

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
2006 Affiliate Competition – Entry and Advanced Levels
FLYING HIGH

Challenge: Your **TASK** is to use materials to place a flag as high above the floor as possible and in such a way that the flag will remain high above the floor when a fan is turned on.

Time: You will have up to 5 minutes to use your **IMAGINATION** to place the flag and practice turning on the fan. The Appraisers will then turn on the fan for 15 seconds to see what happens to your flag.

Set-up: In the center of the room is a taped square. Next to the taped area is a fan that has been taped to the floor. The fan is controlled by a power box. On one side of the room is a table with materials and a flag.

Procedure:

•**Part One** (5 minutes): Use the materials to place the flag as high above the floor as possible. The flag may only touch the materials, and the materials may only touch the flag and the area on the floor inside the taped square. The flag may **NOT** be damaged. During Part One, you may practice turning on the fan. When the fan is turned on, all team members must be standing behind the fan. You will be warned when you have 1 minute remaining and 30 seconds remaining in Part One. **At the end of Part One, you must have a flag placed above the floor and only touching the materials in order to proceed to Part Two.** At the end of Part One, the Appraisers will measure the distance between the floor and the highest part of the flag.

•**Part Two** (15 seconds): The Appraisers will turn on the fan. At the end of Part Two, the Appraisers will measure again the distance between the floor and the highest part of the flag. In order to receive score at the end of Part Two, the flag must still be above the floor and only touching the materials.

Materials:

1 Piece of Foil	2 Paper Plates	3 Paper Clips	2 Soft Balls
2 Index Cards	1 Sheet of Newspaper	2 Pencils	5 Mailing Labels

In addition, there will be a small flag attached to a stick. The mailing labels may **NOT** be attached to the flag, the soft balls or the floor. A yardstick (meterstick) will also be available but it is only to be used to see how far the flag is above the floor.

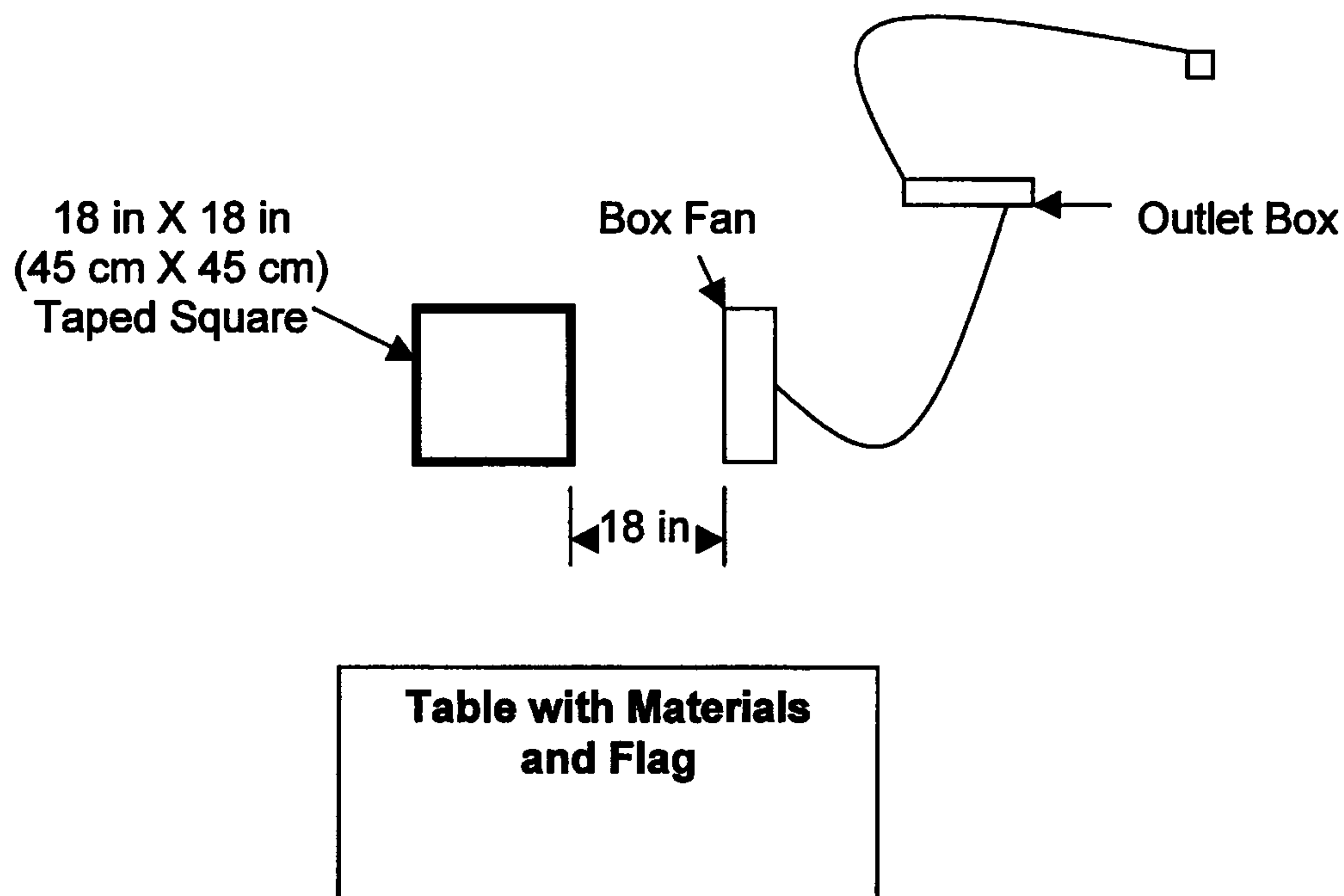
Scoring: You will receive

- A. 1 point (24 points maximum) for each inch (2.5 cm) that the top of the flag is above the floor at the end of Part One.
- B. 2 points (36 points maximum) for each inch (2.5 cm) that the top of the flag is above the floor at the end of 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.

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

For Appraisers Only:

1. The set-up consists of an 18 in X 18 in (45 cm X 45 cm) taped square in the center of the room. 18 inches from one side of the taped square is a box fan taped to the floor. The fan is plugged into an outlet box that is also taped to the floor. The fan can be turned on and off using the switch on the outlet box. On one side of the room is a table with materials and a flag. The flag should be a hand-made "DI" flag, 4 in X 6 in (10 cm X 15 cm) attached to a wooden stick.



2. The team should be warned when there is 1 minute remaining and 30 seconds remaining in Part One. At each time, an Appraiser should say, "At the end of Part One, you must have a flag placed above the floor and only touching the materials in order to proceed to Part Two."
3. Prior to the first team competing, the Appraisers should practice the Challenge and determine the appropriate speed for the fan.

TEAM COPY

Destination ImagiNation®

FLYING HIGH

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Time: You will have up to 5 minutes to use your **IMAGINATION** to place the flag and practice turning on the fan. The Appraisers will then turn on the fan for 15 seconds to see what happens to your flag.

Set-up: In the center of the room is a taped square. Next to the taped area is a fan that has been taped to the floor. The fan is controlled by a power box. On one side of the room is a table with materials and a flag.

Procedure:

Part One (5 minutes):

- Use the materials to place the flag as high above the floor as possible.
- The flag may only touch the materials, and the materials may only touch the flag and the area on the floor inside the taped square.
- The flag may NOT be damaged.
- During Part One, you may practice turning on the fan. When the fan is turned on, all team members must be standing behind the fan.
- You will be warned when you have 1 minute remaining and 30 seconds remaining in Part One. **At the end of Part One, you must have a flag placed above the floor and only touching the materials in order to proceed to Part Two.**
- At the end of Part One, the Appraisers will measure the distance between the floor and the highest part of the flag.

Part Two (15 seconds):

- The Appraisers will turn on the fan.
- At the end of Part Two, the Appraisers will measure again the distance between the floor and the highest part of the flag.
- In order to receive score at the end of Part Two, the flag must still be above the floor and only touching the materials.

Scoring:

You will receive

- 1 point (24 points maximum) for each inch (2.5 cm) that the top of the flag is above the floor at the end of Part One.
- 2 points (36 points maximum) for each inch (2.5 cm) that the top of the flag is above the floor at the end of Part Two.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

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Materials:

(Tape to Table)

- 1 Piece of Foil
- 2 Paper Plates
- 3 Paper Clips
- 2 Soft Balls
- 2 Index Cards
- 1 Sheet of Newspaper
- 2 Pencils
- 5 Mailing Labels

In addition, there will be a small flag attached to a stick. The mailing labels may NOT be attached to the flag, the soft balls or the floor. A yardstick (meterstick) will also be available but it is only to be used to see how far the flag is above the floor.

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APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

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

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

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

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INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. _____ # of inches (2.5 cm) that top of flag is above floor at the end of Part One	_____ X 1 (24 Points Maximum)	
B. _____ # of inches (2.5 cm) that top of flag is above floor at the end of Part Two	_____ X 2 (36 Points Maximum)	
C. Creativity of material use	1 – 20	
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

Membership Number: _____ Team Challenge: _____

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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.