

Instant Challenge

Welcome to Instant Challenge. This CD contains the following:

- General Information about *Instant Challenge*
- Two Types of *Instant Challenges*
- What Happens in *Instant Challenge* at a Tournament?
- *Instant Challenge* Tips

General Information about *Instant Challenge*

- *Instant Challenge* provides a chance for a team to show off its creative problem solving skills in a short, unrehearsed presentation to Appraisers. Although each *Instant Challenge* has different requirements, all *Instant Challenges* reward teams for teamwork and the uniqueness and creativity of the team's solution.
- *Instant Challenges* are between five and ten minutes in length and worth up to 100 points.
- Each team that competes in a specific *Central Challenge* in a specific Level will receive the same *Instant Challenge*.
- All teams will be scheduled to do an *Instant Challenge* in addition to their *Central Challenge*.
- The nature and content of each *Instant Challenge* is kept confidential until the day of the Tournament.
- All seven team members may participate in the *Instant Challenge*, however, not less than five team members must participate in solving the *Instant Challenge*. If a team has fewer than five members, all team members must participate and contribute to the solution.
- Teams will need to make a decision about which team members will be participating before being taken to the competition room. Teams will NOT be told anything about the Challenge, including the type of *Instant Challenge* they will be facing prior to making this decision.

Two Types of *Instant Challenges*

- ***Performance-Based:*** A performance-based Challenge involves the team “performing” a solution for the Appraisers. Teams may be judged on the creativity of their solution, presentation, and/or use of materials, along with teamwork. The team may be asked to use words, conversation, and/or dramatic characterizations to solve the Challenge. Language may or may not be involved in the performance. Teams may or may not be given time to practice their solution before presenting it to the Appraisers. Materials may be real or imaginary.
- ***Task-Based:*** A task-based Challenge requires the team to use materials to communicate or to build, move, change or protect objects. Teams may be scored on how well they work together to design the solution and the creativity of their final project. Team members may also receive points for accomplishing a task. Team members may or may not be allowed to talk during this type of Challenge.

What Happens in *Instant Challenge* at a Tournament?

- Each team will report to a designated Holding Area 15 minutes prior to their scheduled *Instant Challenge*. The team will check in with the Appraiser in the Holding Area and give him/her one copy of their completed *Declaration of Independence* form.
- An Appraiser will escort the team to the *Instant Challenge* room. One Team Manager may accompany the team to the *Instant Challenge* room, but that Team Manager may not advise, signal or communicate with the team during the *Instant Challenge* competition. Team members make the decision of whether the Team Manager will accompany the team to the *Instant Challenge* room.
- Timing devices that beep or make a sound signifying an elapse of time may not be brought into the *Instant Challenge* room, since they may confuse the Appraisers.
- When the team has entered the *Instant Challenge* competition room, they will be asked to repeat this solemn promise:

We promise not to talk about ANYTHING that we see, hear, do or say in this room. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the Tournament. However, we can talk about it privately among ourselves!

- The Team Manager and any team member who chooses not to participate will be seated out of the way where they may observe the team working on its solution.
- The Team Manager must turn off all electronic devices he/she may have, such as cell phones, beepers, pagers, timing devices, etc. Failure to do this may result in a deduction for Interference.
- Neither the Team Manager nor any non-participating team member may speak or motion in any way to the team or it will be considered Interference, and a deduction will be assessed.
- An Official will read:

WELCOME to the *Instant Challenge* portion of our Tournament! Anything is possible here, and you will have the opportunity to demonstrate your creative, “thinking on your feet” skills. For every team who is competing in your *Team Challenge* at your competition level, we will be presenting this *Instant Challenge* today.

- The *Instant Challenge* will then be presented to the team. Each team in your *Team Challenge* and competition level will be given the same *Instant Challenge* by the same Appraisers.
 - If the Challenge is task-based, unless otherwise stated, taped or marked areas may not be altered in any way.
 - If the Appraisers feel that the team is working under an obvious misconception, they will attempt to clarify the Challenge without adding in the solution.
- When the team has finished its *Instant Challenge*, an Appraiser will escort them back to the Holding Area.
- Scores for the *Instant Challenge* will not be revealed until after the Award Ceremony.

Instant Challenge Tips

- Teams should make *Instant Challenge* practice a regular part of their meetings.
- Practice all types of *Instant Challenges*.
- Listen to instructions carefully. Ask questions if the instructions are not clear.
- Know where the points are and direct your solution to the points.
- Never argue with an official or argue with a teammate in front of an official.
- Always keep Teamwork in mind.
 - Help each other be right – not wrong.
 - Look for ways to make new ideas work – not reasons why they won't work.
 - Help each other achieve and take pride in each other's progress and growth.
 - Try to maintain a positive mental attitude – no matter what the circumstances.
 - Do everything with enthusiasm – it is contagious.
 - Have FUN!

Performance-Based *Instant Challenges*:

- Listen to your teammates when making up your skit. Relax and go with the flow!
- Don't make unnecessarily long speeches. Give everyone a chance to add to the solution.
- Practice giving everyone a part.
- Practice:
 - Talking yourself out of a jam when your mind goes blank.
 - Saving a teammate whom cannot think of a line or reaction.
 - Using exaggerated movements and expressions.
 - Using props in different ways
 - Using part of the pros one time and the rest of them a second time.
 - Changing the prop into something else - take it apart, bend it, make it bigger/smaller, etc.
 - Developing multiple uses for the same prop
 - Creating a combination of materials
 - Developing skits with all three components: a beginning, a middle, and an ending

Task-Based *Instant Challenges*:

- Teamwork is critical (see Teamwork discussion above)
- Look for unusual and different uses the materials
- Most of the materials fall into one or more types:
 - They will extend (across a space or up or out) and/or
 - They will connect things together and/or
 - They will control something (round materials/light-weight materials)
- Listen very carefully to the Challenge as it is being read.
- Take a minute before you start handling the materials and ask yourselves -
 - What are we supposed to do?
 - If we are to extend (with something rigid) - which of the given materials will do that?
 - If we have to connect two items together - which of the given materials will do that?
 - If we have to control something - which of the given materials will do that?
- Then, start to work.
- Be aware of time. If you are given 5 minutes to accomplish a task - try spending 1-2 minutes developing your idea and 3-4 minutes accomplishing the task.
- If possible, divide the tasks to be accomplished.

INSTANT CHALLENGES ON CD
VOLUME 4
TABLE OF CONTENTS

| CHALLENGE | LEVEL | PAGE |
|-------------------------|----------------|------|
| Arch DI Triumph | Entry/Advanced | 5 |
| Ball Tag | Entry | 8 |
| Body Rescue | Entry | 11 |
| Bumper Balls | Advanced | 13 |
| Bus Stop | Entry/Advanced | 16 |
| Crisis In Atlantis | Advanced | 18 |
| Diland | Advanced | 20 |
| DInamically Energized | Entry/Advanced | 23 |
| DInie Babies | Entry | 25 |
| Distant Delivery | Advanced | 27 |
| Do Re Mi Fa So La DI Do | Entry | 32 |
| Eyes of the Beholder | Advanced | 35 |
| Goofy Gadgets | Entry | 38 |
| Imagination Upgrade | Advanced | 41 |
| In the Dark | Entry/Advanced | 43 |
| Mighty Mime Magic | Entry | 45 |
| Newspaper Trail | Entry/Advanced | 47 |
| Pick Your Picture | Entry | 50 |
| Remote Controlled | Advanced | 53 |
| Signs of Life | Entry/Advanced | 57 |
| Splatter | Entry | 61 |
| Stick Tower | Entry | 64 |
| Taller and Smaller | Advanced | 67 |
| Team Banner | Entry | 69 |
| Thrill Ride | Advanced | 72 |
| Timeless Artifact | Entry | 75 |
| Unusual Uses | Entry/Advanced | 77 |
| Will It Pass? | Advanced | 79 |

Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

ARCH DI TRIUMPH

Challenge: Your **TASK** is to build an arch that is high as possible and will balance a ball. For the purpose of this Challenge, an arch is defined as a single structure that goes from one area to another without touching the space in between and is curved at its high point.

Time: You will have up to 5 minutes to use your IMAGINATION to build an arch and up to 1 minute to balance a ball on top of it.

Set-up: On the table are two taped squares, 3 inches (7.5 centimeters) apart, and materials you may use to build an arch. On the second table are 4 different balls that you might choose to put on top of your arch.

Procedure:

•Part One (5 minutes): Use the materials on the table to build an arch that goes from one of the taped squares to the other. The arch must be as high as possible and may NOT be attached to the table. The arch may only touch the table within the taped squares. You may practice placing balls on your arch during Part 1. **However, by the end of Part 1, your arch must be in place and all the balls must be back on the 2nd table or you will receive NO SCORE in Part 2.** You will be warned when you have 30 seconds left in Part 1.

•Part Two (1 minute): Choose one and only one of the balls from the second table and balance it on your arch for at least 10 seconds. The ball must be placed over the space between the two taped squares and may not be altered. During Part 2, if a teammate touches the arch or the arch collapses, time will end.

Materials to Use to Make the Arch:

6 Straws

1 Piece of Newspaper

1 Pencil

3 Mailing Labels

12 in (30 cm) of String

4 Paper Clips

6 Large Craft Sticks (Tongue Depressors)

1 Styrofoam Cup

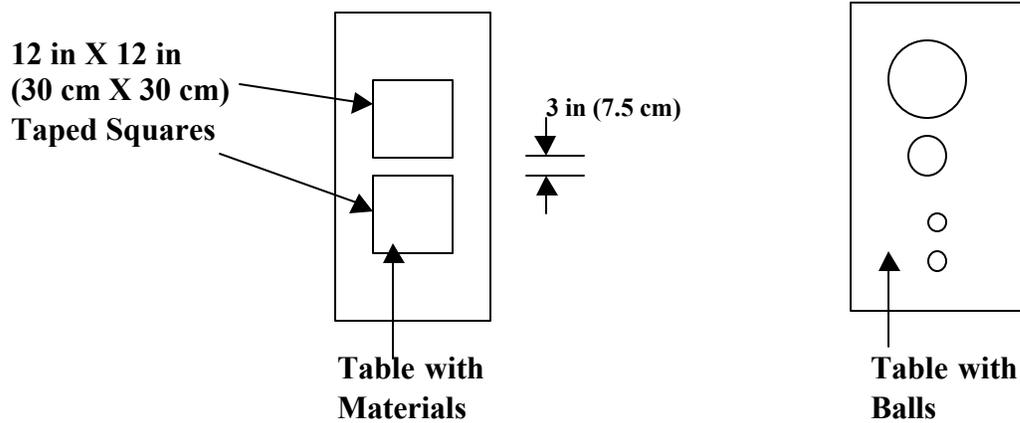
2 Rubber Bands

Scoring: You will receive

- 2 points (40 points maximum) for each inch (2.5 cm) of height of your arch, measured at the highest point in between the two taped squares.
- Up to 20 points if a ball balances for at least 10 seconds without being touched during Part 2: 20 points for soccer ball; 15 points for baseball; 10 points for golf ball; 5 points for Ping-Pong ball.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of two tables. On one of the tables are materials and two 12 in X 12 in (30 cm X 30 cm) taped squares, 3 in (7.5 cm) apart. On the other table are 4 balls.



2. During Part 1, the time keeper should tell the teams when they have 1 minute left and when they have 30 seconds left. During Part 2, the time keeper should tell the team when they have 30 seconds left.
3. The balls should be labeled as follows: Soccer Ball—20 points; Baseball—15 points; Golf Ball—10 points; Ping-Pong Ball—5 points.
4. During Part 2, if a ball falls off before 10 seconds have passed, the team may replace that ball as long as no team member touches the arch and the arch has not collapsed.
5. In between Parts 1 and 2, one of the team members should measure the highest point of the tower in between the two taped squares. None of the Appraisers should touch the arch or the table on which it is situated.
6. If a team builds more than one arch, they must choose which structure should be scored. The structure that they choose will then be used in Part 2.

Destination ImagiNation® ARCH DI TRIUMPH

Challenge: Your **TASK** is to build an arch that is high as possible and will balance a ball. For the purpose of this Challenge, an arch is defined as a single structure that goes from one area to another without touching the space in between and is curved at its high point.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build an arch and up to 1 minute to balance a ball on top of it.

Set-up: On the table are two taped squares, 3 inches (7.5 centimeters) apart, and materials you may use to build an arch. On the second table are 4 different balls that you might choose to put on top of your arch.

Procedure:

- Part One (5 minutes): Use the materials on the table to build an arch that goes from one of the taped squares to the other. The arch must be as high as possible and may NOT be attached to the table. The arch may only touch the table within the taped squares. You may practice placing balls on your arch during Part 1. **However, by the end of Part 1, your arch must be in place and all the balls must be back on the 2nd table or you will receive NO SCORE in Part 2.** You will be warned when you have 30 seconds left in Part 1.
- Part Two (1 minute): Choose one and only one of the balls from the second table and balance it on your arch for at least 10 seconds. The ball must be placed over the space between the two taped squares and may not be altered. During Part 2, if a teammate touches the arch or the arch collapses, time will end.

Materials to Use to Make the Arch:

| | | |
|----------------------|-------------------------|--|
| 6 Straws | 3 Mailing Labels | 6 Large Craft Sticks (Tongue Depressors) |
| 1 Piece of Newspaper | 12 in (30 cm) of String | 1 Styrofoam Cup |
| 1 Pencil | 4 Paper Clips | 2 Rubber Bands |

Scoring: You will receive

- 2 points (40 points maximum) for each inch (2.5 cm) of height of your arch, measured at the highest point in between the two taped squares.
- Up to 20 points if a ball balances for at least 10 seconds without being touched during Part 2: 20 points for soccer ball; 15 points for baseball; 10 points for golf ball; 5 points for Ping-Pong ball.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry Level
BALL TAG

Challenge: Your **TASK** is to create obstacles that will cause tennis balls rolled down ramps to hit each other.

Time: You will have up to 5 minutes to use your **IMAGINATION** to discuss strategy, place obstacles and practice and up to 2 minutes to roll tennis balls for score.

Set-up: In the middle of the room is a playing field enclosed by wooden boards. On each side of the playing field there is a table with a ramp and 5 tennis balls. There are different colored tennis balls on each table. In addition, there are materials that may be placed in the playing field to direct the motion of the tennis balls.

Procedure:

- Part One (5 minutes): Discuss strategy as to how to cause collisions between balls, place the materials in the playing field, and practice. At the end of Part 1, all tennis balls will be returned to their original table.

- Part Two (2 minutes): Roll tennis balls for score. When rolling the balls, each ramp must remain on its original table. However, the ramp may be moved anywhere on the table. When rolling tennis balls, the ball should be released above the mark on the ramp. All five balls of one color should be rolled first, followed by the balls of the second color. You may choose which balls to roll first. The goal is to have each ball of the second color hit one ball that was rolled first. No additional score will be given if a ball of the second color hits more than one ball of the first color. No team member may touch any materials or balls within the playing field during Part 2.

Materials:

| | | | |
|-------------------------|------------------|----------|------------------|
| 1 Sheet of Newspaper | 4 Pencils | 6 Straws | 6 Clothespins |
| 36 in (90 cm) of String | 1 Pair of Shoes* | 1 Towel* | 10 Cans of Food* |

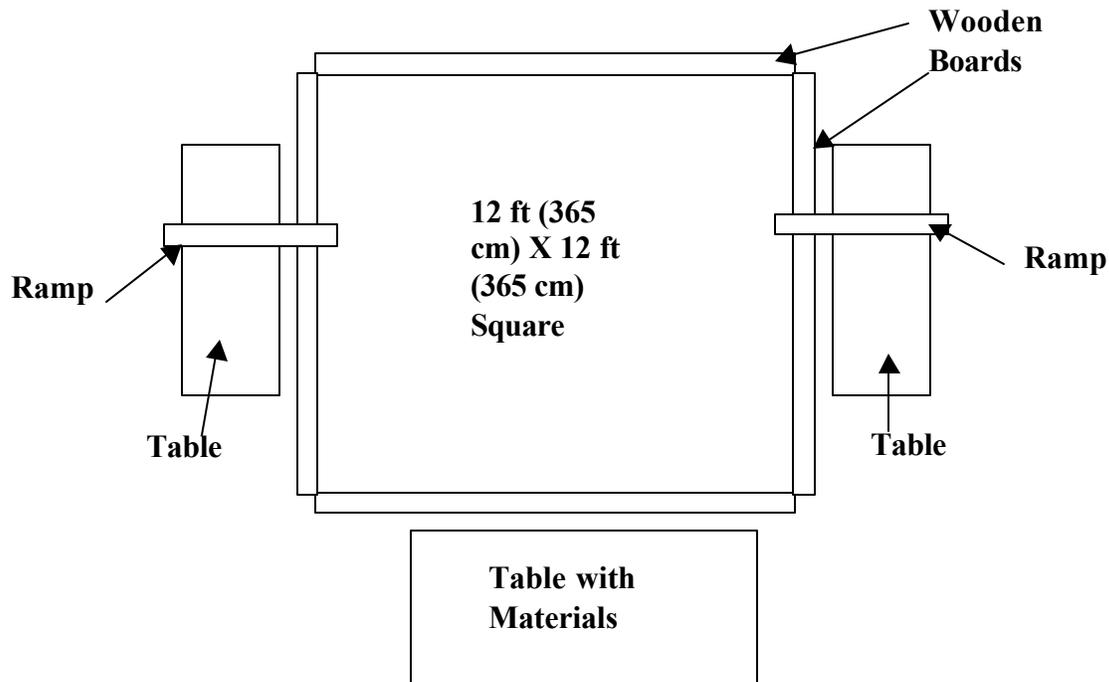
*May NOT be damaged

Scoring: You will receive

- A. 10 points (50 points maximum) for each ball of the second color that hits at least one ball that was rolled first.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of 12 ft (365 cm) X 12ft (365 cm) playing field enclosed by wooden boards. On opposite sides of the playing field, there are tables, each with a ramp and 5 tennis balls. The tennis balls on each side are of a different color. In addition, there is a table with materials.



2. If a tennis ball leaves the playing field after it has been rolled down a ramp, it may not be retrieved. However, if a ball of the second color hits a ball of the first color and then leaves the playing field, 10 points would be awarded.
3. Secondary collisions do receive score. For example, if a ball that is rolled second hits another ball of the same color, but that ball then strikes a ball of the first color, the team would receive 10 points for the secondary collision as long as the ball involved in the secondary collision has not hit a ball of the first color before.
4. The ramps should be constructed so that they release the tennis balls just above the surface of the square, thus preventing tennis balls from bouncing out of the playing field.

Destination ImagiNation® BALL TAG

Challenge: Your **TASK** is to create obstacles that will cause tennis balls rolled down ramps to hit each other.

Time: You will have up to 5 minutes to use your **IMAGINATION** to discuss strategy, place obstacles and practice and up to 2 minutes to roll tennis balls for score.

Set-up: In the middle of the room is a playing field enclosed by wooden boards. On each side of the playing field there is a table with a ramp and 5 tennis balls. There are different colored tennis balls on each table. In addition, there are materials that may be placed in the playing field to direct the motion of the tennis balls.

Procedure:

- Part One (5 minutes): Discuss strategy as to how to cause collisions between balls, place the materials in the playing field, and practice. At the end of Part 1, all tennis balls will be returned to their original table.
- Part Two (2 minutes): Roll tennis balls for score. When rolling the balls, each ramp must remain on its original table. However, the ramp may be moved anywhere on the table. When rolling tennis balls, the ball should be released above the mark on the ramp. All five balls of one color should be rolled first, followed by the balls of the second color. You may choose which balls to roll first. The goal is to have each ball of the second color hit one ball that was rolled first. No additional score will be given if a ball of the second color hits more than one ball of the first color. No team member may touch any materials or balls within the playing field during Part 2.

Materials:

| | | | |
|-------------------------|------------------|----------|------------------|
| 1 Sheet of Newspaper | 4 Pencils | 6 Straws | 6 Clothespins |
| 36 in (90 cm) of String | 1 Pair of Shoes* | 1 Towel* | 10 Cans of Food* |

*May NOT be damaged

Scoring: You will receive

- 10 points (50 points maximum) for each ball of the second color that hits at least one ball that was rolled first.
- Up to 30 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry Level

BODY RESCUE

Challenge: Present a **PERFORMANCE** in which members of your team become Super Doctors and get rid of a disease.

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

The Scene: The time is the future. One or more members of your team are Super Doctors. These doctors have the ability to become very small, enter a patient's body, and go directly to the place where healing needs to occur. In this Challenge, your team will present a **PERFORMANCE** in which the Super Doctors go inside a patient and get rid of a disease.

- Part One (5 minutes): Plan your **PERFORMANCE**. Include the 5 items on the table. Decide who will be the Super Doctors and who will be the Disease. At least one team member must play each. Other team members may play any other roles that you want.

In this Challenge, the disease may be present in the heart, stomach or knee of the patient.

- Part Two (2 minutes): Present your **PERFORMANCE** to the Appraisers.

Materials You Must Use in Your PERFORMANCE (may NOT be damaged):

Frying Pan
Broom

Plunger
Hula Hoop

Rope

In addition, four folding chairs will be available for you to use in your **PERFORMANCE** if you wish. However, no points will be awarded for use of the folding chairs. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- 15 points for the creativity of the Super Doctor(s).
- 15 points for the creativity of the Disease(s).
- 4 points (20 points maximum) for how creatively you use each of the materials in your **PERFORMANCE**.
- 30 points for the overall creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Destination ImagiNation® BODY RESCUE

Challenge: Present a **PERFORMANCE** in which members of your team become Super Doctors and get rid of a disease.

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

The Scene: The time is the future. One or more members of your team are Super Doctors. These doctors have the ability to become very small, enter a patient's body, and go directly to the place where healing needs to occur. In this Challenge, your team will present a **PERFORMANCE** in which the Super Doctors go inside a patient and get rid of a disease.

•Part One (5 minutes): Plan your **PERFORMANCE**. Include the 5 items on the table. Decide who will be the Super Doctors and who will be the Disease. At least one team member must play each. Other team members may play any other roles that you want.

In this Challenge, the disease may be present in the heart, stomach or knee of the patient.

•Part Two (2 minutes): Present your **PERFORMANCE** to the Appraisers.

Materials You Must Use in Your PERFORMANCE (may NOT be damaged):

Frying Pan
Broom

Plunger
Hula Hoop

Rope

In addition, four folding chairs will be available for you to use in your **PERFORMANCE** if you wish. However, no points will be awarded for use of the folding chairs. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- A. 15 points for the creativity of the Super Doctor(s).
- B. 15 points for the creativity of the Disease(s).
- C. 4 points (20 points maximum) for how creatively you use each of the materials in your **PERFORMANCE**.
- D. 30 points for the overall creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Advanced Level

BUMPER BALLS

Challenge: Your TASK is to put balls into scoring areas by bouncing them off materials.

Time: You will have up to 5 minutes to use your IMAGINATION to design, build and test a solution and up to 2 minutes to roll balls for score.

Set-up: In the middle of the room is an area outlined in blue tape that contains two types of scoring areas. Some of the scoring areas are squares outlined in tape; other scoring areas consist of boxes that are open on one side. Outside the blue taped area there is a table with materials that may be placed anywhere to guide balls into scoring areas. On the table there are also 10 golf balls and materials you may use to make ramps to roll the balls down.

Procedure:

- Part One (5 minutes): Build ramps, decide how best to get balls to bounce off materials and into the scoring areas, place materials wherever you want, and practice rolling balls. At the end of Part One, all of the golf balls must be returned to the table.
- Part Two (2 minutes): Roll up to 10 balls for score. In order to receive score, a ball must be rolled down a ramp, bounce off materials and land within a scoring area. The ramps must be completely outside the blue taped area and each scoring area may be used only once. The impact of the ball and the materials must change the path of the ball. Balls may be rolled only once, and must be rolled one at a time. No part of a team member's body may cross the blue tape during Part Two.

Materials:

| | | | |
|------------------|------------------------|-----------|--------------------------|
| 4 Styrofoam Cups | 20 Pieces of Spaghetti | 6 Straws | Four 3 ½ in (9 cm) Cubes |
| 6 Mailing Labels | 1 Piece of Newspaper | 2 Pencils | 2 Rubber Bands |

May be used to make ramps:

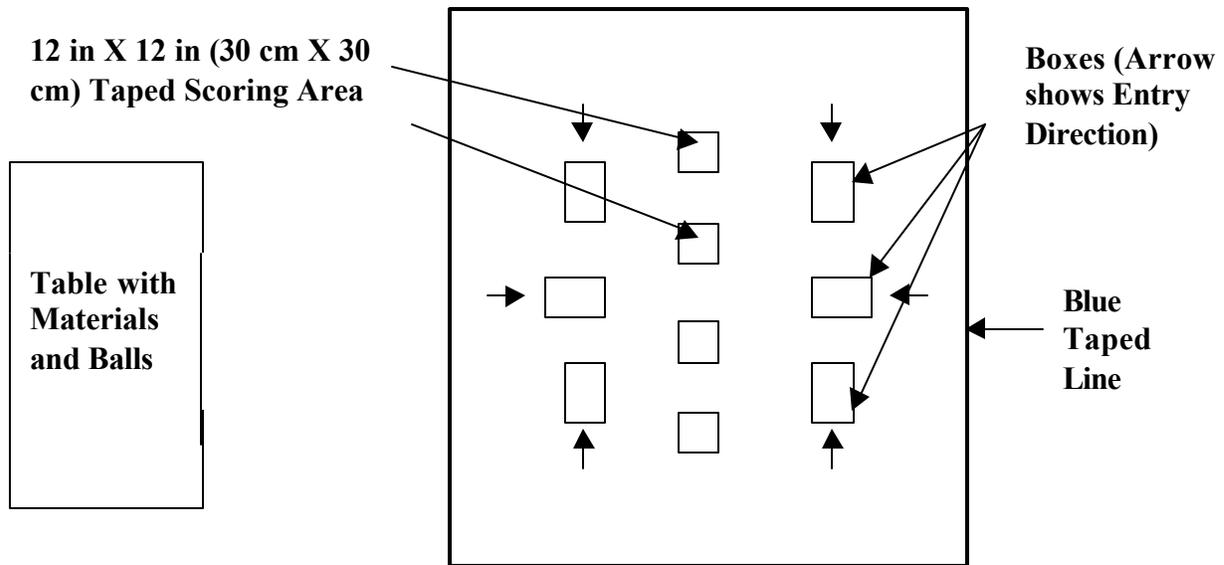
| | |
|-----------------|---------------------|
| 4 Wooden Blocks | 4 Pieces of Molding |
|-----------------|---------------------|

Scoring: You will receive

- 5 points (30 maximum) for each ball that ends in a boxed scoring area.
- 10 points (40 maximum) for each ball that ends in a taped scoring area.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of a 10 ft X 14 ft (425 cm X 300 cm) area outlined in blue tape. There must be at least 24 in (60 cm) of clear space outside of each edge of the blue tape. Inside the blue taped area are 4 12 in X 12 in (30 cm X 30 cm) taped squares, as well as 6 boxes with no bottoms and one side removed. Outside the blue taped area is a table with materials the team may place anywhere to guide balls into the scoring areas, materials to make ramps, and 10 Ping-Pong Balls.



2. During Part 2, no part of a team member's body may cross over the taped line. Appraisers should be positioned to watch for this. If a part of a team member's body or a ramp does cross over the blue taped line during Part 2, the team member should be warned and if crossing over the blue taped lines results in a ball going into a scoring area, that ball should not receive score.
3. Boxes should be labeled with the number 5, while the taped squares should be labeled 10.
4. The ramp materials should be 2 in X 4 in (5 cm X 10 cm) blocks that are 2 in (5 cm), 4 in (10 cm), 6 in (15 cm) and 8 in (20 cm) long, and 4 pieces of cove molding [about 1 in (2.5 cm) wide] that are 6 in (15 cm), 8 in (20 cm), 12 in (30 cm) and 18 in (45 cm) long.
5. The team may place obstacles anywhere they want, even outside the blue taped area.

Destination ImagiNation® BUMPER BALLS

Challenge: Your TASK is to put balls into scoring areas by bouncing them off materials.

Time: You will have up to 5 minutes to use your IMAGINATION to design, build and test a solution and up to 2 minutes to roll balls for score.

Set-up: In the middle of the room is an area outlined in blue tape that contains two types of scoring areas. Some of the scoring areas are squares outlined in tape; other scoring areas consist of boxes that are open on one side. Outside the blue taped area there is a table with materials that may be placed anywhere to guide balls into scoring areas. On the table there are also 10 golf balls and materials you may use to make ramps to roll the balls down.

Procedure:

•Part One (5 minutes): Build ramps, decide how best to get balls to bounce off materials and into the scoring areas, place materials wherever you want, and practice rolling balls. At the end of Part One, all of the golf balls must be returned to the table.

•Part Two (2 minutes): Roll up to 10 balls for score. In order to receive score, a ball must be rolled down a ramp, bounce off materials and land within a scoring area. The ramps must be completely outside the blue taped area and each scoring area may be used only once. The impact of the ball and the materials must change the path of the ball. Balls may be rolled only once, and must be rolled one at a time. No part of a team member's body may cross the blue tape during Part Two.

Materials:

| | | | |
|------------------|------------------------|-----------|--------------------------|
| 4 Styrofoam Cups | 20 Pieces of Spaghetti | 6 Straws | Four 3 ½ in (9 cm) Cubes |
| 6 Mailing Labels | 1 Piece of Newspaper | 2 Pencils | 2 Rubber Bands |

May be used to make ramps:

| | |
|-----------------|---------------------|
| 4 Wooden Blocks | 4 Pieces of Molding |
|-----------------|---------------------|

Scoring: You will receive

- A. 5 points (30 maximum) for each ball that ends in a boxed scoring area.
- B. 10 points (40 maximum) for each ball that ends in a taped scoring area.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
BUS STOP

Challenge: Create an “interesting event” that might occur at a big city bus stop, and present a **PERFORMANCE** to the Appraisers that shows what happens.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create your skit and up to 2 minutes to present your **PERFORMANCE**.

The Scene: The noises of a big city fill the air traffic, congestion, horns, shouting and then it happens! Your team is to create an “interesting event” that occurs at the bus stop and present a **PERFORMANCE** to the Appraisers that shows what happens. You are to use the materials on the table to make your **PERFORMANCE** more believable. You will be scored on the creativity of two of the characters in your **PERFORMANCE**. Be sure to tell the Appraisers before you begin which two characters you want scored. Be creative and enjoy this big city opportunity!

Materials You Are to Use in Your PERFORMANCE:
(may NOT be damaged)

| | | | |
|---------------------|----------------|------------|----------|
| Pair of Shoes | Dress Coat | Tie | Broom |
| Stuffed Animal | Plastic Flower | Toothbrush | Shawl |
| Pair of Eye Glasses | Frying Pan | Trash Can | Magazine |

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

Scoring: You will receive up to

- A. 40 points for the overall creativity of your **PERFORMANCE**.
- B. 20 points for how creatively you use the materials.
- C. 10 points (20 points maximum) for the creativity of each of 2 characters.
- D. 20 points for how well your team works together.

Destination ImagiNation® BUS STOP

Challenge: Create an “interesting event” that might occur at a big city bus stop, and present a **PERFORMANCE** to the Appraisers that shows what happens.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create your skit and up to 2 minutes to present your **PERFORMANCE**.

The Scene: The noises of a big city fill the air traffic, congestion, horns, shouting and then it happens! Your team is to create an “interesting event” that occurs at the bus stop and present a **PERFORMANCE** to the Appraisers that shows what happens. You are to use the materials on the table to make your **PERFORMANCE** more believable. You will be scored on the creativity of two of the characters in your **PERFORMANCE**. Be sure to tell the Appraisers before you begin which two characters you want scored. Be creative and enjoy this big city opportunity!

Materials You Are to Use in Your PERFORMANCE: (may NOT be damaged)

| | | | |
|---------------------|----------------|------------|----------|
| Pair of Shoes | Dress Coat | Tie | Broom |
| Stuffed Animal | Plastic Flower | Toothbrush | Shawl |
| Pair of Eye Glasses | Frying Pan | Trash Can | Magazine |

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

Scoring: You will receive up to

- A. 40 points for the overall creativity of your **PERFORMANCE**.
- B. 20 points for how creatively you use the materials.
- C. 10 points (20 points maximum) for the creativity of each of 2 characters.
- D. 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Advanced Level
CRISIS IN ATLANTIS

Challenge: Figure out a way to deal with an overpopulation in the underwater city of Atlantis and present your solution as a humorous **PERFORMANCE** to the Appraisers.

Time: You will have up to 4 minutes to use your IMAGINATION to develop your solution, plan your presentation and make props, and up to 2 minutes to present your solution as a humorous **PERFORMANCE** to the Appraisers.

The Scene: There is a crisis in the under water city of Atlantis! There is an overpopulation of one of the sea animals, and this creature has overrun the city. King Neptune has called for your help. You are to plan a humorous **PERFORMANCE** that shows how you would deal with the crisis and present your solution to the Appraisers. You should also create props to help as you present your **PERFORMANCE**.

Materials to use in Your PERFORMANCE:

2 Large Pieces of Paper

8 Colored Markers

2 Pairs of Scissors

4 Mailing Labels

The markers and scissors may NOT be part of your **PERFORMANCE**.

In addition, 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 up to

- A. 40 points for the creativity of your **PERFORMANCE**, including how you present and solve the crisis.
- B. 20 points for the creativity of your props.
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Team Copy

Destination ImagiNation® CRISIS IN ATLANTIS

Challenge: Figure out a way to deal with an overpopulation in the underwater city of Atlantis and present your solution as a humorous **PERFORMANCE** to the Appraisers.

Time: You will have up to 4 minutes to use your IMAGINATION to develop your solution, plan your presentation and make props, and up to 2 minutes to present your solution as a humorous **PERFORMANCE** to the Appraisers.

The Scene: There is a crisis in the under water city of Atlantis! There is an overpopulation of one of the sea animals, and this creature has overrun the city. King Neptune has called for your help. You are to plan a humorous **PERFORMANCE** that shows how you would deal with the crisis and present your solution to the Appraisers. You should also create props to help as you present your **PERFORMANCE**.

Materials to use in Your PERFORMANCE:

2 Large Pieces of Paper

8 Colored Markers

2 Pairs of Scissors

4 Mailing Labels

The markers and scissors may NOT be part of your **PERFORMANCE**.

In addition, 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 up to

- A. 40 points for the creativity of your **PERFORMANCE**, including how you present and solve the crisis.
- B. 20 points for the creativity of your props.
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Advanced Level
DILAND

Challenge: Make up a song or jingle that will promote tourism in the new country of Diland and present a **PERFORMANCE** that will encourage people to visit.

Time: You will have up to 4 minutes to use your IMAGINATION to make up a song or jingle and up to 2 minutes to present your **PERFORMANCE**.

The Scene: A new piece of land has been discovered and has been given to Destination ImagiNation®. It is called Diland. Your team has been asked by the Department of Tourism to develop a song or jingle that will encourage people to visit Diland and eventually stay there to live! Your song or jingle needs to include information about the land's

- Climate
- Geography
- People
- Natural Resources
- Flora and Fauna (Plants and Animals)

As you include these 5 pieces of information in your song or jingle, members of your team should provide accompanying actions that will help the Department of Tourism understand what you mean.

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

Scoring: You will receive up to

- A. 10 points (50 points maximum) for the creativity of each piece of information (that is, climate, geography, people, natural resources, flora and fauna) and accompanying actions that you include in your song.
- B. 30 points for the overall creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

FOR APPRAISERS ONLY:

1. In this Challenge, Appraisers are NOT evaluating “talent,” but rather how **CREATIVELY** a team uses its collective abilities and skills to solve the Challenge. Scoring has nothing to do with “musical ability.”

Destination ImagiNation® DILAND

Challenge: Make up a song or jingle that will promote tourism in the new country of Diland and present a **PERFORMANCE** that will encourage people to visit.

Time: You will have up to 4 minutes to use your **IMAGINATION** to make up a song or jingle and up to 2 minutes to present your **PERFORMANCE**.

The Scene: A new piece of land has been discovered and has been given to Destination ImagiNation®. It is called Diland. Your team has been asked by the Department of Tourism to develop a song or jingle that will encourage people to visit Diland and eventually stay there to live! Your song or jingle needs to include information about the land's

- Climate
- Geography
- People
- Natural Resources
- Flora and Fauna (Plants and Animals)

As you include these 5 pieces of information in your song or jingle, members of your team should provide accompanying actions that will help the Department of Tourism understand what you mean.

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

Scoring: You will receive up to

- A. 10 points (50 points maximum) for the creativity of each piece of information (that is, climate, geography, people, natural resources, flora and fauna) and accompanying actions that you include in your song.
- B. 30 points for the overall creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

DINAMICALLY ENERGIZED

Challenge: Design a DI exercise routine that new DI teams could use to improve 3 important skills needed to participate in DI and present a **PERFORMANCE** to the Appraisers demonstrating your routine.

Time: You will have up to 6 minutes to use your IMAGINATION to design and practice your DI exercise routine, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The DI Trainers have asked your team to help new DI teams improve their skills.

- Your Challenge is to think of 3 important skills needed to participate in DI and to design a routine that consists of 3 exercises that a new team could use to improve those skills.
- You should write down the 3 skills that you are going to improve with your exercises on a sheet of paper and give it to the Appraisers before demonstrating your exercise routines.
- You should also provide a name for each exercise during your **PERFORMANCE**.

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

Scoring: You will receive up to

- 15 points (45 points maximum) for the creativity of the exercise designed to improve each important DI skill.
- 5 points (15 points maximum) for the creativity of the name of each exercise.
- 20 points for the overall creativity of your **PERFORMANCE**, including how the exercises fit together.
- 20 points for how well your team works together.

Destination ImagiNation[®] **DINAMICALLY ENERGIZED**

Challenge: Design a DI exercise routine that new DI teams could use to improve 3 important skills needed to participate in DI and present a **PERFORMANCE** to the Appraisers demonstrating your routine.

Time: You will have up to 6 minutes to use your **IMAGINATION** to design and practice your DI exercise routine, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The DI Trainers have asked your team to help new DI teams improve their skills.

- Your Challenge is to think of 3 important skills needed to participate in DI and to design a routine that consists of 3 exercises that a new team could use to improve those skills.
- You should write down the 3 skills that you are going to improve with your exercises on a sheet of paper and give it to the Appraisers before demonstrating your exercise routines.
- You should also provide a name for each exercise during your **PERFORMANCE**.

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

Scoring: You will receive up to

- A. 15 points (45 points maximum) for the creativity of the exercise designed to improve each important DI skill.
- B. 5 points (15 points maximum) for the creativity of the name of each exercise.
- C. 20 points for the overall creativity of your **PERFORMANCE**, including how the exercises fit together.
- D. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry Level

DINIE BABIES

Challenge: Your **TASK** is to change 2 of your teammates into Dinie Babies and then present a **PERFORMANCE** to the Appraisers, convincing them that these will be the hottest toys of the year.

Time: You will have up to 4 minutes to use your **IMAGINATION** to complete your **TASK** of creating 2 Dinie babies and up to 2 minutes to present your **PERFORMANCE**.

The Scene: Every year there always seems to be some new toy that is the most popular. The DI Toy Company wants your help in planning for next year. They are convinced that the next big selling toy will be Dinie Babies, but they aren't quite sure what they should look like. That's where your team comes in.

- Part One (4 minutes): Use the materials on the table to complete the **TASK** of changing 2 of your teammates into Dinie Babies and prepare your **PERFORMANCE**.

- Part Two (2 minutes): Present a **PERFORMANCE** convincing the Appraisers that your creations will be the hottest toys of the year.

Materials You May Use to Make Your Dinie Babies:

| | | |
|--|------------------------------------|-------------------|
| 5 Sheets of Colored Paper | 1 Sheet of Newspaper | 12 Mailing Labels |
| 2 Paper Bags | 3 18 in. (45 cm.) Pieces of String | 2 Paper Cups |
| 5 Chanille Sticks (Colorful Pipe Cleaners Used for Crafts) | | |

You will also have 2 pairs of scissors, 5 markers, and 2 sharpened pencils to use, but these items cannot be included as part of your Dinie Babies. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- 30 points (60 points maximum) for how creatively you use the materials to make each of your Dinie Babies.
- 20 points for the creativity of your **PERFORMANCE**, including how convincing you are.
- 20 points for how well your team works together.

Destination ImagiNation® DINIE BABIES

Challenge: Your **TASK** is to change 2 of your teammates into DInie Babies and then present a **PERFORMANCE** to the Appraisers, convincing them that these will be the hottest toys of the year.

Time: You will have up to 4 minutes to use your IMAGINATION to complete your **TASK** of creating 2 DInie babies and up to 2 minutes to present your **PERFORMANCE**.

The Scene: Every year there always seems to be some new toy that is the most popular. The DI Toy Company wants your help in planning for next year. They are convinced that the next big selling toy will be DInie Babies, but they aren't quite sure what they should look like. That's where your team comes in.

- Part One (4 minutes): Use the materials on the table to complete the **TASK** of changing 2 of your teammates into DInie Babies and prepare your **PERFORMANCE**.

- Part Two (2 minutes): Present a **PERFORMANCE** convincing the Appraisers that your creations will be the hottest toys of the year.

Materials You May Use to Make Your DInie Babies:

| | | |
|--|------------------------------------|-------------------|
| 5 Sheets of Colored Paper | 1 Sheet of Newspaper | 12 Mailing Labels |
| 2 Paper Bags | 3 18 in. (45 cm.) Pieces of String | 2 Paper Cups |
| 5 Chenille Sticks (Colorful Pipe Cleaners Used for Crafts) | | |

You will also have 2 pairs of scissors, 5 markers, and 2 sharpened pencils to use, but these items cannot be included as part of your DInie Babies. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- 30 points (60 points maximum) for how creatively you use the materials to make each of your DInie Babies.
- 20 points for the creativity of your **PERFORMANCE**, including how convincing you are.
- 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Advanced Level

DISTANT DELIVERY

Challenge: Your TASK is to communicate a global delivery route using a non-verbal signaling system.

Time: You will have up to 5 minutes to use your IMAGINATION to develop a signaling system and practice, and up to 3 minutes to communicate a global delivery route.

Set-up: On the floor behind a taped line is a world map with 20 cities labeled. There is a marker placed on the map showing where we are now. On the other side of the room is another taped line. Your team will divide into 2 groups, signalers and deliverers, with each group remaining behind one of the lines. On the table, there are materials you may use to develop a non-verbal, signaling system that will allow your team to communicate where the marker should be placed.

Procedure:

•Part One (5 minutes): Using only the provided materials, you are to develop a signaling system that will allow team members to communicate where the marker should be placed. The provided materials may be used to communicate the delivery route, but no body movement or verbal sounds may be used. A global delivery route must be communicated using **ONLY THE MATERIALS PROVIDED**. Once your signaling system has been developed, you should divide your team into 2 groups, with one group going behind each of the lines. There will be a sample global delivery route for you to practice with. There will also be a smaller world map for the signalers to use for reference. The signalers may not touch or point to the smaller map during Part 2.

- Part Two (3 minutes): Communicate a global delivery route given to you by the Appraisers. Only one team member may signal at a time and only one team member may move the marker at a time. A team member will place the marker on one and only one of the 20 cities and then step back from the map. If this is the correct city, an Appraiser will say, "Delivery complete." A second city may then be communicated and so forth. If this is **NOT** the correct city, an Appraiser will say, "Unsuccessful delivery." A different signaler may then try to communicate that city one more time to a different deliverer. If the Appraiser again says, "Unsuccessful delivery," that city will be skipped and the next city should be communicated. No team member may signal or move the marker twice in a row unless the team has 3 or fewer members. There may be no verbal communication by any team members during Part 2. Your delivery route will consist of 10 cities.

Materials:

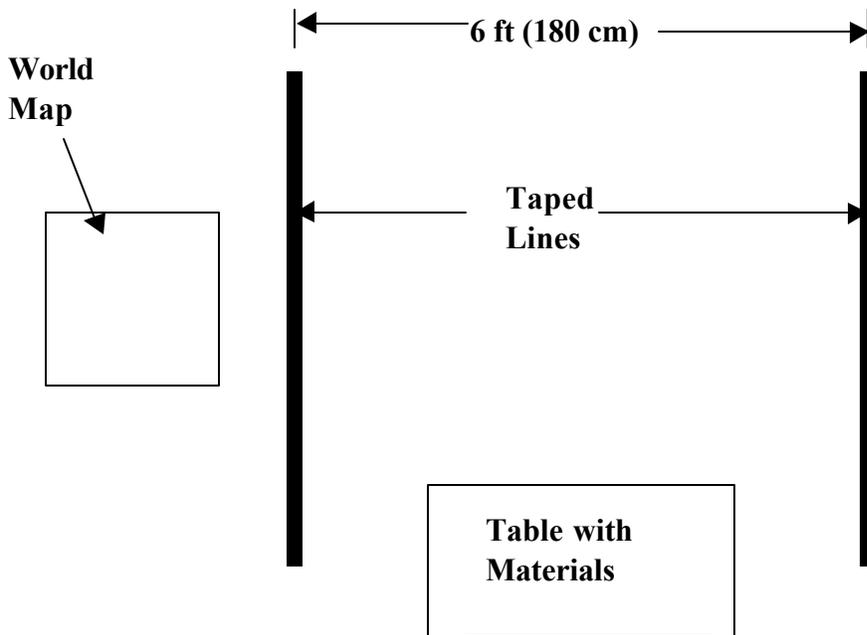
| | | | |
|---------------|------------------|------------------|----------------|
| 2 Straws | 1 Plastic Spoon | 1 Balloon | 1 Paper Napkin |
| 1 Paper Cup | 2 Gummed Notes | 1 Paper Plate | 1 Pencil |
| 4 Paper Clips | 4 Mailing Labels | 1 Styrofoam Ball | |

Scoring: You will receive

- 6 points (60 points maximum) for each city correctly communicated.
- Up to 20 points for the creativity of your signaling device.
- Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of 2 taped lines separated by at least 6 feet (180 cm). On the floor behind one of the lines is a large world map. There is also a table with materials.



2. The following cities should be highlighted on the map with its name.

Cities:

New Orleans, Louisiana
Sydney, Australia
Istanbul, Turkey
Beijing, China
Mexico City, Mexico

Lima, Peru
Honolulu, Hawaii
Moscow, Russia
Rome, Italy
Oslo, Norway

Delhi, India
Amsterdam, Netherlands
Auckland, New Zealand
Buenos Aires, Argentina
San Francisco, California

Tokyo, Japan
Johannesburg, South Africa
Dar Es Salaam, Tanzania
Montreal, Canada
Anchorage, Alaska

3. At the beginning of each part of the Challenge, the token should be placed on the city where the tournament is occurring.
4. If a team member uses body movement or communicates verbally, the team members should be warned. If this communication results in the correct identification of a city, that city should not receive score.
5. The signalers should also have a small world map to use with the cities highlighted in a similar fashion.

Destination ImagiNation®

DISTANT DELIVERY

Challenge: Your TASK is to communicate a global delivery route using a non-verbal signaling system.

Time: You will have up to 5 minutes to use your IMAGINATION to develop a signaling system and practice, and up to 3 minutes to communicate a global delivery route.

Set-up: On the floor behind a taped line is a world map with 20 cities labeled. There is a marker placed on the map showing where we are now. On the other side of the room is another taped line. Your team will divide into 2 groups, signalers and deliverers, with each group remaining behind one of the lines. On the table, there are materials you may use to develop a non-verbal, signaling system that will allow your team to communicate where the marker should be placed.

Procedure:

•Part One (5 minutes): Using only the provided materials, you are to develop a signaling system that will allow team members to communicate where the marker should be placed. The provided materials may be used to communicate the delivery route, but no body movement or verbal sounds may be used. A global delivery route must be communicated using ONLY THE MATERIALS PROVIDED. Once your signaling system has been developed, you should divide your team into 2 groups, with one group going behind each of the lines. There will be a sample global delivery route for you to practice with. There will also be a smaller world map for the signalers to use for reference. The signalers may not touch or point to the smaller map during Part 2.

- Part Two (3 minutes): Communicate a global delivery route given to you by the Appraisers. Only one team member may signal at a time and only one team member may move the marker at a time. A team member will place the marker on one and only one of the 20 cities and then step back from the map. If this is the correct city, an Appraiser will say, "Delivery complete." A second city may then be communicated and so forth. If this is NOT the correct city, an Appraiser will say, "Unsuccessful delivery." A different signaler may then try to communicate that city one more time to a different deliverer. If the Appraiser again says, "Unsuccessful delivery," that city will be skipped and the next city should be communicated. No team member may signal or move the marker twice in a row unless the team has 3 or fewer members. There may be no verbal communication by any team members during Part 2. Your delivery route will consist of 10 cities.

Materials:

| | | | |
|---------------|------------------|------------------|----------------|
| 2 Straws | 1 Plastic Spoon | 1 Balloon | 1 Paper Napkin |
| 1 Paper Cup | 2 Gummed Notes | 1 Paper Plate | 1 Pencil |
| 4 Paper Clips | 4 Mailing Labels | 1 Styrofoam Ball | |

Scoring: You will receive

- 6 points (60 points maximum) for each city correctly communicated.
- Up to 20 points for the creativity of your signaling device.
- Up to 20 points for how well your team works together.

PRACTICE GLOBAL DELIVERY ROUTE:

- 0. Tournament City**
- 1. Tokyo, Japan**
- 2. Johannesburg, South Africa**
- 3. Rome, Italy**
- 4. Honolulu, Hawaii**
- 5. Amsterdam, Netherlands**
- 6. Lima, Peru**
- 7. Delhi, India**
- 8. Moscow, Russia**
- 9. Sydney, Australia**
- 10. Istanbul, Turkey**

GLOBAL DELIVERY ROUTE:

- 0. Tournament City**
- 1. Mexico City, Mexico**
- 2. Moscow, Russia**
- 3. Buenos Aires, Argentina**
- 4. Anchorage, Alaska**
- 5. Beijing, China**
- 6. Honolulu, Hawaii**
- 7. Johannesburg, South Africa**
- 8. Dar Es Salaam, Tanzania**
- 9. Tokyo, Japan**
- 10. San Francisco, California**

Destination ImagiNation®
Instant Challenge
Entry Level
DO RE MI FA SO LA DI DO

Challenge: Write a song about being in Destination ImagiNation® and present your song in a **PERFORMANCE** to the Appraisers.

Time: You will have up to 5 minutes to use your IMAGINATION to write your song and up to 2 minutes to present your **PERFORMANCE**.

The Scene: Destination ImagiNation® is still a new program and DI wants to spread the word about itself. Your team has been asked to write and perform a song about being in the DI program. You will have up to 5 minutes to write and practice your song. You should use the materials provided to make your performance better. You will then have up to 2 minutes to present a **PERFORMANCE** of your song for the Appraisers.

Materials:

May NOT be damaged:

1 Pair of Chopsticks

1 Pan Lid

1 Pair of Tongs

May be changed:

1 Lunch Bag

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

Scoring: You will receive up to

- A. 30 points for the creativity of the words of your song.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how creatively you use the materials.
- D. 20 points for how well your team works together.

FOR APPRAISERS ONLY:

1. In this Challenge, Appraisers are NOT evaluating “talent,” but rather how **CREATIVELY** a team uses its collective abilities and skills to solve the Challenge. Scoring has nothing to do with “musical ability.”

DO RE ME FA SO LA DI DO

Challenge: Write a song about being in Destination ImagiNation® and present your song in a **PERFORMANCE** to the Appraisers.

Time: You will have up to 5 minutes to use your **IMAGINATION** to write your song and up to 2 minutes to present your **PERFORMANCE**.

The Scene: Destination ImagiNation® is still a new program and DI wants to spread the word about itself. Your team has been asked to write and perform a song about being in the DI program. You will have up to 5 minutes to write and practice your song. You should use the materials provided to make your performance better. You will then have up to 2 minutes to present a **PERFORMANCE** of your song for the Appraisers.

Materials:

May NOT be damaged:

1 Pair of Chopsticks

1 Pan Lid

1 Pair of Tongs

May be changed:

1 Lunch Bag

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

Scoring: You will receive up to

- A. 30 points for the creativity of the words of your song.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how creatively you use the materials.
- D. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Advanced Level

EYES OF THE BEHOLDER

Challenge: Your **TASK** is to create two inventions and then present 2 **PERFORMANCES** in which you demonstrate these inventions to the Appraisers.

Time: You will have up to 3 minutes to use your **IMAGINATION** to complete your **TASK** of creating 2 inventions, up to 1 minute to present a **PERFORMANCE** in which you demonstrate what the inventions are, up to 1 more minute to brainstorm other possible uses for the inventions, and up to 1 final minute to present a 2nd **PERFORMANCE** where you demonstrate your new ideas.

Set-Up: There are tables on either side of the room with materials on them, as well as a 3rd table in the center of the room where you may demonstrate your inventions.

Procedure: Your **TASK** is to create 2 future inventions that would benefit mankind and present 2 **PERFORMANCES** in which you demonstrate your inventions.

- Part One (3 minutes); Divide your team into 2 groups. Each team should go to one of the tables on the far sides of the room and build a future invention.
 - Part Two (1 minute total, 30 seconds for each group): Present a **PERFORMANCE** in which you demonstrate your inventions to the Appraisers.
 - Part Three (1 minute): Switch inventions and brainstorm what the other group's invention could be.
 - Part Four (1 minute total, 30 seconds for each group): Present a 2nd **PERFORMANCE** in which you demonstrate the other group's invention to the Appraisers.
- You may talk to each other at any time during this Challenge.

Materials available at each table to build an invention:

| | | | |
|-------------------------|---------------|-----------------------------------|------------------|
| 2 Paper Plates | 6 Paper Clips | 5 Chenille Sticks (Pipe Cleaners) | 1 Styrofoam Ball |
| 12 in (30 cm) of String | 2 Pencils | 2 Rubber Bands | 4 Mailing Labels |

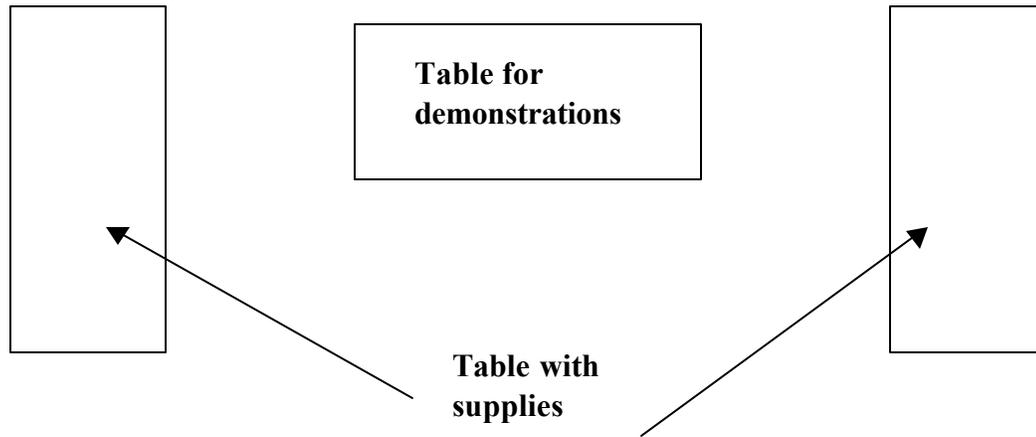
A pair of scissors and 4 markers will also be available to use; however, these items may NOT be part of your inventions. Two pieces of paper and 2 pencils will also be available for your team to use as you plan your **PERFORMANCES**.

Scoring: You will receive up to

- A. 20 points (40 points maximum) for the creativity of each of your inventions.
- B. 10 points (20 points maximum) for the creativity of each of your 1st demonstrations of your inventions.
- C. 10 points (20 points maximum) for the creativity of each of your 2nd demonstrations of your inventions.
- D. 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of two tables with supplies on either side of the room, as well as a 3rd table in the center of the room.



2. Scoring does NOT depend upon whether the team uses all of the materials.

Destination ImagiNation® EYES OF THE BEHOLDER

Challenge: Your **TASK** is to create two inventions and then present 2 **PERFORMANCES** in which you demonstrate these inventions to the Appraisers.

Time: You will have up to 3 minutes to use your **IMAGINATION** to complete your **TASK** of creating 2 inventions, up to 1 minute to present a **PERFORMANCE** in which you demonstrate what the inventions are, up to 1 more minute to brainstorm other possible uses for the inventions, and up to 1 final minute to present a 2nd **PERFORMANCE** where you demonstrate your new ideas.

Set-Up: There are tables on either side of the room with materials on them, as well as a 3rd table in the center of the room where you may demonstrate your inventions.

Procedure: Your **TASK** is to create 2 future inventions that would benefit mankind and present 2 **PERFORMANCES** in which you demonstrate your inventions.

- Part One (3 minutes); Divide your team into 2 groups. Each team should go to one of the tables on the far sides of the room and build a future invention.
- Part Two (1 minute total, 30 seconds for each group): Present a **PERFORMANCE** in which you demonstrate your inventions to the Appraisers.
- Part Three (1 minute): Switch inventions and brainstorm what the other group's invention could be.
- Part Four (1 minute total, 30 seconds for each group): Present a 2nd **PERFORMANCE** in which you demonstrate the other group's invention to the Appraisers. You may talk to each other at any time during this Challenge.

Materials available at each table to build an invention:

| | | | |
|-------------------------|---------------|-----------------------------------|------------------|
| 2 Paper Plates | 6 Paper Clips | 5 Chenille Sticks (Pipe Cleaners) | 1 Styrofoam Ball |
| 12 in (30 cm) of String | 2 Pencils | 2 Rubber Bands | 4 Mailing Labels |

A pair of scissors and 4 markers will also be available to use; however, these items may **NOT** be part of your inventions. Two pieces of paper and 2 pencils will also be available for your team to use as you plan your **PERFORMANCES**.

- Scoring:** You will receive up to
- A. 20 points (40 points maximum) for the creativity of each of your inventions.
 - B. 10 points (20 points maximum) for the creativity of each of your 1st demonstrations of your inventions.
 - C. 10 points (20 points maximum) for the creativity of each of your 2nd demonstrations of your inventions.
 - D. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry Level

GOOFY GADGETS

Challenge: Your **TASK** is to make a tool or “gadget” that could be used by two different types of workers and then to present a **PERFORMANCE** where you show how it would work and convince the Appraisers to make more of them.

Time: You will have up to 4 minutes to use your **IMAGINATION** to complete your **TASK** of making a tool or “gadget” and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The DI Tool and Gadget Company is about to go out of business. They need a new product. Your team has been chosen to create a new tool or “gadget” that can be used by at least two different types of workers. For example, you might make something that both a farmer and a doctor could use.

•Part One (4 minutes): Use the materials on the table to create a tool that can be used by at least two different types of workers. A list of different types of workers is available to help you—but you do not have to choose your workers from this list.

•Part Two (2 minutes): Present a **PERFORMANCE** where you show the Appraisers how your tool works and convince them to start making more.

Materials You Can Use to Make Your Tool:

| | | |
|------------------|----------------------|------------------|
| 1 Paper Cup | 1 Pair of Chopsticks | 4 Mailing Labels |
| 4 Paper Clips | 4 Rubber Bands | 1 Paper Plate |
| 1 Styrofoam Ball | 1 Pencil | 4 Large Washers |

You will also have 2 pairs of scissors and 2 markers to use, but these items cannot be included as part of your tool. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- 10 points (20 points maximum) for how creatively the tool may be used by each of the two types of workers.
- 20 points for how creatively you use the materials to make your tool.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how convincing you are.
- 20 points for how well your team works together.

Destination ImagiNation® GOOFY GADGETS

Challenge: Your **TASK** is to make a tool or “gadget” that could be used by two different types of workers and then to present a **PERFORMANCE** where you show how it would work and convince the Appraisers to make more of them.

Time: You will have up to 4 minutes to use your **IMAGINATION** to complete your **TASK** of making a tool or “gadget” and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The DI Tool and Gadget Company is about to go out of business. They need a new product. Your team has been chosen to create a new tool or “gadget” that can be used by at least two different types of workers. For example, you might make something that both a farmer and a doctor could use.

•Part One (4 minutes): Use the materials on the table to create a tool that can be used by at least two different types of workers. A list of different types of workers is available to help you—but you do not have to choose your workers from this list.

•Part Two (2 minutes): Present a **PERFORMANCE** where you show the Appraisers how your tool works and convince them to start making more.

Materials You Can Use to Make Your Tool:

| | | |
|------------------|----------------------|------------------|
| 1 Paper Cup | 1 Pair of Chopsticks | 4 Mailing Labels |
| 4 Paper Clips | 4 Rubber Bands | 1 Paper Plate |
| 1 Styrofoam Ball | 1 Pencil | 4 Large Washers |

You will also have 2 pairs of scissors and 2 markers to use, but these items cannot be included as part of your tool. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- 10 points (20 points maximum) for how creatively the tool may be used by each of the two types of workers.
- 20 points for how creatively you use the materials to make your tool.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how convincing you are.
- 20 points for how well your team works together.

LIST OF WORKERS:

| | |
|------------------|-------------------------|
| Lawyer | Farmer |
| Janitor | Writer |
| Chef | Architect |
| Clown | Fashion Designer |
| Scientist | Musician |
| Teacher | Police Officer |
| Gardener | Athlete |
| Inventor | Librarian |
| Doctor | Banker |
| Builder | Truck Driver |

Destination ImagiNation®
Instant Challenge
Advanced Level
IMAGINATION UPGRADE

Challenge: Think of new uses for computer technology and present a **PERFORMANCE** to the Appraisers where you share your ideas.

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

The Scene: We live in a society where computers are no longer a luxury item, but have become a necessity. Computer technology is almost everywhere! Your Challenge is to think of five new uses for computer technology. In your **PERFORMANCE**, you should tell the Appraisers which use you think is the most creative. A pencil and a piece of paper will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for the creativity of the use of computer technology that you think is most creative.
- B. 10 points (40 points maximum) for the creativity of the other four uses of computer technology.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation®
IMAGINATION UPGRADE

Challenge: Think of new uses for computer technology and present a **PERFORMANCE** to the Appraisers where you share your ideas.

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

The Scene: We live in a society where computers are no longer a luxury item, but have become a necessity. Computer technology is almost everywhere! Your Challenge is to think of five new uses for computer technology. In your **PERFORMANCE**, you should tell the Appraisers which use you think is the most creative. A pencil and a piece of paper will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for the creativity of the use of computer technology that you think is most creative.
- B. 10 points (40 points maximum) for the creativity of the other four uses of computer technology.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

IN THE DARK

Challenge: Make up a funny skit about what happens when the lights go out and present a **PERFORMANCE** to the Appraisers.

Time: You will have up to 4 minutes to use your IMAGINATION to create and practice your skit and up to 3 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is to prepare a funny skit about what kind of crazy and confusing things can happen when all of a sudden the lights go out and you are “in the dark.”

- Your skit should start with the lights on. You should make it clear to the Appraisers where the skit is taking place and what your team is doing.
- After 30 seconds, one of the Appraisers will say, “The lights go out.” You will then continue with your skit as though the entire team is in the dark and no light is available.
- During this part of the skit, your team will find 6 objects but will think each object is something different than it really is. These objects should NOT be part of your skit until the lights go out.
- You may end your skit by having the team stay in the dark or by the team finding some source of light.

Objects the Team Will Find When the Lights are Off (may NOT be damaged):

Plastic Tool

Pillow

Plunger

Ping-Pong Paddle

Brush

Telephone

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

Scoring: You will receive up to

- 30 points for the creativity of your **PERFORMANCE**.
- 5 points (30 points maximum) for how creatively you use each item in your **PERFORMANCE**. (Remember that the item should be used as something different than it really is.)
- 20 points for the humor of your **PERFORMANCE**.
- 20 points for how well your team works together.

Destination ImagiNation® IN THE DARK

Challenge: Make up a funny skit about what happens when the lights go out and present a **PERFORMANCE** to the Appraisers.

Time: You will have up to 4 minutes to use your **IMAGINATION** to create and practice your skit and up to 3 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is to prepare a funny skit about what kind of crazy and confusing things can happen when all of a sudden the lights go out and you are “in the dark.”

- Your skit should start with the lights on. You should make it clear to the Appraisers where the skit is taking place and what your team is doing.
- After 30 seconds, one of the Appraisers will say, “The lights go out.” You will then continue with your skit as though the entire team is in the dark and no light is available.
- During this part of the skit, your team will find 6 objects but will think each object is something different than it really is. These objects should **NOT** be part of your skit until the lights go out.
- You may end your skit by having the team stay in the dark or by the team finding some source of light.

Objects the Team Will Find When the Lights are Off (may NOT be damaged):

Plastic Tool

Pillow

Plunger

Ping-Pong Paddle

Brush

Telephone

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

Scoring: You will receive up to

- 30 points for the creativity of your **PERFORMANCE**.
- 5 points (30 points maximum) for how creatively you use each item in your **PERFORMANCE**. (Remember that the item should be used as something different than it really is.)
- 20 points for the humor of your **PERFORMANCE**.
- 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry Level
MIGHTY MIME MAGIC

Challenge: Create a mimed magic show with 3 different magic tricks and lots of sound effects and present your **PERFORMANCE** to the Appraisers.

For the purpose of this Challenge, “mimed” (as in “pantomimed”) refers to a performance that communicates an idea or an action with using dialogue.

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

The Scene: Presto! Your team has been chosen to produce a magic show that has no speaking—and 3 different magic tricks. Your presentation should be mimed, but each of the tricks should be accompanied by sound effects produced using only the materials provided and your bodies. You may talk during the first part of the Challenge, but your **PERFORMANCE** must be mimed. Let the magic begin!

Items to Use in Your PERFORMANCE:

May be changed:

| | | |
|----------------------|-----------------|------------------|
| 1 Sheet of Newspaper | 1 Styrofoam Cup | 2 Rubber Bands |
| 1 Square of Foil | 1 Balloon | 2 Plastic Spoons |

May NOT be damaged:

| | | |
|-----------|-----------------------|---------|
| 2 Marbles | 1 Pan with Lid | 1 Brush |
| 1 Shoe | 1 Small Block of Wood | 1 Book |

In addition, a piece of paper and a pencil will be available for your team to use as you plan your presentation.

Scoring: You will receive up to

- A. 10 points (30 points maximum) for the creativity of each magic trick.
- B. 10 points (30 points maximum) for the creativity of the sound effects that go with each magic trick.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation® MIGHTY MIME MAGIC

Challenge: Create a mimed magic show with 3 different magic tricks and lots of sound effects and present your **PERFORMANCE** to the Appraisers.

For the purpose of this Challenge, “mimed” (as in “pantomimed”) refers to a performance that communicates an idea or an action without using dialogue.

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

The Scene: Presto! Your team has been chosen to produce a magic show that has no speaking—and 3 different magic tricks. Your presentation should be mimed, but each of the tricks should be accompanied by sound effects produced using only the materials provided and your bodies. You may talk during the first part of the Challenge, but your **PERFORMANCE** must be mimed. Let the magic begin!

Items to Use in Your **PERFORMANCE**:

May be changed:

1 Sheet of Newspaper
1 Square of Foil

1 Styrofoam Cup
1 Balloon

2 Rubber Bands
2 Plastic Spoons

May NOT be damaged:

2 Marbles
1 Shoe

1 Pan with Lid
1 Small Block of Wood

1 Brush
1 Book

In addition, a piece of paper and a pencil will be available for your team to use as you plan your presentation.

Scoring: You will receive up to

- A. 10 points (30 points maximum) for the creativity of each magic trick.
- B. 10 points (30 points maximum) for the creativity of the sound effects that go with each magic trick.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
NEWSPAPER TRAIL

Challenge: Your **TASK** is to make a newspaper trail so that the end of the trail is as far away from a taped line as possible.

Time: You will have up to 5 minutes to use your **IMAGINATION** to complete your **TASK** by making a newspaper trail.

Set-up: On one end of the room is a taped line. Behind the line is a table with materials that you may use to make your newspaper trail.

Procedure: Using the materials provided, you are to make one continuous length of newspaper that starts from behind the line but whose other end goes as far as possible out beyond the taped line.

- The paper trail may curve, but the measurement for score will be from the taped line straight out to the end of the newspaper length, wherever that is.
- Pieces of the trail do not have to be attached—only touching.
- If two pieces of the newspaper trail do not touch, the measurement of length will be made from the line to the farthest end where there is a continuous trail of newspaper.
- All members of the team must stay completely behind the taped line during the entire challenge. No part of a team member's body may cross over the taped line at any time.

Materials:

| | |
|--------------------------------|------------------------------|
| 1 Sheet of Newspaper | 6 inch (15 cm) Mailing Label |
| 3 foot (90 cm) Piece of String | 10 Pieces of Spaghetti |

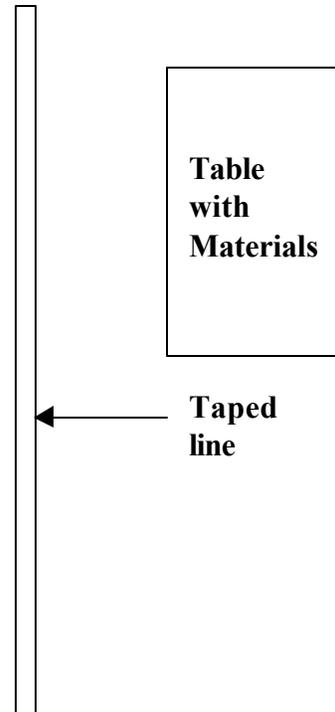
A yardstick (meterstick) will also be available for the team to use in placing the trail. However, this item may **NOT** be used as part of the trail.

Scoring: You will receive

- A. $\frac{1}{2}$ point (60 points maximum) for each inch (2.5 centimeters) that the end of your newspaper trail extends straight out beyond the taped line.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of a taped line on one side of the room. Behind the taped line is a table with materials.



2. During the entire Challenge, no part of a team member's body may cross over the taped line. Appraisers should be positioned to watch for this. If a part of a team member's body does cross over the taped line while the newspaper trail is being made, the team member should be warned and that piece of the newspaper trail returned to the side of the tape with the team members before allowing the team to continue making the trail.
3. If materials end up on the far side of the taped line, they may be retrieved as long as no part of a team member's body crosses over the taped line.
4. When measuring the length that the end of the newspaper extends beyond the taped line, the distance should be measured perpendicularly to the taped line. This way of measuring the distance should be demonstrated to the team as the Challenge is being read.
5. When setting up the room, the taped line should be positioned so that the team has the length of the room to use to make their newspaper trail, rather than the width of the room.

Destination ImagiNation® NEWSPAPER TRAIL

Challenge: Your **TASK** is to make a newspaper trail so that the end of the trail is as far away from a taped line as possible.

Time: You will have up to 5 minutes to use your **IMAGINATION** to complete your **TASK** by making a newspaper trail.

Set-up: On one end of the room is a taped line. Behind the line is a table with materials that you may use to make your newspaper trail.

Procedure: Using the materials provided, you are to make one continuous length of newspaper that starts from behind the line but whose other end goes as far as possible out beyond the taped line.

- The paper trail may curve, but the measurement for score will be from the taped line straight out to the end of the newspaper length, wherever that is.
- Pieces of the trail do not have to be attached—only touching.
- If two pieces of the newspaper trail do not touch, the measurement of length will be made from the line to the farthest end where there is a continuous trail of newspaper.
- All members of the team must stay completely behind the taped line during the entire challenge. No part of a team member's body may cross over the taped line at any time.

Materials:

| | |
|--------------------------------|------------------------------|
| 1 Sheet of Newspaper | 6 inch (15 cm) Mailing Label |
| 3 foot (90 cm) Piece of String | 10 Pieces of Spaghetti |

A yardstick (meterstick) will also be available for the team to use in placing the trail. However, this item may NOT be used as part of the trail.

Scoring: You will receive

- ½ point (60 points maximum) for each inch (2.5 centimeters) that the end of your newspaper trail extends straight out beyond the taped line.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry Level
PICK YOUR PICTURE

Challenge: Choose team members to become animals and present a **PERFORMANCE** with a surprise ending about the weather.

Time: You will have up 4 minutes to use your IMAGINATION to choose your animals and plan your presentation, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Everybody talks about the weather! Even the animals. In this Challenge, at least 3 team members are each to choose a picture of a different animal and then become that animal. Your team should plan a **PERFORMANCE** in which these animals talk about the weather. Of course, these animals can speak so we know what they're saying. Team members who do not choose to become animals should also be somehow included in your **PERFORMANCE**. Your **PERFORMANCE** should have a surprise ending. When you present your **PERFORMANCE** to the Appraisers, team members who are animals should hold their animal photos so that the Appraisers know who they are.

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

- Scoring:** You will receive up to
- A. 30 points for how creatively you portray the animals.
 - B. 30 points for the overall creativity of your **PERFORMANCE**.
 - C. 20 points for the creativity of the surprise ending.
 - D. 20 points for how well your team works together.

For Appraisers Only:

1. In order to carry out this Challenge, you will need to collect 10 pictures of animals from which the team may choose.

Destination ImagiNation® PICK YOUR PICTURE

Challenge: Choose team members to become animals and present a **PERFORMANCE** with a surprise ending about the weather.

Time: You will have up 4 minutes to use your **IMAGINATION** to choose your animals and plan your presentation, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Everybody talks about the weather! Even the animals. In this Challenge, at least 3 team members are each to choose a picture of a different animal and then become that animal. Your team should plan a **PERFORMANCE** in which these animals talk about the weather. Of course, these animals can speak so we know what they're saying. Team members who do not choose to become animals should also be somehow included in your **PERFORMANCE**. Your **PERFORMANCE** should have a surprise ending. When you present your **PERFORMANCE** to the Appraisers, team members who are animals should hold their animal photos so that the Appraisers know who they are.

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

- Scoring:** You will receive up to
- A. 30 points for how creatively you portray the animals.
 - B. 30 points for the overall creativity of your **PERFORMANCE**.
 - C. 20 points for the creativity of the surprise ending.
 - D. 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Advanced Level
REMOTE CONTROLLED

Challenge: Your **TASK** is to design a human machine operated by a remote control signaling device and then present a **PERFORMANCE** without using any sounds in which you demonstrate the machine.

Time: You will have up to 5 minutes to use your **IMAGINATION** to complete your **TASKS** of designing a machine composed only of team members and of creating a signaling device (remote control) that will operate the machine, and up to 2 minutes to present a **PERFORMANCE** without using any sounds in which you use the remote control to have the machine carry out tasks in a specified order.

The Set-up: There is a table with materials on it.

Procedure: Your team has entered a competition to show that human beings are more efficient than robots.

- Part 1 (5 minutes): You must design a machine that does four tasks. Your machine may **ONLY** be composed of two or more team members. In part 1 you need to write down the tasks that your machine can perform. In part 1 you must also use the provided materials to create a device that **STARTS** and **ENDS** each task. This is the remote control signaling device. One team member will be chosen as the “operator” and will use this control. The “operator” may use only the control to communicate with the machine. The control must be used remotely without any sounds, words or sign language.
- Part 2 (2 minutes): The “operator” must use the control to get the machine to **START** and **STOP** tasks. Before Part 2 begins, one of the Appraisers will tell the “operator” the order in which the tasks should be demonstrated. This information must be communicated to the machine using only the remote control.

Materials to Use to Make the Remote Control:

| | | | |
|------------------|-----------------|---------------|------------------|
| 2 Straws | 2 Bolts | 4 Nuts | 8 Toothpicks |
| 1 Paper Cup | 1 Plastic Spoon | 1 Balloon | 1 Paper Napkin |
| 4 Mailing Labels | 4 Paper Clips | 1 Paper Plate | 1 Styrofoam Ball |

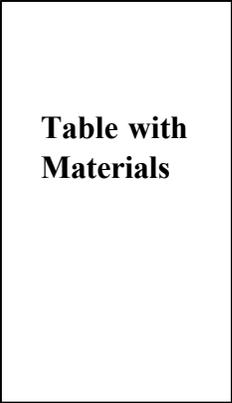
A piece of paper and a pencil will also be available to use to write down the tasks for the Appraisers.

Scoring: You will receive

- A. Up to 30 points for the creativity of the remote control communication system.
- B. 5 points each (20 points maximum) for each separate task that is successfully **STARTED** and **STOPPED** in order using the remote control.
- C. Up to 30 points for the creativity of the machine.
- D. 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 it.



**Table with
Materials**

2. In between Parts 1 and 2, one of the Appraisers should write down the order in which the tasks should be done. The order should be C,D,B,A. If the “operator” communicates which task is to be done to the human machine at any time without using the remote control signaling device, the task that the machine is working on should not receive score and the team should be told to go on to the next task.
3. To receive score, a task must be STOPPED and STARTED using the remote control signaling device.
4. If the human machine carries out a task in the wrong order, that task should not receive score. However, the team may continue to operate the machine and if the correct task is carried out, points may be awarded. The team should then go on to the next task.

Destination ImagiNation® REMOTE CONTROLLED

Challenge: Your **TASK** is to design a human machine operated by a remote control signaling device and then present a **PERFORMANCE** without using any sounds in which you demonstrate the machine.

Time: You will have up to 5 minutes to use your IMAGINATION to complete your **TASKS** of designing a machine composed only of team members and of creating a signaling device (remote control) that will operate the machine, and up to 2 minutes to present a **PERFORMANCE** without using any sounds in which you use the remote control to have the machine carry out tasks in a specified order.

The Set-up: There is a table with materials on it.

Procedure: Your team has entered a competition to show that human beings are more efficient than robots.

- Part 1 (5 minutes): You must design a machine that does four tasks. Your machine may **ONLY** be composed of two or more team members. In part 1 you need to write down the tasks that your machine can perform. In part 1 you must also use the provided materials to create a device that **STARTS** and **ENDS** each task. This is the remote control signaling device. One team member will be chosen as the “operator” and will use this control. The “operator” may use only the control to communicate with the machine. The control must be used remotely without any sounds, words or sign language.
- Part 2 (2 minutes): The “operator” must use the control to get the machine to **START** and **STOP** tasks. Before Part 2 begins, one of the Appraisers will tell the “operator” the order in which the tasks should be demonstrated. This information must be communicated to the machine using only the remote control.

Materials to Use to Make the Remote Control:

| | | | |
|------------------|-----------------|---------------|------------------|
| 2 Straws | 2 Bolts | 4 Nuts | 8 Toothpicks |
| 1 Paper Cup | 1 Plastic Spoon | 1 Balloon | 1 Paper Napkin |
| 4 Mailing Labels | 4 Paper Clips | 1 Paper Plate | 1 Styrofoam Ball |

A piece of paper and a pencil will also be available to use to write down the tasks for the Appraisers.

Scoring: You will receive

- Up to 30 points for the creativity of the remote control communication system.
- 5 points each (20 points maximum) for each separate task that is successfully **STARTED** and **STOPPED** in order using the remote control.
- Up to 30 points for the creativity of the machine.
- Up to 20 points for how well your team works together.

LIST OF TASKS

ORDER

- A. _____
- B. _____
- C. _____
- D. _____

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
SIGNS OF LIFE

Challenge: Give new meanings to 4 traffic signs and present a **PERFORMANCE** to the Appraisers explaining what the new meanings are.

Time: You will have up to 4 minutes to use your IMAGINATION to choose 4 traffic signs and plan your presentation, and up to 2 minutes to present your **PERFORMANCE**.

The Scene: Sometimes common things may be interpreted in more than one way. In this Challenge you are to give new meanings to 4 traffic signs.

- Part One (4 minutes): Choose 4 traffic signs from the group of signs on the table. Then plan a presentation for the Appraisers.
- Part Two (2 minutes): In a creative way, present a **PERFORMANCE** to the Appraisers explaining what the new meanings are!

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

Scoring: You will receive up to

- A. 15 points (60 points maximum) for the creativity of your interpretation of each traffic sign.
- B. 20 points for creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

For Appraisers Only:

1. In order to carry out this Challenge, you will need to collect 12 traffic signs for the team to choose from. There are a number of sites on the World Wide Web where copies of traffic signs may be obtained.

Destination ImagiNation® SIGNS OF LIFE

Challenge: Give new meanings to 4 traffic signs and present a **PERFORMANCE** to the Appraisers explaining what the new meanings are.

Time: You will have up to 4 minutes to use your **IMAGINATION** to choose 4 traffic signs and plan your presentation, and up to 2 minutes to present your **PERFORMANCE**.

The Scene: Sometimes common things may be interpreted in more than one way. In this Challenge you are to give new meanings to 4 traffic signs.

- Part One (4 minutes): Choose 4 traffic signs from the group of signs on the table. Then plan a presentation for the Appraisers.
- Part Two (2 minutes): In a creative way, present a **PERFORMANCE** to the Appraisers explaining what the new meanings are!

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

Scoring: You will receive up to

- 15 points (60 points maximum) for the creativity of your interpretation of each traffic sign.
- 20 points for creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry Level

SPLATTER

Challenge: Your **TASK** is to roll billiard balls down a ramp into a tub of eggs without breaking or cracking the eggs.

Time: You will have up to 4 minutes to use your **IMAGINATION** to place materials and up to 2 minutes to roll billiard balls for score.

Set-up: On one end of the room is a table with a ramp and 8 billiard balls. Underneath the ramp is a tub. When a billiard ball is allowed to roll down the ramp, it ends up in the tub. On a second table are 8 raw eggs, each in a small plastic bag, as well as other materials you may use to direct where and how the billiard balls will land.

Procedure:

•Part One (4 minutes): Practice rolling billiard balls down the ramp. When rolling the balls, they must be placed above the line on the ramp. Then place the 8 eggs along with any of the materials that you want anywhere in the tub. You must leave the eggs in their plastic bags, and may **NOT** open or alter the bags they are in.

•Part Two (2 minutes): Roll billiard balls down the ramp into the tub without breaking the eggs. The balls must be released above the line on the ramp. Team members must take turns rolling the balls. You may roll as many balls as you want, as long as at least one ball is rolled. No team member may touch anything in the tub or the balls after they have been released. When your team has finished rolling balls or time ends, the Appraisers will remove the eggs to see how many are broken or cracked.

Materials:

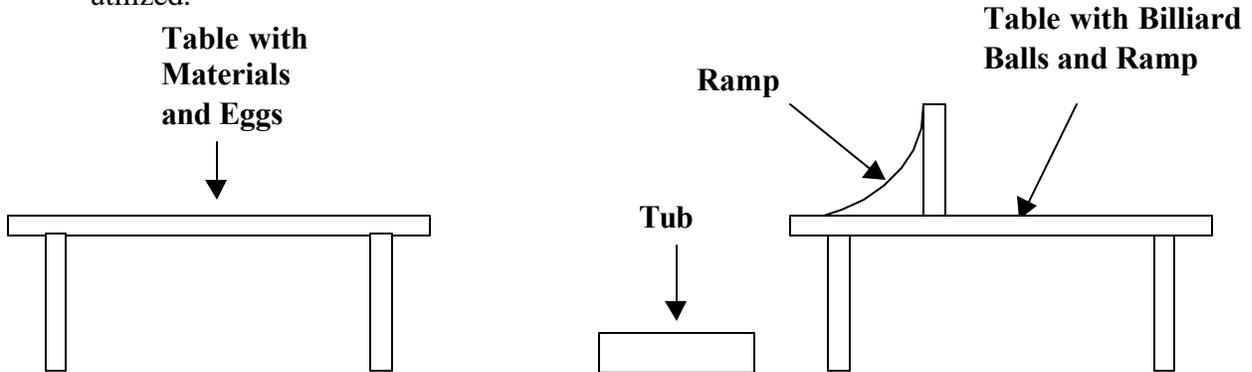
| | | |
|-------------------|----------------|-------------------------------|
| 2 Sheets of Paper | 2 Plastic Bags | 1 Piece of Foil |
| 2 Pencils | 1 Balloon | 12 in (30 cm) Piece of String |
| 4 Straws | 2 Rubber Bands | 4 Mailing Labels |

Scoring: You will receive

- 1 point for each egg that is not broken at the end of Part 2 times the number of billiard balls that went into the tub. (Maximum score = 8 X 8 or 64)
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of a table with a ramp attached to the table. Underneath the ramp is a tub. On the table there are 8 billiard balls. On a second table, there are materials and 8 eggs, each in a small plastic bog. Only irradiated eggs should be utilized.



2. Broken eggs will need to be replaced following each team's competition.
3. The ramp may be made of a curved piece of PVC pipe attached to a piece of wood. The ramp should be taped to the table. There should be a line on the ramp about $\frac{3}{4}$ of the way up the ramp.

Destination ImagiNation® SPLATTER

Challenge: Your **TASK** is to roll billiard balls down a ramp into a tub of eggs without breaking or cracking the eggs.

Time: You will have up to 4 minutes to use your **IMAGINATION** to place materials and up to 2 minutes to roll billiard balls for score.

Set-up: On one end of the room is a table with a ramp and 8 billiard balls. Underneath the ramp is a tub. When a billiard ball is allowed to roll down the ramp, it ends up in the tub. On a second table are 8 raw eggs, each in a small plastic bag, as well as other materials you may use to direct where and how the billiard balls will land.

Procedure:

•Part One (4 minutes): Practice rolling billiard balls down the ramp. When rolling the balls, they must be placed above the line on the ramp. Then place the 8 eggs along with any of the materials that you want anywhere in the tub. You must leave the eggs in their plastic bags, and may **NOT** open or alter the bags they are in.

•Part Two (2 minutes): Roll billiard balls down the ramp into the tub without breaking the eggs. The balls must be released above the line on the ramp. Team members must take turns rolling balls. You may roll as many balls as you want, as long as at least one ball is rolled. No team member may touch anything in the tub or the balls after they have been released. When your team has finished rolling balls or time ends, the Appraisers will remove the eggs to see how many are broken or cracked.

Materials:

| | | |
|-------------------|----------------|-------------------------------|
| 2 Sheets of Paper | 2 Plastic Bags | 1 Piece of Foil |
| 2 Pencils | 1 Balloon | 12 in (30 cm) Piece of String |
| 4 Straws | 2 Rubber Bands | 4 Mailing Labels |

Scoring: You will receive

- 1 point for each egg that is not broken at the end of Part 2 times the number of billiard balls that went into the tub. (Maximum score = 8 X 8 or 64)
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry Level
STICK TOWER

Challenge: Your **TASK** is to create a tower that is as high as possible, to decorate the tower and to name it.

Time: You will have up to 5 minutes to use your **IMAGINATION** and the materials provided to finish your **TASK** of making a tower that is as high as possible, decorating the tower and naming it.

Set-up: There is a table with materials on it.

Procedure: Your team is to create a tower that is as high as possible. You are also to use the markers and feathers to decorate the tower. At the end of the 5 minutes, you should tell the Appraisers the name of your tower.

Materials to Use in Your Tower:

| | |
|--|-------------------------------|
| 30 Cardboard Strips, with holes punched in each end | 30 Pipe Cleaners, cut in half |
| 10 Old-fashioned Clothes Pins | 5 Modern Clothes Pins |
| 10 Feathers | 7 Markers |

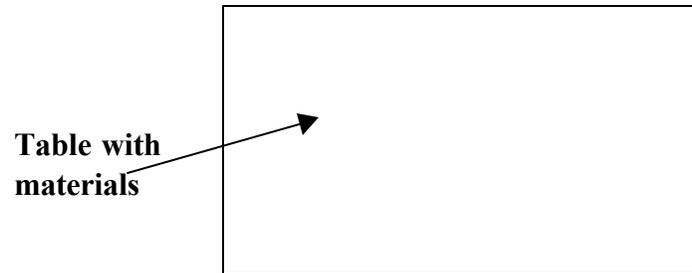
Scoring:

You will receive

- A. 5 points for each full inch (2.5 centimeters) of height of your tower.
- B. Up to 20 points for how well the tower is decorated.
- C. Up to 20 points for the creativity of your tower's name.
- D. 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 it.



2. If team members make more than one tower, the height of the tallest tower should be measured.
3. Large craft sticks with holes drilled into each end can be substituted for the cardboard strips. However, care must be used when drilling the holes, since the sticks can easily split.
4. The cardboard strips may be of any length and width, but about 6 inches (15 centimeters) long and 1 inch (2.5 centimeters) wide works well. Holes in the end of the cardboard strips may be made with a hole puncher.
5. “Old-fashioned” clothes pins are all wooden and non-spring loaded, while “modern” clothes pins are the spring (pinch) type.

Destination ImagiNation® STICK TOWER

Challenge: Your **TASK** is to create a tower that is as high as possible, to decorate the tower and to name it.

Time: You will have up to 5 minutes to use your **IMAGINATION** and the materials provided to finish your **TASK** of making a tower that is as high as possible, decorating the tower and naming it.

Set-up: There is a table with materials on it.

Procedure: Your team is to create a tower that is as high as possible. You are also to use the markers and feathers to decorate the tower. At the end of the 5 minutes, you should tell the Appraisers the name of your tower.

Materials to Use in Your Tower:

| | |
|--|-------------------------------|
| 30 Cardboard Strips, with holes punched in each end | 30 Pipe Cleaners, cut in half |
| 10 Old-fashioned Clothes Pins | 5 Modern Clothes Pins |
| 10 Feathers | 7 Markers |

Scoring:

You will receive

- A. 5 points for each full inch (2.5 centimeters) of height of your tower.
- B. Up to 20 points for how well the tower is decorated.
- C. Up to 20 points for the creativity of your tower's name.
- D. Up to 20 points for how well your team works together

Destination ImagiNation®
Instant Challenge
Advanced Level
TALLER AND SMALLER

Challenge: Decide how the world would be different in 3 situations where something is taller or smaller, and present a **PERFORMANCE** to the Appraisers explaining how the world would be different in each situation.

Time: You will have up to 5 minutes to use your IMAGINATION to choose 3 situations where something is taller or smaller, and up to 2 minutes to present your **PERFORMANCE**.

The Scene: We tend to take many things for granted, particularly the size of things around us. But what if all fish were the size of whales? How would that affect us? Your team is to choose 3 different situations where something is taller or smaller. For example, telephones are the size of cars. You should then decide how the world would be different in each situation. You will have up to 2 minutes to give a **PERFORMANCE** to the Appraisers, sharing your ideas one situation at a time.

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

Scoring: You will receive up to

- A. 20 points (60 points maximum) for the creativity of how each situation would make the world different.
- B. 20 points for the overall creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Destination ImagiNation® TALLER AND SMALLER

Challenge: Decide how the world would be different in 3 situations where something is taller or smaller, and present a **PERFORMANCE** to the Appraisers explaining how the world would be different in each situation.

Time: You will have up to 5 minutes to use your IMAGINATION to choose 3 situations where something is taller or smaller, and up to 2 minutes to present your **PERFORMANCE**.

The Scene: We tend to take many things for granted, particularly the size of things around us. But what if all fish were the size of whales? How would that affect us? Your team is to choose 3 different situations where something is taller or smaller. For example, telephones are the size of cars. You should then decide how the world would be different in each situation. You will have up to 2 minutes to give a **PERFORMANCE** to the Appraisers, sharing your ideas one situation at a time.

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

Scoring: You will receive up to

- A. 20 points (60 points maximum) for the creativity of how each situation would make the world different.
- B. 20 points for the overall creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry Level

TEAM BANNER

Challenge: You **TASK** is create a flag that represents your team and then present a **PERFORMANCE** in which you tell the Appraisers about your flag.

Time: You will have up to 2 minutes to use your **IMAGINATION** to talk about the Challenge, up to 3 minutes to carry out the **TASK** of creating a flag that represents your team, and up to 1 minute to present a **PERFORMANCE** where you tell the Appraisers about your flag.

The Set-up: In the center of the room is a table with materials to make a flag and a pole to which the flag may be attached.

Procedure: One of the best ways to build team spirit is to make a flag or banner. That's exactly what your team is being asked to do in this Challenge .

- Part One (2 minutes): Talk about the Challenge. You may **NOT** touch any materials during this part of the Challenge.
- Part Two (3 minutes): Use the materials on the table to make a flag that represents your team. At least 3 things about your team should be shown on the flag. How well you can draw will **NOT** be a factor in scoring. At the end of Part 2, the Appraisers will help you hang your flag on the line.
- Part Three (1 minute): Present a **PERFORMANCE** in which you tell the Appraisers about your flag. Be sure to let the Appraisers know the 3 things about your team shown on the flag.

Materials to use in making your flag:

Piece of white cloth (18 in X 24 in, 46 cm X 60 cm) with two holes punched at one end

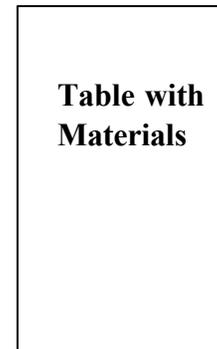
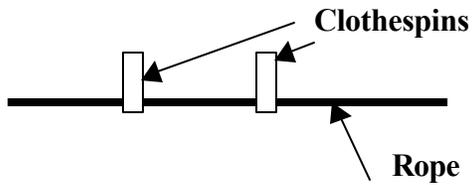
There is also a line and 2 clothespins to hang your flag. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for the creativity (60 points maximum) of the 3 things about your team shown on the flag.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

FOR APPRAISERS ONLY:

1. The set-up consists a piece of rope hung across the room about 6 feet (180 cm) above the floor with 2 clothespins attached. The rope could be hung between 2 ladders. There is also a table with the materials.



2. In order for this Challenge to be successful, the cloth must be carefully chosen. A fine cotton fabric is best. The Appraisers should make sure that the markers may be easily used on the fabric. An alternative would be to use a large sheet of heavy craft paper instead of the fabric.

Destination ImagiNation® TEAM BANNER

Challenge: You **TASK** is create a flag that represents your team and then present a **PERFORMANCE** in which you tell the Appraisers about your flag.

Time: You will have up to 2 minutes to use your **IMAGINATION** to talk about the Challenge, up to 3 minutes to carry out the **TASK** of creating a flag that represents your team, and up to 1 minute to present a **PERFORMANCE** where you tell the Appraisers about your flag.

The Set-up: In the center of the room is a table with materials to make a flag and a pole to which the flag may be attached.

Procedure: One of the best ways to build team spirit is to make a flag or banner. That's exactly what your team is being asked to do in this Challenge .

- Part One (2 minutes): Talk about the Challenge. You may NOT touch any materials during this part of the Challenge.
- Part Two (3 minutes): Use the materials on the table to make a flag that represents your team. At least 3 things about your team should be shown on the flag. How well you can draw will NOT be a factor in scoring. At the end of Part 2, the Appraisers will help you hang your flag on the line.
- Part Three (1 minute): Present a **PERFORMANCE** in which you tell the Appraisers about your flag. Be sure to let the Appraisers know the 3 things about your team shown on the flag.

Materials to use in making your flag:

Piece of white cloth (18 in X 24 in, 46 cm X 60 cm) with two holes punched at one end

There is also a line and 2 clothespins to hang your flag. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for the creativity (60 points maximum) of the 3 things about your team shown on the flag.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Advanced Level

THRILL RIDE

Challenge: Your **TASK** is to design, name and test a new amusement park ride.

Time: You will have up to 6 minutes to use your **IMAGINATION** to design, build, test and name the ride and up to 2 minutes to release balls for score.

Set-up: In the middle of the room is a table with a taped line 12 in (30 cm) from one end. This line represents the starting point for your ride. The balls on your ride will start behind this line and go off the edge of the table. Underneath the table is a tub of sand that your balls must go into. On the other end of the table are materials you may use to build your ride.

Procedure:

•Part One (6 minutes): Using the materials provided, you are to build a free-standing ride that starts behind the taped line and extends out over the edge of the table. The ride may NOT be attached to the table. The goal is to release golf balls onto the ride starting behind the taped line and have the golf balls end up in the tub as far away from the table as possible. During Part 1, you may practice releasing balls on your ride. You may move the tub of sand as long as it remains on the floor. You must also name your thrill ride and tell the Appraisers the name at the end of Part 1.

•Part Two (2 minutes) : Roll balls down the ride for score. When rolling the balls for score, you must release the ball behind the line. No one may be touching the ride or the table when balls are released. In addition, the balls may NOT be thrown. You may make adjustments to the ride or the position of the tub in Part 2 if needed but time will not be stopped. After each ball has gone down the thrill ride, the distance it went beyond the table will be recorded by the Appraisers by noting its track in the sand. Each ball will be removed from the sand before the next ball is released. You will have 4 golf balls to release.

Materials:

6 Paper Clips
2 Sheets of paper
5 Rubber Bands

6 Straws
2 Styrofoam Cups
4 Pencils

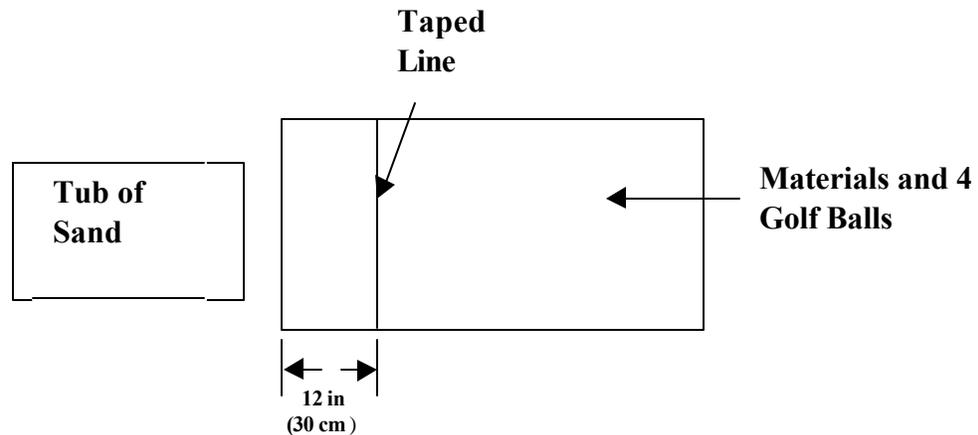
6 Cans of Food (may NOT be damaged)
1 12 in (30 cm) Piece of String
1 2 ft (60 cm) Piece of Tubing

Scoring: You will receive

- 2 points for each full inch (2.5 cm) of distance that a ball goes beyond the edge of the table (best ball scored).
- Up to 20 points for how creatively you use the materials.
- Up to 10 points for the creativity of the name of your thrill ride.
- Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of a table with a taped line 12" from one end. Underneath this end of the table is a tub filled with sand. On the other end of the table are materials the team may use to make its ride and 4 golf balls.



2. The surface of the sand should be smooth so that when a ball lands in the sand its track may easily be seen.
3. In part 2, it will be important to measure the distance that each ball has gone past the end of the table quickly. The surface of the sand also should be smoothed out prior to the next ball being released. A small plastic rake would be useful to smooth out the sand.
4. If the team releases a ball in front of the taped line, they should be warned and that ball should not be scored.
5. You should ask for the name of the ride between Parts 1 and 2.
6. The tub ideally should be at least 2 feet X 3 feet (60 cm X 90 cm). The tubing should be flexible and large enough that a golf ball can travel through it.

Destination ImagiNation®

THRILL RIDE

Challenge: Your **TASK** is to design and test a new amusement park ride and name it.

Time: You will have up to 6 minutes to use your **IMAGINATION** to design, build, test and name the ride and up to 2 minutes to release balls for score.

Set-up: In the middle of the room is a table with a taped line 12 in (30 cm) from one end. This line represents the starting point for your ride. The balls on your ride will start behind this line and go off the edge of the table. Underneath the table is a tub of sand that your balls must go into. On the other end of the table are materials you may use to build your ride.

Procedure:

- Part One (6 minutes): Using the materials provided, you are to build a free-standing ride that starts behind the taped line and extends out over the edge of the table. The ride may NOT be attached to the table. The goal is to release golf balls onto the ride starting behind the taped line and have the golf balls end up in the tub as far away from the table as possible. During Part 1, you may practice releasing balls on your ride. You may move the tub of sand as long as it remains on the floor. You must also name your thrill ride and tell the Appraisers the name at the end of Part 1.
- Part Two (2 minutes) : Roll balls down the ride for score. When rolling the balls for score, you must release the ball behind the line. No one may be touching the ride or the table when balls are released. In addition, the balls may NOT be thrown. You may make adjustments to the ride or the position of the tub in Part 2 if needed but time will not be stopped. After each ball has gone down the thrill ride, the distance it went beyond the table will be recorded by the Appraisers by noting its track in the sand. Each ball will be removed from the sand before the next ball is released. You will have 4 golf balls to release.

Materials:

6 Paper Clips
2 Sheets of paper
5 Rubber Bands

6 Straws
2 Styrofoam Cups
4 Pencils

6 Cans of Food (may NOT be damaged)
1 12 in (30 cm) Piece of String
1 2 ft (60 cm) Piece of Tubing

Scoring: You will receive

- 2 points for each full inch (2.5 cm) of distance that a ball goes beyond the edge of the table (best ball scored).
- Up to 20 points for how creatively you use the materials.
- Up to 10 points for the creativity of the name of your thrill ride.
- Up to 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Entry Level

TIMELESS ARTIFACT

Challenge: Your **TASK** is to build an artifact from the future and then present a **PERFORMANCE**, in which you tell the Appraisers about it. For the purpose of this Challenge, an “artifact” is something made by humans for a practical purpose.

Time: You will have up to 5 minutes to use your **IMAGINATION** to complete your **TASK** of building your artifact and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Artifacts are usually items used every day for practical reasons. For example, an artifact from the Egyptian period might be a jug to carry water. Your team has been asked to complete the **TASK** of building an artifact that comes from the future, and then to present a **PERFORMANCE** in which you tell the Appraisers about it.

- Part One (5 minutes): Use the materials on the table to build an artifact from the future. You should also use this time to prepare your **PERFORMANCE**.
- Part Two (2 minutes): Present a **PERFORMANCE** where you tell the Appraisers about your artifact. You should mention how the artifact would be used in the future and how it would make human life better. Be creative and let your imaginations go crazy!

Materials You May Use to Make Your Artifact:

May NOT be damaged or altered:

Wooden Spoon

Plastic Cup

Potato Masher

Brush

May be changed:

1 Sheet of Paper

4 Toothpicks

2 Rubber Bands

4 Pipe Cleaners

1 Sandwich-sized Plastic Bag

8 Coffee Stirrers

2 Styrofoam Cups

2 Pieces of Foil

2 Straws

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 up to

- A. 30 points for the creativity of the use of your artifact.
- B. 20 points for how creatively you use the materials.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation® TIMELESS ARTIFACT

Challenge: Your **TASK** is to build an artifact from the future and then present a **PERFORMANCE**, in which you tell the Appraisers about it. For the purpose of this Challenge, an “artifact” is something made by humans for a practical purpose.

Time: You will have up to 5 minutes to use your **IMAGINATION** to complete your **TASK** of building your artifact and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Artifacts are usually items used every day for practical reasons. For example, an artifact from the Egyptian period might be a jug to carry water. Your team has been asked to complete the **TASK** of building an artifact that comes from the future, and then to present a **PERFORMANCE** in which you tell the Appraisers about it.

- Part One (5 minutes): Use the materials on the table to build an artifact from the future. You should also use this time to prepare your **PERFORMANCE**.

- Part Two (2 minutes): Present a **PERFORMANCE** where you tell the Appraisers about your artifact. You should mention how the artifact would be used in the future and how it would make human life better. Be creative and let your imaginations go crazy!

Materials You May Use to Make Your Artifact:

May NOT be damaged or altered:

| | |
|---------------|-------------|
| Wooden Spoon | Plastic Cup |
| Potato Masher | Brush |

May be changed:

| | | |
|------------------|------------------------------|-------------------|
| 1 Sheet of Paper | 4 Toothpicks | 2 Rubber Bands |
| 4 Pipe Cleaners | 1 Sandwich-sized Plastic Bag | 8 Coffee Stirrers |
| 2 Styrofoam Cups | 2 Pieces of Foil | 2 Straws |

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 up to

- A. 30 points for the creativity of the use of your artifact.
- B. 20 points for how creatively you use the materials.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
UNUSUAL USES

Challenge: Present a **PERFORMANCE** where you show the Appraisers unusual uses for common items in another place and time.

Time: You will have up to 4 minutes to use your **IMAGINATION** to plan a **PERFORMANCE** that shows unusual uses for common items, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Pretend your team can transport itself to any place and time (present, past or future) that it wants to. In that new place and time, you need to think of unusual uses for 6 common items.

- Part One (4 minutes): Decide what new place and time you want to show in your skit. Think of unusual uses for 6 common items in that new place and time. Plan and practice your skit. At the end of Part 1, you need to tell the Appraisers what new place and time you have chosen.

- Part Two (2 minutes): Present your **PERFORMANCE** to the Appraisers, using the 6 common items in unusual ways.

Common Items You Must Use in Your Skit:
(may NOT be damaged)

| | | |
|-------------------|--------|-------------------------------------|
| Soda Bottle | Baster | TV Remote Control (Without Battery) |
| Compact Disc Case | Wrench | Swimming Mask |

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

Scoring: You will receive up to

- 10 points (60 points maximum) for how creatively you use each of the common items.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Destination ImagiNation® UNUSUAL USES

Challenge: Present a **PERFORMANCE** where you show the Appraisers unusual uses for common items in another place and time.

Time: You will have up to 4 minutes to use your **IMAGINATION** to plan a **PERFORMANCE** that shows unusual uses for common items, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Pretend your team can transport itself to any place and time (present, past or future) that it wants to. In that new place and time, you need to think of unusual uses for 6 common items.

- Part One (4 minutes): Decide what new place and time you want to show in your skit. Think of unusual uses for 6 common items in that new place and time. Plan and practice your skit. At the end of Part 1, you need to tell the Appraisers what new place and time you have chosen.
- Part Two (2 minutes): Present your **PERFORMANCE** to the Appraisers, using the 6 common items in unusual ways.

Common Items You Must Use in Your Skit: (may NOT be damaged)

| | | |
|-------------------|--------|-------------------------------------|
| Soda Bottle | Baster | TV Remote Control (Without Battery) |
| Compact Disc Case | Wrench | Swimming Mask |

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

- Scoring:** You will receive up to
- 10 points (60 points maximum) for how creatively you use each of the common items.
 - 20 points for the creativity of your **PERFORMANCE**.
 - 20 points for how well your team works together.

Destination ImagiNation®

Instant Challenge

Advanced Level

WILL IT PASS?

Challenge: Your **TASK** is to pass objects through different parts of a web without touching the web and without talking.

Time: You will have up to 2 minutes to use your **IMAGINATION** to discuss strategy and up to 4 minutes to pass objects through a web for score.

Set-up: In the middle of the room is a wooden frame that contains a web. There is a colored piece of string that goes around the scoring area of the web. Inside the colored string, there are holes in the web that you can pass objects through. On one side of the web, there is a table with 12 objects on it.

Procedure:

- Part One (2 minutes): Discuss strategy and practice. However, the web may NOT be altered and all objects must be returned to the table at the end of Part 1.
- Part Two (4 minutes): Pass objects through the web one at a time without touching the web and without talking. Each object may only be passed through the web once and each hole in the web may only be used once. If an object touches the web as it is being passed through the web, an Appraiser will say “touch,” no score will be given for that object, and that hole may not be used again. If a team member touches the web or the wooden frame holding the web, or a team member talks during part 2, the team will lose a chance to use a hole of their choice. The team will identify the lost hole immediately.

Materials to Pass Through The Web:

(may NOT be damaged)

| | | | |
|--------------|---------------------|------------|-------------|
| Hula Hoop | Garbage Can Lid | Yardstick | Towel |
| Wooden Spoon | Plastic Wastebasket | Frisbee | Garden Hose |
| Wooden Stool | Broom | Basketball | Boot |

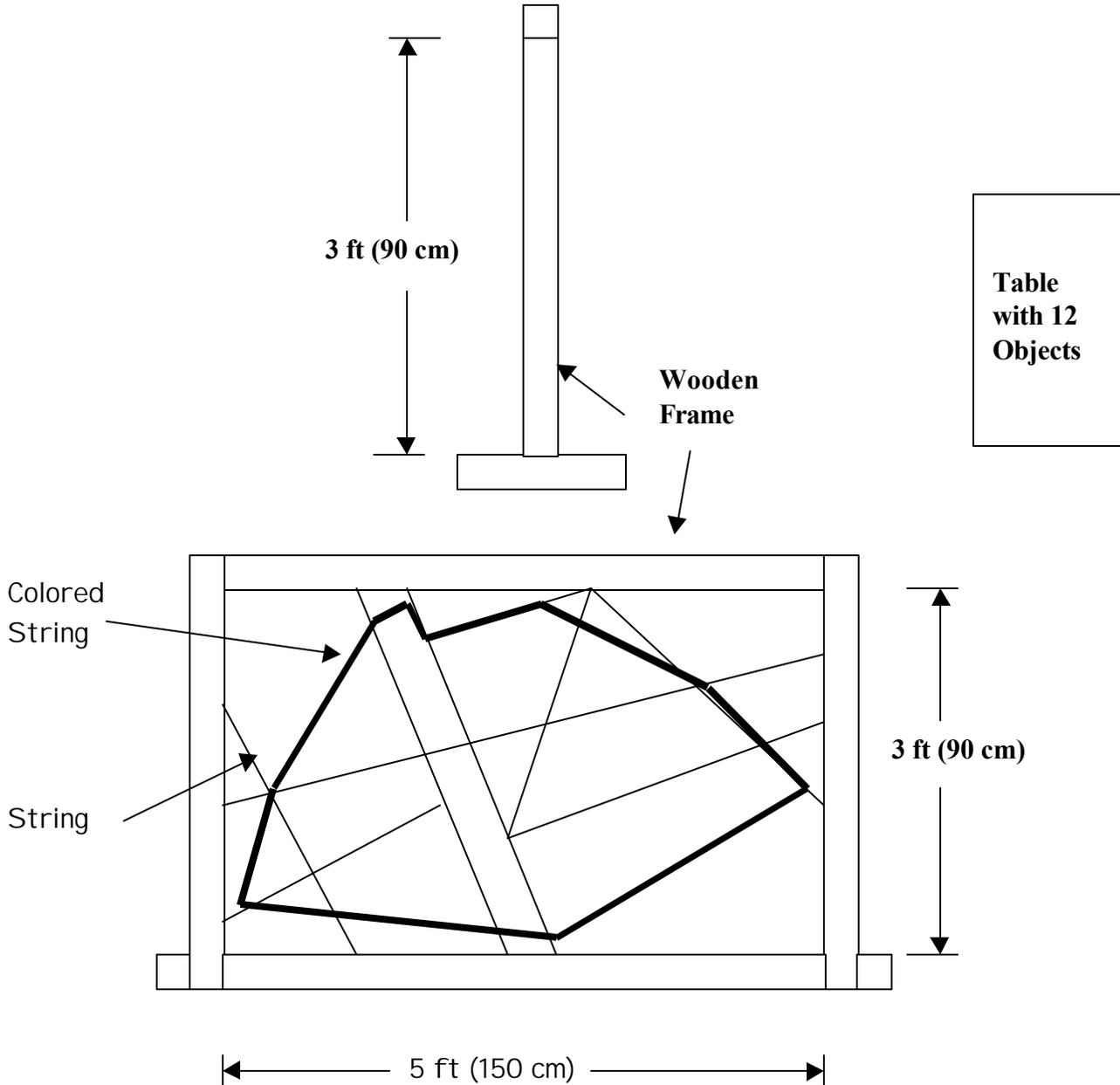
Scoring:

You will receive

- 5 points (60 points maximum) for each object successfully passed through the web.
- Up to 20 points for the creativity of your solution.
- Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of a wooden frame that contains a web made out of rope. Just inside the frame, is colored string that defines the web. There are at least 12 holes of varying sizes within the web. On one side of the room is a table with 12 objects.



2. A drawing of the “web” should be available for each Appraiser for each team to keep track of which holes the team has used.
3. If a team member accidentally touches the web or the wooden frame holding the web, or a team member talks during part 2, the team will lose a chance to use a hole of their choice. One of the team members should be asked to point to the hole they will not use.

Destination ImagiNation® WILL IT PASS?

Challenge: Your **TASK** is to pass objects through different parts of a web without touching the web and without talking.

Time: You will have up to 2 minutes to use your **IMAGINATION** to discuss strategy and up to 4 minutes to pass objects through a web for score.

Set-up: In the middle of the room is a wooden frame that contains a web. There is a colored piece of rope that goes around the outside of the web. Inside the colored rope, there are holes in the web that you can pass objects through. On one side of the web, there is a table with 12 objects on it.

Procedure:

- Part One (2 minutes): Discuss strategy and practice. However, the web may NOT be altered and all objects must be returned to the table at the end of Part 1.

- Part Two (4 minutes): Pass objects through the web one at a time without touching the web and without talking. Each object may only be passed through the web once and each hole in the web may only be used once. If the web is touched as an object is being passed through the web, no score will be given for that object and that hole may not be used again. If a team member accidentally touches the web or the wooden frame holding the web, or a team member talks during part 2, the team will lose a chance to use a hole of their choice.

Materials to Pass Through The Web:

(may NOT be damaged)

| | | | |
|--------------|---------------------|------------|-------------|
| Hula Hoop | Garbage Can Lid | Yardstick | Towel |
| Wooden Spoon | Plastic Wastebasket | Frisbee | Garden Hose |
| Wooden Stool | Broom | Basketball | Boot |

Scoring:

You will receive

- A. 5 points (60 points maximum) for each object successfully passed through the web.
- B. Up to 20 points for the creativity of your solution.
- C. Up to 20 points for how well your team works together.

