

Destination ImagiNation®
Instant Challenge
2005 Regional Competition – Entry Level

GHOST TRAP

Challenge: Your **TASK** is to build a device that could catch a ghost and then your team is to present a **PERFORMANCE** in which you show how your device works.

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

The Scene: This is a spooky, make-believe Challenge! Pretend that a **friendly** ghost has taken over a house in your neighborhood. While the ghost has been well-behaved, it is keeping the people who live in the house up at night. Your team has been asked to help out. You are to use the materials to create a device that could catch the ghost and then release the ghost without doing harm to it. Once you have built your device you should present a **PERFORMANCE** in which you show how your device works. Also be sure to show the **friendly** ghost in your skit.

Materials:

3 Feathers 1 Colored Bed Sheet 5 Mailing Labels 6 Paper Cups

2 Tennis Balls 36 in (90 cm) of Rope 3 Sheets of Colored Paper 1 Hula Hoop

The bed sheet, tennis balls, rope and hula hoop may NOT be damaged and may NOT have the mailing labels attached to them. A piece of paper and a pencil will also be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to

- A. 10 points for how creatively you show the **friendly** ghost.
- B. 20 points for the creativity of the ghost-trapping device.
- C. 20 points for how creatively you use the materials.
- D. 30 points for the creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

For Appraisers Only:

1. If you think that the word "ghost" might cause concern for some of the teams in your tournament, the Challenge could be changed so that the word "ghost" is replaced by the words, "frisky animal."

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Instant Challenge

GHOST TRAP

APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY FRIENDLY GHOST IS SHOWN

Points	1 – 3	4 – 5	6 – 7	8 – 10
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 GHOST-TRAPPING DEVICE

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 • 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 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 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

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The Scene:

- This is a spooky, make-believe Challenge!
- Pretend that a **friendly** ghost has taken over a house in your neighborhood. While the ghost has been well-behaved, it is keeping the people who live in the house up at night.
- Your team has been asked to help out.
- You are to use the materials to create a device that could catch the ghost and then release the ghost without doing harm to it.
- Once you have built your device you should present a **PERFORMANCE** in which you show how your device works.
- Also be sure to show the **friendly** ghost in your skit.

- Scoring:** You will receive up to
- A. 10 points for how creatively you show the **friendly** ghost.
 - B. 20 points for the creativity of the ghost-trapping device.
 - C. 20 points for how creatively you use the materials.
 - D. 30 points for the creativity of your **PERFORMANCE**.
 - E. 20 points for how well your team works together.

GHOST TRAP

Materials:

(Tape to Table)

- 3 Feathers
- 1 Colored Bed Sheet
- 5 Mailing Labels
- 6 Paper Cups
- 2 Tennis Balls
- 36 in (90 cm) or Rope
- 3 Sheets of Colored Paper
- 1 Hula Hoop

The bed sheet, tennis balls, rope and hula hoop may NOT be damaged and may NOT have the mailing labels attached to them. A piece of paper and a pencil will also be available for your team to use as you plan and present your **PERFORMANCE**.

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

GHOST TRAP

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. How creatively friendly ghost is shown	0 or 1 – 10	
B. Creativity of ghost-trapping device	1 – 20	
C. How creatively materials are used	1 – 20	
D. Creativity of PERFORMANCE	1 – 30	
E. 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 a friendly ghost is not shown.

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

GHOST TRAP

INSTANT CHALLENGE MASTER SCORE SHEET

Appraiser's Name	Total Score
1.	
2.	
3.	
4.	
Add 1 + 2 + 3 + 4	F.
Divide F by # of Appraisers	G.

NOTE: The division in the final step should be carried out to 3 decimal places.

INSTANT CHALLENGE SCORE

H.

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.