

APPRAISER COPY

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

HANGING TOWER

Challenge: Your **TASK** is to build a free-standing tower that is at least 12 in (30 cm) tall, hang the tower from a pole and then add as much weight to the tower as possible.

For the purposes of this Challenge, “free-standing” means that the tower is not attached to anything.

Time: You will have up to 4 minutes to use your **IMAGINATION** to build your tower, up to 2 minutes to hang your tower from a pole and then up to 2 minutes to hang weights on your tower for score.

Set-up: Sitting on the table are 2 blocks connected by a pole. There are also materials that you may use to build a tower and weights that you may add to receive extra score.

Procedure:

•**Part One** (4 minutes): Use the materials to build a free-standing tower on the table that is at least 12 in (30 cm) tall. You will want to build the tower so that it can hang from a pole without touching the table and so that you may add weights to the tower. You will be warned when you have 1 minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Hang the tower from the pole. When hanging from the pole, the tower may **NOT** touch the table and may touch only the pole. You will receive extra points if you are able to hang the tower by only touching it with the pair of tongs. You may continue building your tower in Part Two, but you may **NOT** start hanging the tower from the pole until you have a free-standing tower that is at least 12 in (30 cm) tall. You will be warned when you have 1 minute remaining and 30 seconds remaining in Part Two.

•**Part Three** (2 minutes): Add sets of weights one at a time to the tower. In order to receive score, each new set of weights must be held for 3 seconds without any part of the weights touching the pole, blocks or table. You may continue the process of getting your tower to hang from the pole in Part Three, but you may **NOT** begin adding weights until you have a tower hanging from the pole that is only touching the pole.

Materials:

1 Piece of Foil 1 Paper Plate 3 Paper Clips 5 Mailing Labels 1 Rubber Band
2 Index Cards 1 12 in (30 cm) Piece of String 8 Toothpicks 1 Pair of Tongs 1 Ruler

The tongs and the ruler may **NOT** be damaged and may **NOT** be part of the tower. The mailing labels may **NOT** be attached to the pole. In addition, you will have 10 sets of weight.

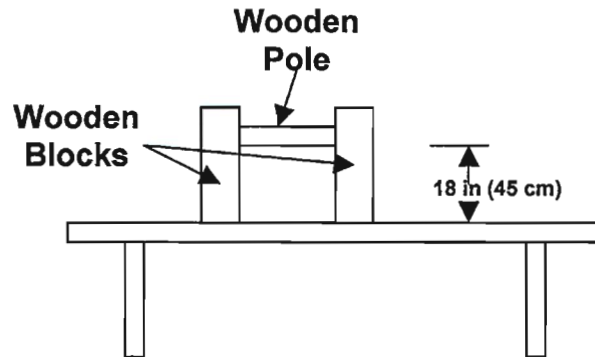
Scoring: You will receive

- 15 points if you have a free-standing tower that is at least 12 in (30 cm) tall at the end of Part One.
- 15 points if you are able successfully to hang the tower using only the pair of tongs in Part Two.
- 3 points (30 points maximum) for each set of weights held by the tower in Part Three.
- 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 two 4 in X 4 in X 24 in (10 cm X 10 cm X 60cm) blocks connected by a 1 inch (2.5 cm) diameter wooden pole that is 24 in (60 cm) long. The pole is suspended 18 inches (45 cm) above the table. There are also materials on the table, along with 10 sets of weights [five 3 in (7.5 cm) nails] bundled with a rubber band and attached to a hook.



2. The team should be warned when there is 1 minute remaining and 30 seconds remaining in Part One and in Part Two.

TEAM COPY

Destination ImagiNation® HANGING TOWER

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Time: You will have up to 4 minutes to use your **IMAGINATION** to build your tower, up to 2 minutes to hang your tower from a pole and then up to 2 minutes to hang weights on your tower for score.

Set-up: Sitting on the table are 2 blocks connected by a pole. There are also materials that you may use to build a tower and weights that you may add to receive extra score.

Procedure:

Part One (4 minutes):

- Use the materials to build a free-standing tower on the table that is at least 12 in (30 cm) tall. You will want to build the tower so that it can hang from a pole without touching the table and so that you may add weights to the tower.
- You will be warned when you have 1 minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Hang the tower from the pole. When hanging from the pole, the tower may NOT touch the table and may touch only the pole.
- You will receive extra points if you are able to hang the tower by only touching it with the pair of tongs.
- You may continue building your tower in Part Two, but you may NOT start hanging the tower from the pole until you have a free-standing tower that is at least 12 in (30 cm) tall.
- You will be warned when you have 1 minute remaining and 30 seconds remaining in Part Two.

Part Three (2 minutes):

- Add sets of weights one at a time to the tower. In order to receive score, each new set of weights must be held for 3 seconds without any part of the weights touching the pole, blocks or table.
- You may continue the process of getting your tower to hang from the pole in Part Three, but you may NOT begin adding weights until you have a tower hanging from the pole that is only touching the pole.

Scoring: You will receive

- A. 15 points if you have a free-standing tower that is at least 12 in (30 cm) tall at the end of Part One.
- B. 15 points if you are able successfully to hang the tower using only the pair of tongs in Part Two.
- C. 3 points (30 points maximum) for each set of weights held by the tower in Part Three.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

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HANGING TOWER

Materials:

(Tape to Table)

- 1 Piece of Foil
- 1 Paper Plate
- 3 Paper Clips
- 5 Mailing Labels
- 1 Rubber Band
- 2 Index Cards
- 1 12 in (30 cm) Piece of String
- 8 Toothpicks
- 1 Pair of Tongs
- 1 Ruler

The tongs and the ruler may NOT be damaged and may NOT be part of the tower. The mailing labels may NOT be attached to the pole. In addition, you will have 10 sets of weight.

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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: _____

HANGING TOWER

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. There is a free-standing tower that is at least 12 in (30 cm) tall at the end of Part One	0 or 15	
B. Tower is successfully hung from the pole using only the tongs in Part Two	0 or 15	
C. _____ # of weights held by tower in Part Three	_____ X 3 (30 Points Maximum)	
D. Creativity of material use	1 – 20	
E. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score elements A and B, the team should receive 0 points if the task is not completed.

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Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

HANGING TOWER

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.