

APPRAISER COPY

**Destination ImagiNation®**  
**Instant Challenge**  
**2006 Regional Competition – Advanced Level**

# CREATE-A-CRANE

**Challenge:** Your **TASK** is to build a structure that is like a crane and that can hold as much weight as possible.

For the purpose of this Challenge, a crane is a structure that has an arm extending out horizontally in the upper half of the structure.

**Time:** You will have up to 6 minutes to use your **IMAGINATION** to build your structure and practice adding weights, and then up to 1 minute to add weights to the structure for score.

**Set-up:** In the center of the room is a table with materials you may use to build your structure.

## Procedure:

•**Part One** (6 minutes): Use the materials to build a structure that is like a crane. Your structure should have an arm that extends out horizontally in the upper half of the structure. Your structure may **NOT** be attached to anything. You may practice adding weights to the arm during this part of the Challenge. At the end of Part One, all weights must be removed from the structure.

•**Part Two** (1 minute): Add sets of weights to the arm of the structure for score. Sets of weights must be added one at a time and must remain suspended in the air for 3 seconds before the next set of weights may be added. You may **NOT** touch the structure once you begin to add weights. Time will end if any of the weights that you add touch anything besides the arm extending from the top of the structure. If you do not have a structure with an arm at the end of Part One, you may continue building in Part Two. However, you may **NOT** add any weights until you have a structure built like a crane with an arm extending out horizontally near its top.

## Materials:

5 Paper Cups	1 48 in (120 cm) Piece of String	5 Plastic Cups	10 Rubber Bands
10 Straws	2 Sheets of Paper	10 Pencils	10 Mailing Labels
2 Golf Balls			

In addition, you will have 10 sets of weights. The golf balls may **NOT** be damaged.

**Scoring:** You will receive

- 20 points if you have a structure built like a crane at the end of Part One.
- 4 points (40 points maximum) for each set of weights held by the structure in Part Two.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

Following the Tournament, all copies of this Challenge must be collected and destroyed.

## **For Appraisers Only:**

1. The set-up consists of table with materials and 10 sets of weights. The weights should be two 6 in (15 cm) nails connected by a rubber band.

**Table with Materials and  
Sets of Weights**

2. The crane may extend over the edge of the table.

TEAM COPY

## Destination ImagiNation® **CREATE-A-CRANE**

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**Time:** You will have up to 6 minutes to use your **IMAGINATION** to build your structure and practice adding weights, and then up to 1 minute to add weights to the structure for score.

**Set-up:** In the center of the room is a table with materials you may use to build your structure.

### **Procedure:**

**Part One** (6 minutes):

- Use the materials to build a structure that is like a crane.
- Your structure should have an arm that extends out horizontally in the upper half of the structure.
- Your structure may **NOT** be attached to anything.
- You may practice adding weights to the arm during this part of the Challenge.
- At the end of Part One, all weights must be removed from the structure.

**Part Two** (1 minute):

- Add sets of weights to the arm of the structure for score.
- Sets of weights must be added one at a time and must remain suspended in the air for 3 seconds before the next set of weights may be added.
- You may **NOT** touch the structure once you begin to add weights.
- Time will end if any of the weights that you add touch anything besides the arm extending from the top of the structure.
- If you do not have a structure with an arm at the end of Part One, you may continue building in Part Two.
- However, you may **NOT** add any weights until you have a structure built like a crane with an arm extending out horizontally near its top.

**Scoring:** You will receive

- A. 20 points if you have a structure built like a crane at the end of Part One.
- B. 4 points (40 points maximum) for each set of weights held by the structure in Part Two.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

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## CREATE-A-CRANE

### **Materials:**

(Tape to Table)

- 5 Paper Cups
- 1 48 in (120 cm) Piece of String
- 5 Plastic Cups
- 10 Rubber Bands
- 10 Straws
- 2 Sheets of Paper
- 10 Pencils
- 10 Mailing Labels
- 2 Golf Balls

In addition, you will have 10 sets of weights. The golf balls may NOT be damaged.

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## Destination ImagiNation® Instant Challenge CREATE-A-CRANE APPRAISER RUBRICS

### RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

Points	1 – 5	6 – 10	11 – 15	16 – 20
<b>Qualities</b>	<ul style="list-style-type: none"> <li>• Some of the materials are used in common ways</li> </ul>	<ul style="list-style-type: none"> <li>• Almost all materials are used, but few in unusual ways.</li> </ul>	<ul style="list-style-type: none"> <li>• Almost all materials are used, several in unusual ways</li> </ul>	<ul style="list-style-type: none"> <li>• Most materials are used in unusual ways</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>

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## Destination ImagiNation®

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

Membership Number: \_\_\_\_\_ Team Challenge: \_\_\_\_\_

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

### CREATE-A-CRANE

#### INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Structure built like a crane at the end of Part One	0 or 20	
B. _____ # of set of weights successfully added in Part Two	_____ X 4 (40 Points Maximum)	
C. Creativity of material use	1 – 20	
D. Teamwork	1 – 20	
<b>Total</b>		

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

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## Destination ImagiNation®

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

Membership Number: \_\_\_\_\_ Team Challenge: \_\_\_\_\_

### CREATE-A-CRANE

### ***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.