

Destination ImagiNation®
Instant Challenge
2004 Regional Competition – Entry Level

DINOSAUR!

Challenge: Your **TASK** is to build a model of a Dinosaur that you recently discovered and then present a **PERFORMANCE** in which you show the Appraisers what is special about your Dinosaur.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build a model of your Dinosaur and plan your **PERFORMANCE**, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

Set-up: On one end of the room is a table with materials that you may use to build your model and present your **PERFORMANCE**.

Procedure: Your team has just discovered a new kind of Dinosaur. What a discovery! Now the world wants to know what it looks like.

•**Part One** (5 minutes): Use the materials on the table to build a model of the Dinosaur that you recently discovered and plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present a **PERFORMANCE** in which you show the Appraisers what is special about your Dinosaur. In your **PERFORMANCE**, you should show how the Dinosaur moved and what it ate.

Materials:

3 Styrofoam Balls	3 Index Cards	2 Rubber Bands	2 Paper Clips
7 Chenille Sticks (Pipe Cleaners)	4 Mailing Labels	1 Piece of Paper	6 Toothpicks
6 Styrofoam Peanuts	2 Pieces of Spaghetti	2 Feathers	5 Colored Markers

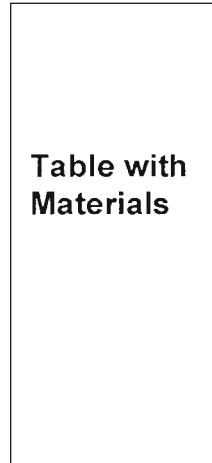
The markers may NOT be damaged and may NOT be used as part of your Dinosaur. A piece of paper and a pencil will also be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive

- 10 points each (20 points maximum) if you show how the Dinosaur moved and what it ate in your **PERFORMANCE**.
- Up to 30 points for the creativity of your Dinosaur.
- Up to 30 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.



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Instant Challenge
DINOSAUR!
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF DINOSAUR

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 	<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 – 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

TEAM COPY

Destination ImagiNation®

DINOSAUR!

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Set-up: On one end of the room is a table with materials that you may use to build your model and present your **PERFORMANCE**.

Procedure: Your team has just discovered a new kind of Dinosaur. What a discovery! Now the world wants to know what it looks like.

Part One (5 minutes):

- Use the materials on the table to build a model of the Dinosaur that you recently discovered and plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present a **PERFORMANCE** in which you show the Appraisers what is special about your Dinosaur.
- In your **PERFORMANCE**, you should show how the Dinosaur moved and what it ate.

Scoring: You will receive

- A. 10 points each (20 points maximum) if you show how the Dinosaur moved and what it ate in your **PERFORMANCE**.
- B. Up to 30 points for the creativity of your Dinosaur.
- C. Up to 30 points for the creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

DINOSAUR!

Materials:

(Tape to Table)

- 3 Styrofoam Balls
- 3 Index Cards
- 2 Rubber Bands
- 2 Paper Clips
- 7 Chenille Sticks (Pipe Cleaners)
- 4 Mailing Labels
- 1 Piece of Paper
- 6 Toothpicks
- 6 Styrofoam Peanuts
- 2 Pieces of Spaghetti
- 2 Feathers
- 5 Colored Markers

The markers may NOT be damaged and may NOT be used as part of your Dinosaur.

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

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

DINOSAUR!

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. How Dinosaur moves is included in PERFORMANCE	0 or 10	
What Dinosaur eats is included in PERFORMANCE	0 or 10	
B. Creativity of Dinosaur	1 – 30	
C. Creativity of PERFORMANCE	1 – 30	
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: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

DINOSAUR!

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.

<i>INSTANT CHALLENGE SCORE</i>

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.