

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
2006 Affiliate Competition – Entry Level
BY THE NUMBERS

Challenge: Create and present a **PERFORMANCE** based on a person, place and time period that are chosen by rolling a die.

Time: You will have up to 3 minutes to use your **IMAGINATION** to think of 5 persons, 5 places and 5 time periods. By rolling a die, you will choose one of each of these to include in your **PERFORMANCE**. You will then have up to 3 minutes to plan your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

•**Part One** (3 minutes): Think of 5 persons, 5 places and 5 time periods and write them down in the spaces on the 2 sheets given to you by the Appraisers. Your ideas may be real or imaginary. The time periods may be short or long, from seconds to years. At the end of Part One, you should give one of your sheets to the Appraisers. You then will be given a die to roll 3 times. The 1st die roll will indicate what person you are to include in your **PERFORMANCE**, the 2nd roll what place, and the 3rd roll what time period. If "**WILD**" is selected on a roll, you may choose any of the 5 persons, places or time places listed.

•**Part Two** (3 minutes): Plan your **PERFORMANCE**. You must include the person, place and time period that were selected at the end of Part One in your **PERFORMANCE**.

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

Materials:

A piece of paper and pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points (60 points maximum) for how creatively you use the person, place and time period you have selected in your **PERFORMANCE**.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

TEAM COPY

Destination ImagiNation® **BY THE NUMBERS**

Challenge: Create and present a **PERFORMANCE** based on a person, place and time period that are chosen by rolling a die.

Time: You will have up to 3 minutes to use your **IMAGINATION** to think of 5 persons, 5 places and 5 time periods. By rolling a die, you will choose one of each of these to include in your **PERFORMANCE**. You will then have up to 3 minutes to plan your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

Part One (3 minutes):

- Think of 5 persons, 5 places and 5 time periods and write them down in the spaces on the 2 sheets given to you by the Appraisers.
- Your ideas may be real or imaginary.
- The time periods may be short or long, from seconds to years.
- At the end of Part One, you should give one of your sheets to the Appraisers.
- You then will be given a die to roll 3 times. The 1st die roll will indicate what person you are to include in your **PERFORMANCE**, the 2nd roll what place, and the 3rd roll what time period. If "**WILD**" is selected on a roll, you may choose any of the 5 persons, places or time places listed.

Part Two (3 minutes):

- Plan your **PERFORMANCE**.
- You must include the person, place and time period that were selected at the end of Part One in your **PERFORMANCE**.

Part Three (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.

Materials:

A piece of paper and pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to

- 20 points (60 points maximum) for how creatively you use the person, place and time period you have selected in your **PERFORMANCE**.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

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Instant Challenge
BY THE NUMBERS
APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY PERSON, PLACE AND TIME PERIOD ARE USED IN 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 	<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 • 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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LIST OF PERSONS, PLACES AND TIME PERIODS

PERSON	
1	
2	
3	
4	WILD
5	
6	

PLACE	
1	WILD
2	
3	
4	
5	
6	

TIME PERIOD	
1	
2	
3	
4	
5	WILD
6	

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Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

BY THE NUMBERS

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Creativity of how person is used	0 or 1 – 20	
Creativity of how place is used	0 or 1 – 20	
Creativity of how time period is used	0 or 1 – 20	
B. Creativity of PERFORMANCE	1 – 20	
C. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score element A, the team should receive 0 points if the person, place or time period is not included in the **PERFORMANCE**.

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Destination ImagiNation®

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

BY THE NUMBERS

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

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 or more.