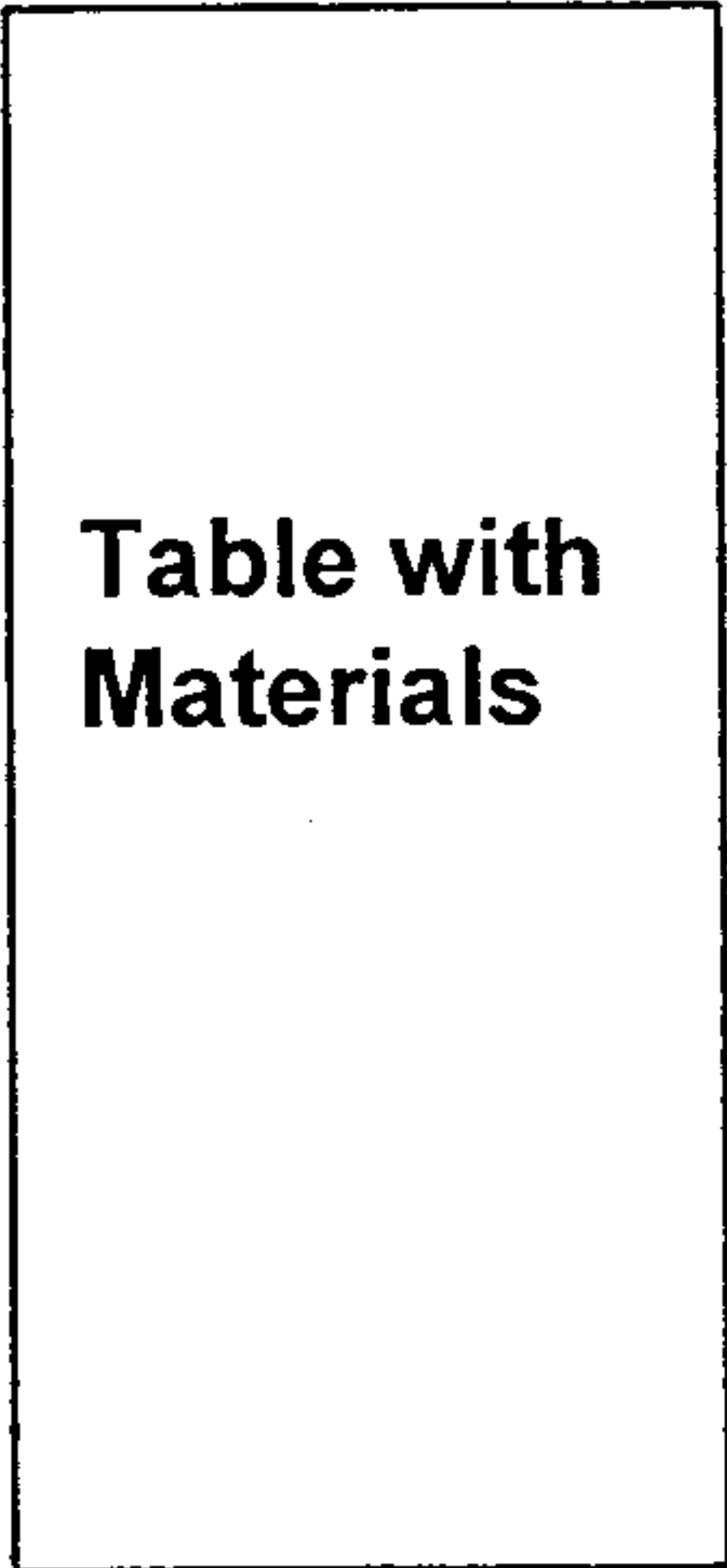
You will be given 3 jars to put your bugs in, as well as 3 tags to fill out. A box of markers and a pair of scissors will also be available for your team to use, but may NOT be part of your bugs. The mailing labels may NOT be attached to the jars. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive

- 5 points (15 points maximum) for having a bug in each jar and filling out a tag for each jar.
- Up to 15 points (45 points maximum) for the creativity of each of your new bugs.
- Up to 20 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a table with materials on one side of the room.



**Table with
Materials**

2. Clear plastic jars or containers should be used in this Challenge.

TEAM COPY

Destination ImagiNation®
BUG JARS

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Part One (5 minutes):

- Use the materials on the table to create 3 new bugs.
- Each of your bugs should be placed in one of the jars.
- Be sure to fill out a tag for each jar, naming the bug and the place where you found it.

Part Two (2 minutes):

- Present a **PERFORMANCE** in which you show the Appraisers your 3 new bugs.

Scoring: You will receive

- 5 points (15 points maximum) for having a bug in each jar and filling out a tag for each jar.
- Up to 15 points (45 points maximum) for the creativity of each of your new bugs.
- Up to 20 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

BUG JARS

Materials:

(Tape to Table)

- 8 Cotton Buds
- 2 Small Styrofoam Balls
- 6 Toothpicks
- 1 Paper Bag
- 3 Index Cards
- 4 Bottle Caps
- 1 Piece of Foil
- 10 Chenille Sticks (Pipe Cleaners)
- 4 Mailing Labels
- 3 Tissues
- 2 Straws
- 1 Plastic Slinky®

You will be given 3 jars to put your bugs in, as well as 3 tags to fill out. A box of markers and a pair of scissors will also be available for your team to use, but may NOT be part of your bugs. The mailing labels may NOT be attached to the jars. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

JAR TAG

1. Name of Bug:

2. Place where Bug was found:

JAR TAG

1. Name of Bug:

2. Place where Bug was found:

JAR TAG

1. Name of Bug:

2. Place where Bug was found:

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Instant Challenge
BUG JARS
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF THE NEW BUGS

Points	1 – 4	5 – 8	9 – 11	12 – 15
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • The solution is complete 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • Chiefly original work 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCE

Points	1 – 5	6 – 10	11 – 15	16 – 20
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

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

BUG JARS

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. _____ # of bugs in jars with tag	_____ X 5 <small>(15 Points Maximum)</small>	
B. Creativity of new bug # 1 _____	0 or 1 – 15	
Creativity of new bug # 2 _____	0 or 1 – 15	
Creativity of new bug # 3 _____	0 or 1 – 15	
C. Creativity of PERFORMANCE	1 – 20	
D. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score element B, the team should receive 0 points if the bug is not created.

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

BUG JARS

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 or more.