

Instant Challenge on CD VI

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 6
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Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
A B C' S

Challenge: Create a skit that helps students learn the letters H, M, S, and T and give a **PERFORMANCE** in which you present your skit to the Appraisers.

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

The Scene: Your team has been asked to create a skit to help young students recognize how the letters H, M, S and T look and sound. The letters should be shown in the skit in creative ways to help the students learn both their sounds and how they look. The team should use some imaginary props as part of the skit.

Materials: 1 Piece of Posterboard

A sheet of paper and a pencil will be available for your team to use as you prepare your **PERFORMANCE**. However, these items may not be used in your skit.

Scoring: You will receive up to

- A. 10 points (40 points maximum) for how creatively you show how each letter sounds and looks.
- B. 20 points for how creatively you use imaginary props.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

TEAM COPY

Destination ImagiNation® A B C' S

Challenge: Create a skit that helps students learn the letters H, M, S, and T and give a **PERFORMANCE** in which you present your skit to the Appraisers.

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

The Scene:

- Your team has been asked to create a skit to help young students recognize how the letters H, M, S and T look and sound.
- The letters should be shown in the skit in creative ways to help the students learn both their sounds and how they look.
- The team should use some imaginary props as part of the skit.

Materials: 1 Piece of Posterboard

A sheet of paper and a pencil will be available for your team to use as you prepare your **PERFORMANCE**. However, these items may not be used in your skit.

Scoring: You will receive up to

- 10 points (40 points maximum) for how creatively you show how each letter sounds and looks.
- 20 points for how creatively you use imaginary props.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

LETTERS:

H

M

S

T

Destination ImagiNation®
Instant Challenge
Advanced Level
BRAINY IDEAS

Challenge: Pretend that all your team members are brain cells and present a humorous **PERFORMANCE** in which you use imaginary props to show how the brain you are in actually stores input from one of the 5 senses. However, in your **PERFORMANCE**, the brain will get mixed up when it tries to remember what it sensed!

For the purpose of this Challenge, the 5 senses are seeing, hearing, touching, tasting and smelling.

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

The Scene: Here is your chance to show how “brainy” you really are! All your team members are to pretend to be brain cells. The body of the brain in which you are located encounters an event that stimulates one of the 5 senses. In your humorous **PERFORMANCE**, you are to use imaginary props to show the Appraisers how brain cells actually store the input from this sense. After you have shown the Appraisers how this memory is stored, you are to pretend that your brain tries to remember the event and the sense that it stored during the event. However, in your **PERFORMANCE**, the brain will get mixed up when it tries to remember what it sensed! Make sure that your **PERFORMANCE** has a beginning, a middle and an end.

Materials:

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

Scoring: You will receive

- A. 20 points if your **PERFORMANCE** has a beginning, a middle and an end.
- B. Up to 30 points for the creativity of how the brain cells store input from the sense.
- C. Up to 15 points for the creativity of your imaginative props.
- D. Up to 15 points for the humor of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

Destination ImagiNation®

BRAINY IDEAS

Challenge: Pretend that all your team members are brain cells and present a humorous **PERFORMANCE** in which you use imaginary props to show how the brain you are in actually stores input from one of the 5 senses. However, in your **PERFORMANCE**, the brain will get mixed up when it tries to remember what it sensed!

For the purpose of this Challenge, the 5 senses are seeing, hearing, touching, tasting and smelling.

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

The Scene: Here is your chance to show how “brainy” you really are!

- All your team members are to pretend to be brain cells.
- The body of the brain in which you are located encounters an event that stimulates one of the 5 senses.
- In your humorous **PERFORMANCE**, you are to use imaginary props to show the Appraisers how brain cells actually store the input from this sense.
- After you have shown the Appraisers how this memory is stored, you are to pretend that your brain tries to remember the event and the sense that it stored during the event.
- However, in your **PERFORMANCE**, the brain will get mixed up when it tries to remember what it sensed!
- Make sure that your **PERFORMANCE** has a beginning, a middle and an end.

Materials:

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

Scoring: You will receive

- A. 20 points if your **PERFORMANCE** has a beginning, a middle and an end.
- B. Up to 30 points for the creativity of how the brain cells store input from the sense.
- C. Up to 15 points for the creativity of your imaginative props.
- D. Up to 15 points for the humor of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
 Advanced Level
BREAKING POINT

Challenge: Your **TASK** is to build a free-standing structure that is as tall as possible and that when turned on its side and balanced on a brick, will support weights added to both ends.

Time: You will have up to 4 minutes to use your IMAGINATION to design and build your structure and to place it in a taped area, then up to 1 minute to balance the structure on a brick and finally up to 2 minutes to add weights to both ends.

Set-up: In the middle of the floor is a taped area in which to place your structure by the end of Part One. Next to the taped area is a brick that you must balance your structure on in Part Two. There is also a table with materials you may use to build your structure and 10 sets of weights.

Procedure:

•**Part One** (4 minutes): Using the materials on the table, build a free-standing structure that is as high as possible and place it in the taped area. **IN ORDER TO ADVANCE TO PART TWO, THE TEAM MUST HAVE A FREE-STANDING STRUCTURE WITHIN THE TAPED AREA BY THE END OF PART ONE.** You may test your structure on the brick in Part One if you wish. Your team will be warned when you have 1 minute remaining and when you have 30 seconds remaining. At the end of Part One, the Appraisers will measure the height of your structure.

•**Part Two** (1 minute): Move the structure to the brick and balance the structure on the brick so that part of the structure extends out over both sides of the brick. The structure may only touch the brick. Pieces of the structure may fall off during this move without penalty but you may not change the structure in any other way. At the end of Part Two, the Appraisers will measure how far your structure extends out over each side of the brick.

•**Part Three** (2 minutes): Add sets of weights to each end of the structure at the same time until a) the structure breaks, b) the weights or the structure touches the floor or one of the sides of the brick, c) 10 sets of weights have been added (5 on each end), d) a team member touches the structure or the weights on the structure or e) time ends.

Materials:

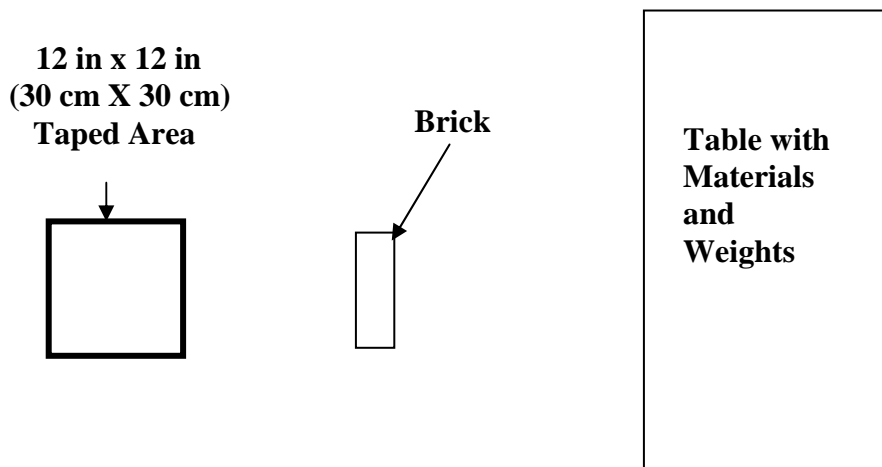
| | | | |
|-----------------------|------------------------|--------------------------------|-------------------------|
| 6 Straws | 4 Craft Sticks | 10 Pieces of Spaghetti | 10 Toothpicks |
| 1 Paper Plate | 1 Paper Cup | 12 in (30 cm) of String | 2 Mailing Labels |
| 2 Rubber Bands | 1 Piece of Foil | 1 Sheet of Paper | |

Scoring: You will receive

- A. 10 points if you have a free-standing structure within the taped square at the end of Part One.
- B. 1 point for each inch (2.5 cm) of height of your structure (30 points maximum)
- C. 20 points for the creativity of your structure.
- D. 1 point for each inch (2.5 cm) that your structure extends out over each side of the brick (20 points maximum)
- E. 1 point for each set of weights that your structure supports (10 points maximum)
- F. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The Set-up consists of table with materials. In the middle of the floor is a 12 in X 12 in (30 cm X 30 cm) taped area. Next to the taped area is a tall brick.



2. At the end of Part One, the height of the tower to the nearest full inch should be measured. At the end of Part Two, how far the structure extends out over each side of the brick should be measured.
3. Each set of weights consists of 2 6 in (15 cm) nails connected by a rubber band.
4. The brick needs to needs to at least 12 in (30 cm) in height.

Destination ImagiNation® **BREAKING POINT**

Challenge: Your **TASK** is to build a free-standing structure that is as tall as possible and that when turned on its side and balanced on a brick, will support weights added to both ends.

Time: You will have up to 4 minutes to use your **IMAGINATION** to design and build your structure and to place it in a taped area, then up to 1 minute to balance the structure on a brick and finally up to 2 minutes to add weights to both ends.

Set-up: In the middle of the floor is a taped area in which to place your structure by the end of Part One. Next to the taped area is a brick that you must balance your structure on in Part Two. There is also a table with materials you may use to build your structure and 10 sets of weights.

Procedure:

Part One (4 minutes):

- Using the materials on the table, build a free-standing structure that is as high as possible and place it in the taped area. **IN ORDER TO ADVANCE TO PART TWO, THE TEAM MUST HAVE A FREE-STANDING STRUCTURE WITHIN THE TAPED AREA BY THE END OF PART ONE.**
- You may test your structure on the brick in Part One if you wish.
- Your team will be warned when you have 1 minute remaining and when you have 30 seconds remaining.
- At the end of Part One, the Appraisers will measure the height of your structure.

Part Two (1 minute):

- Move the structure to the brick and balance the structure on the brick so that part of the structure extends out over both sides of the brick. The structure may only touch the brick.
- Pieces of the structure may fall off during this move without penalty but you may not change the structure in any other way.
- At the end of Part Two, the Appraisers will measure how far your structure extends out over each side of the brick.

Part Three (2 minutes):

- Add sets of weights to each end of the structure at the same time until
 - a) the structure breaks,
 - b) the weights or the structure touches the floor or one of the sides of the brick,
 - c) 10 sets of weights have been added (5 on each end),
 - d) a team member touches the structure or the weights on the structureor e) time ends.

Scoring: You will receive

- A. 10 points if you have a free-standing structure within the taped square at the end of Part One.
- B. 1 point for each inch (2.5 cm) of height of your structure (30 points maximum)
- C. 20 points for the creativity of your structure.
- D. 1 point for each inch (2.5 cm) that your structure extends out over each side of the brick (20 points maximum).
- E. 1 point for each set of weights that your structure supports (10 points maximum).
- F. Up to 20 points for how well your team works together.

BREAKING POINT

Materials:

(Tape to Table)

6 Straws

4 Craft Sticks

10 Pieces of Spaghetti

10 Toothpicks

1 Paper Plate

1 Paper Cup

12 in (30 cm) of String

2 Mailing Labels

2 Rubber Bands

1 Piece of Foil

1 Sheet of Paper

Destination ImagiNation?
Instant Challenge
Entry Level
BROADCAST

Challenge: Present a **PERFORMANCE** in the form of a broadcast that includes news, weather and sports and that uses 6 props in creative ways.

Time: You will have up to 3 minutes to use your **IMAGINATION** to plan your broadcast and up to 3 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: All of the workers at the local TV station have suddenly left town and your team has been asked to help out. The show must go on! The only clues that you have about what should be included in the show are 6 unusual props. You must create a broadcast that includes the news, weather and sports and that uses the 6 props in creative ways.

Materials that must be included in the broadcast:

1 Rubber Chicken 1 Can of Tuna Fish 1 Baby Bottle
1 Hula Hoop 1 Plastic Flower 1 Pair of High-heeled Shoes

None of the props may be altered. 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 if your **PERFORMANCE** includes the news, weather and sports.
- B. 10 points each (30 points maximum) for how creatively you present the news, weather, and sports.
- C. 5 points each (30 points maximum) for how creatively you use each of the props in your broadcast. .
- D. 20 points for how well your team works together.

Destination ImagiNation? BROADCAST

Challenge: Present a **PERFORMANCE** in the form of a broadcast that includes news, weather and sports and that uses 6 props in creative ways.

Time: You will have up to 3 minutes to use your **IMAGINATION** to plan your broadcast and up to 3 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- ? All of the workers at the local TV station have suddenly left town and your team has been asked to help out. The show must go on!
- ? The only clues that you have about what should be included in the show are 6 unusual props.
- ? You must create a broadcast that includes the news, weather and sports and that uses the 6 props in creative ways.

Scoring: You will receive up to

- A. 20 points if your **PERFORMANCE** includes the news, weather and sports.
- B. 10 points each (30 points maximum) for how creatively you present the news, weather, and sports.
- C. 5 points each (30 points maximum) for how creatively you use each of the props in your broadcast.
- D. 20 points for how well your team works together.

BROADCAST

**Materials that must be included in the
broadcast:**

(Tape to Table)

- 1 Rubber Chicken
- 1 Can of Tuna Fish
- 1 Baby Bottle
- 1 Hula Hoop
- 1 Plastic Flower
- 1 Pair of High-heeled Shoes

None of the props may be altered. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Destination ImagiNation®
Instant Challenge
Advanced Level
BROADCAST

Challenge: Present a **PERFORMANCE** in the form of a broadcast that includes 3 different segments and that uses 6 props in creative ways.

For the purpose of this Challenge, a “segment” might be a sports story.

Time: You will have up to 3 minutes to use your **IMAGINATION** to plan your broadcast and up to 3 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: All of the workers at the local TV station have suddenly left town and your team has been asked to help out. The show must go on! The only clues that you have about what should be included in the show are 6 unusual props. You must create a broadcast that includes 3 different segments and that uses the 6 props in creative ways. Tell the Appraisers the 3 segments you have chosen before you begin your **PERFORMANCE**.

Materials that must be included in the broadcast:

| | | |
|------------------|--------------------|-----------------------------|
| 1 Rubber Chicken | 1 Can of Tuna Fish | 1 Baby Bottle |
| 1 Hula Hoop | 1 Plastic Flower | 1 Pair of High-heeled Shoes |

None of the props may be altered. 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

- 20 points if your **PERFORMANCE** includes the 3 segments you have chosen.
- 10 points each (30 points maximum) for how creatively you present each of the 3 segments.
- 5 points each (30 points maximum) for how creatively you use each of the props in your broadcast. .
- 20 points for how well your team works together.

Destination ImagiNation® BROADCAST

Challenge: Present a **PERFORMANCE** in the form of a broadcast that includes 3 different segments and that uses 6 props in creative ways.

For the purpose of this Challenge, a “segment” might be a sports story.

Time: You will have up to 3 minutes to use your **IMAGINATION** to plan your broadcast and up to 3 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- All of the workers at the local TV station have suddenly left town and your team has been asked to help out. The show must go on!
- The only clues that you have about what should be included in the show are 6 unusual props.
- You must create a broadcast that includes 3 different segments and that uses the 6 props in creative ways.
- Tell the Appraisers the 3 segments you have chosen before you begin your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points if your **PERFORMANCE** includes the 3 segments you have chosen.
- B. 10 points each (30 points maximum) for how creatively you present each of the 3 segments.
- C. 5 points each (30 points maximum) for how creatively you use each of the props in your broadcast.
- D. 20 points for how well your team works together.

BROADCAST

**Materials that must be included in the
broadcast:**

(Tape to Table)

- 1 Rubber Chicken
- 1 Can of Tuna Fish
- 1 Baby Bottle
- 1 Hula Hoop
- 1 Plastic Flower
- 1 Pair of High-heeled Shoes

None of the props may be altered. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
CANDIDATE

Challenge: Create a funny skit in which 3 different animals campaign to become president of the zoo and then present your skit as a **PERFORMANCE** for the Appraisers.

Time: You will have up to 4 minutes to use your IMAGINATION to decide which animals will be included in the skit and practice, and up to 3 minutes to present your funny **PERFORMANCE** to the Appraisers.

The Scene: Three members of your team are canDIdates to become president of the zoo. The canDIdates must each tell why they are the best animal to become president. They must also make some Campaign Promises.

For the purpose of this Challenge, “Campaign Promises” are things the canDIdate says they will do if elected.

You should make your skit funny and include all members of your team who are participating in this *Instant Challenge*.

Materials: 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. 5 points (15 points maximum) if each CanDIdate tells why he or she is the best animal to become president and makes at least one Campaign Promise.
- B. 10 points (30 points maximum) for how creatively each CanDIdate is acted out.
- C. 15 points for how funny the **PERFORMANCE** is.
- D. 20 points for the creativity of the **PERFORMANCE**.
- E. 20 points for how well your team works together.

Destination ImagiNation®

CANDIDATE

Challenge: Create a funny skit in which 3 different animals campaign to become president of the zoo and then present your skit as a **PERFORMANCE** for the Appraisers.

Time: You will have up to 4 minutes to use your IMAGINATION to decide which animals will be included in the skit and practice, and up to 3 minutes to present your funny **PERFORMANCE** to the Appraisers.

The Scene:

- Three members of your team are canDIdates to become president of the zoo. The canDIdates must each tell why they are the best animal to become president. They must also make some Campaign Cromises.

For the purpose of this Challenge, “Campaign Promises” are things the canDIdate says they will do if elected.

- You should make your skit funny and include all members of your team who are participating in this *Instant Challenge*.

Materials: 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

- 5 points (15 points maximum) if each CanDIdate tells why he or she is the best animal to become president and makes at least one Campaign Promise.
- 10 points (30 points maximum) for how creatively each CanDIdate is acted out.
- 15 points for how funny the **PERFORMANCE** is.
- 20 points for the creativity of the **PERFORMANCE**.
- 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry Level
COLORING BOOK

Challenge: Your **TASK** is to make a Coloring Book and then to present a **PERFORMANCE** in which you show the Appraisers your book.

Time: You will have up to 5 minutes to use your **IMAGINATION** to make your book and up to 1 minute to show the Appraisers your book.

The Scene: Here's your chance to be creative! Your challenge is to make a coloring book. Each person on your team should make one page for the book. You should make your drawings big and leave lots of room for someone else to take crayons and add color to your pictures. Your team must think of a theme that ties your pictures together. For example, you could all draw animals. When you have completed the book, show the Appraisers your book.

Materials:

1 Sheet of Paper and 1 Black Marker for each Team Member

Scoring: You will receive up to

- A. 30 points for the creativity of your drawings,
- B. 20 points for the creativity of your Coloring Book's theme.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

TEAM COPY

Destination ImagiNation® COLORING BOOK

Challenge: Your **TASK** is to make a Coloring Book and then to present a **PERFORMANCE** in which you show the Appraisers your book.

Time: You will have up to 5 minutes to use your **IMAGINATION** to make your book and up to 1 minute to show the Appraisers your book.

The Scene:

- Here's your chance to be creative! Your challenge is to make a coloring book.
- Each person on your team should make one page for the book.
- You should make your drawings big and leave lots of room for someone else to take crayons and add color to your pictures.
- Your team must think of a theme that ties your pictures together. For example, you could all draw animals.
- When you have completed the book, show the Appraisers your book.

Materials:

1 Sheet of Paper and 1 Black Marker for each Team Member

Scoring: You will receive up to

- 30 points for the creativity of your drawings,
- 20 points for the creativity of your Coloring Book's theme.
- 30 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Entry Level Version
CROSSWORD PUZZLE

Challenge: Your **TASK** is to fill in a crossword puzzle with words that are related and then present a **PERFORMANCE** in which you show how the words you have chosen belong together.

Time: You will have up to 4 minutes to use your **IMAGINATION** to complete your **TASK** of filling in the crossword puzzle and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The writers of a new puzzle book for kids have come to your team for help. They need one more puzzle to finish the book. They have the outline for the puzzle, but they need everyday words to fill the puzzle in. In order to fit with the rest of the puzzles in the book, they would like for all of the words to be related in some way. You should give one copy of your completed puzzle to the Appraisers, before you begin your **PERFORMANCE**.

Materials: Your team will receive 2 blank outlines for the crossword puzzle. In addition, a piece of paper and a pencil will be available for your team to use as you prepare your **PERFORMANCE**.

Scoring: You will receive

- A. 3 points (30 points maximum) for each word that is put into the crossword puzzle.
- B. Up to 20 points for the creativity of how the words are related.
- C. Up to 30 points for the creativity of your **PERFORMANCE**
- D. Up to 20 points for how well your team works together.

For Appraisers Only:

1. This Challenge does not specify that the words have to be in English.
2. If the team is misspelling a word, an Appraiser should say, “You have misspelled the word _____.”
3. If the team is using a made-up word, an Appraiser should say, “You may only use everyday words.”

TEAM COPY

Destination ImagiNation® CROSSWORD PUZZLE

Challenge: Your **TASK** is to fill in a crossword puzzle with words that are related and then present a **PERFORMANCE** in which you show how the words you have chosen belong together.

Time: You will have up to 4 minutes to use your **IMAGINATION** to complete your **TASK** of filling in the crossword puzzle and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

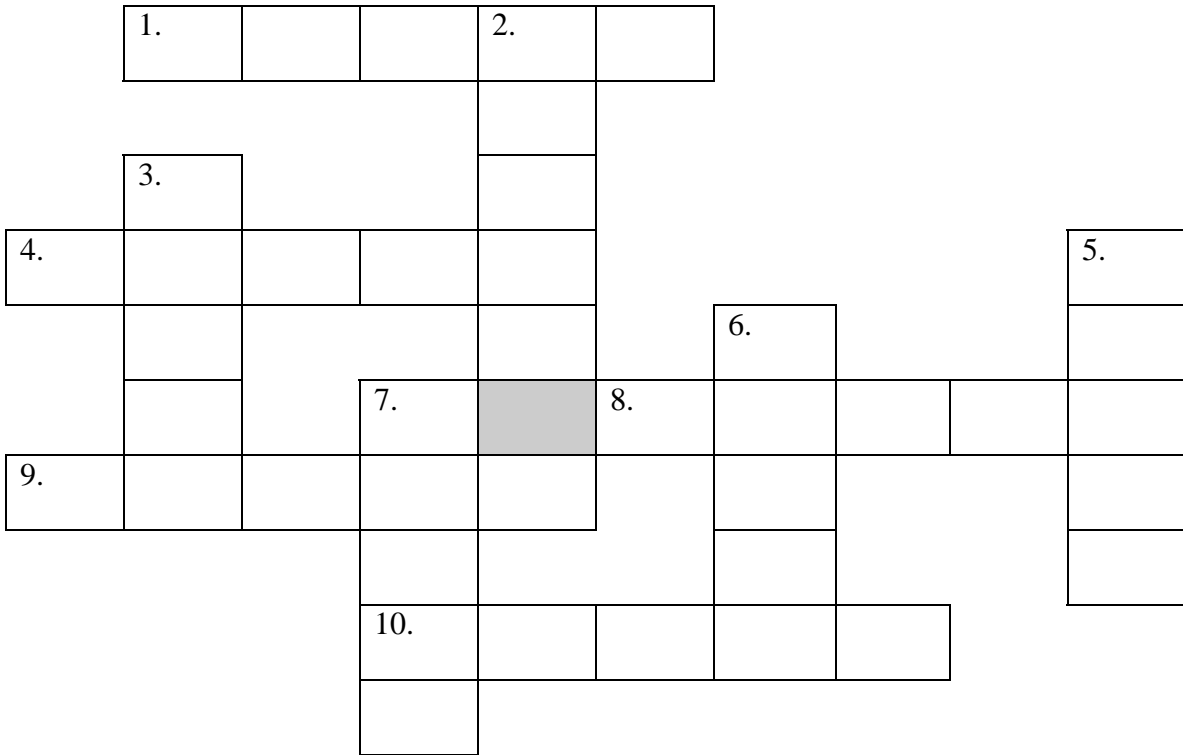
The Scene:

- The writers of a new puzzle book for kids have come to your team for help. They need one more puzzle to finish the book.
- They have the outline for the puzzle, but they need everyday words to fill the puzzle in.
- In order to fit with the rest of the puzzles in the book, they would like for all of the words to be related in some way.
- You should give one copy of your completed puzzle to the Appraisers, before you begin your **PERFORMANCE**.

Materials: Your team will receive 2 blank outlines for the crossword puzzle. In addition, a piece of paper and a pencil will be available for your team to use as you prepare your **PERFORMANCE**.

Scoring: You will receive

- A. 3 points (30 points maximum) for each word that is put into the crossword puzzle.
- B. Up to 20 points for the creativity of how the words are related.
- C. Up to 30 points for the creativity of your **PERFORMANCE**
- D. Up to 20 points for how well your team works together.



Destination ImagiNation®
Instant Challenge
Advanced Level Version

CROSSWORD PUZZLE

Challenge: Your **TASK** is to fill in a crossword puzzle with words and then present a **PERFORMANCE** in which use each of the words at least once.

Time: You will have up to 4 minutes to use your **IMAGINATION** to complete your **TASK** of filling in the crossword puzzle, up to 2 minutes to plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The writers of a new puzzle book for kids have come to your team for help. They need one more puzzle to finish the book. They have the outline for the puzzle, but they need the words to fill the puzzle in.

•**Part One** (4 minutes): Fill in the puzzle outline with 10 words. At the end of Part One, you should give a copy of the completed puzzle to the Appraisers.

•**Part Two** (2 minutes): Plan a **PERFORMANCE** in which you use each of the words in the puzzle at least once. Your **PERFORMANCE** should have a beginning, a middle and an end.

•**Part Three** (2 minutes): Present a **PERFORMANCE** to the Appraisers using the words you have put into the puzzle.

Materials: Your team will receive 2 blank outlines for the crossword puzzle. You may use one copy of the crossword puzzle in your **PERFORMANCE**. In addition, a piece of paper and a pencil will be available for your team to use as you prepare your **PERFORMANCE**.

Scoring: You will receive

- A. 3 points (30 points maximum) for each word that is put into the crossword puzzle.
- B. 10 points if your **PERFORMANCE** has a beginning, a middle and an end.
- C. Up to 20 points for the creativity of your words.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

For Appraisers Only:

1. This Challenge does not specify that the words have to be in English.
2. If the team is misspelling a word, an Appraiser should say, “You have misspelled the word _____.”

TEAM COPY

Destination ImagiNation® CROSSWORD PUZZLE

Challenge: Your **TASK** is to fill in a crossword puzzle with words and then present a **PERFORMANCE** in which use each of the words at least once.

Time: You will have up to 4 minutes to use your **IMAGINATION** to complete your **TASK** of filling in the crossword puzzle, up to 2 minutes to plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: The writers of a new puzzle book for kids have come to your team for help. They need one more puzzle to finish the book. They have the outline for the puzzle, but they need the words to fill the puzzle in.

Part One (4 minutes):

- Fill in the puzzle outline with 10 words.

- At the end of Part One, you should give a copy of the completed puzzle to the Appraisers.

Part Two (2 minutes):

- Plan a **PERFORMANCE** in which you use each of the words in the puzzle at least once.

- Your **PERFORMANCE** should have a beginning, a middle and an end.

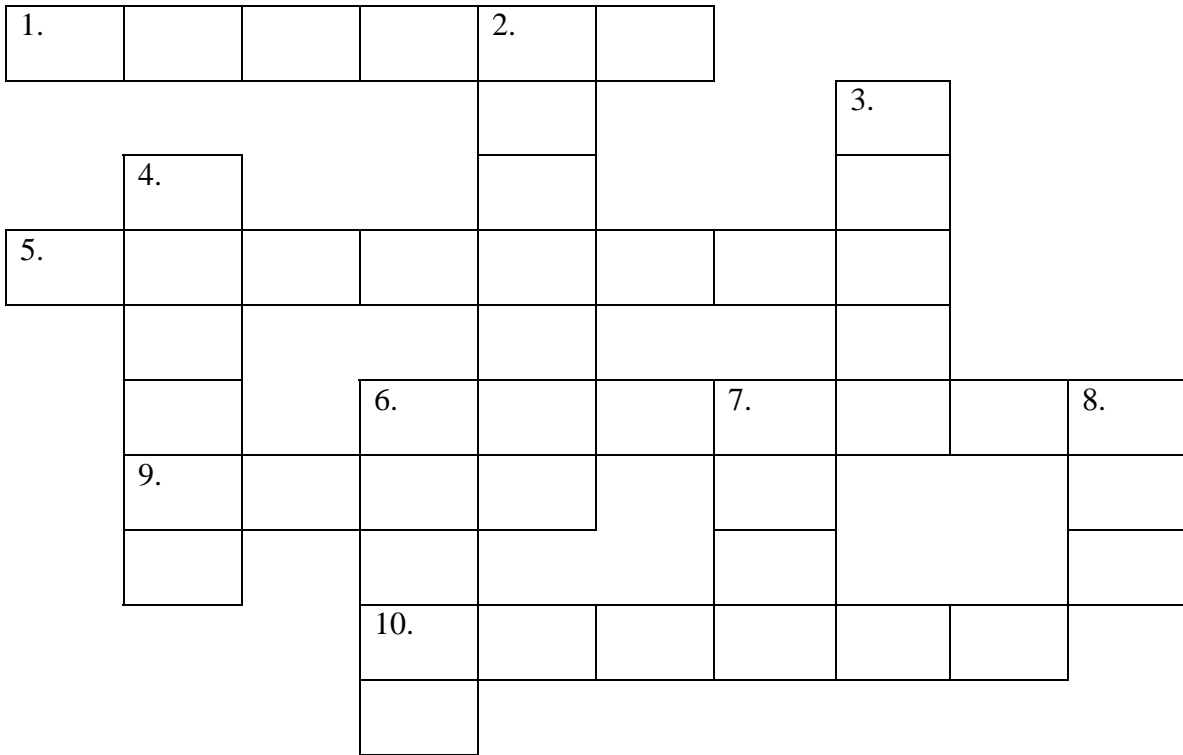
Part Three (2 minutes):

- Present a **PERFORMANCE** to the Appraisers using the words you have put into the puzzle.

Materials: Your team will receive 2 blank outlines for the crossword puzzle. You may use one copy of the crossword puzzle in your **PERFORMANCE**. In addition, a piece of paper and a pencil will be available for your team to use as you prepare your **PERFORMANCE**.

Scoring: You will receive

- A. 3 points (30 points maximum) for each word that is put into the crossword puzzle.
- B. 10 points if your **PERFORMANCE** has a beginning, a middle and an end.
- C. Up to 20 points for the creativity of your words.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.



Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

DISGUISE

Challenge: Your **TASK** is to make a Mask that will allow at least 3 team members to act out 4 different characters and then present a skit as a **PERFORMANCE** which includes these characters.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build a Mask and create your skit, and up to 2 minutes to present your skit as a **PERFORMANCE** to the Appraisers.

Scene: Your DI team agreed to provide some entertainment for a special meeting and you decided to perform a skit using Masks that you had made. Unfortunately, the Masks got lost on the way to the place where you were supposed to give your skit. However, the show must go on! Now your team only has enough time to make one Mask before it is time to do the skit. But the skit has at least four very different characters. You must quickly make a Mask that at least 3 team members may take turns using to act out 4 different characters. You should write down the names of the 4 characters on a piece of paper and give it to one of the Appraisers before you do your skit.

Materials which you may only use to make your Mask:

| | | | |
|---------------------------------|-----------------|-------------------------|------------------|
| 2 Pieces of Colored Paper | 2 Paper Plates | 4 Pieces of Licorice | 4 Mailing Labels |
| 24 in (60 cm) of Yarn | 1 Piece of Foil | 4 Sticky Notes | 8 Large Buttons |
| 1 Six in (15 cm) Cardboard Tube | | 36 in (90 cm) of String | |

The mailing labels may not be attached to the buttons. In addition, you will have a pair of scissors; however, the scissors may not be part of the mask. A piece of paper and a pencil will also be available for your team as you prepare your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for the creativity of the Mask.
- B. 10 points (40 points maximum) for the creativity of each of the 4 characters.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation®

DISGUISE

Challenge: Your **TASK** is to make a Mask that will allow at least 3 team members to act out 4 different characters and then present a skit as a **PERFORMANCE** which includes these characters.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build a Mask and create your skit, and up to 2 minutes to present your skit as a **PERFORMANCE** to the Appraisers.

Scene: Your DI team agreed to provide some entertainment for a special meeting and you decided to perform a skit using Masks that you had made. Unfortunately, the Masks got lost on the way to the place where you were supposed to give your skit. However, the show must go on! Now your team only has enough time to make one Mask before it is time to do the skit. But the skit has at least four very different characters.

- You must quickly make a Mask that at least 3 team members may take turns using to act out 4 different characters.
- You should write down the names of the 4 characters on a piece of paper and give it to one of the Appraisers before you do your skit.

Scoring: You will receive up to

- A. 20 points for the creativity of the Mask.
- B. 10 points (40 points maximum) for the creativity of each of the 4 characters.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

DISGUISE

Materials which you may only use to make your Mask:

(Tape to Table)

2 Pieces of Colored Paper

2 Paper Plates

4 Pieces of Licorice

4 Mailing Labels

24 inches (60 cm) of Yarn

1 Piece of Foil

4 Sticky Notes

8 Large Buttons

1 Cardboard Tube

36 in (90 cm) of String

The mailing labels may not be attached to the Buttons.

In addition, you will have a pair of scissors; however, the scissors may not be part of the mask. A piece of paper and a pencil will also be available for your team as you prepare your **PERFORMANCE**.

CHARACTERS IN SKIT:

1. _____

2. _____

3. _____

4. _____

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
FAST CHANGE

Challenge: Change one of your team members into a person that can move at very fast speeds and then present a **PERFORMANCE** in which you point out and demonstrate features of your team member that will allow this person to move so fast.

Time: You will have up to 4 minutes to use your IMAGINATION to change one of your team members and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: This is your chance to create a breakthrough in transportation! Using only the materials provided, you are to change one of your team members into a person that can move at very fast speeds. You will then present a **PERFORMANCE** to the Appraisers in which you point out the special features of your team member and show how your team member can move so fast. Be sure to add some Sound Effects during your demonstration to make your **PERFORMANCE** more exciting!

Materials:

| | | |
|-------------------------|------------------|-------------------------|
| 4 Sheets of Newspaper | 6 Mailing Labels | 1 Piece of Poster Board |
| 24 in (60 cm) of String | 2 Rubber Bands | 8 Colored Markers |
| 3 Pairs of Scissors | 1 Garbage Bag | 1 Paper Bag |

The markers and scissors may NOT be used in your **PERFORMANCE**.

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

Scoring: You will receive up to

- A. 40 points for the creativity of the special features of your team member..
- B. 10 points for the Sound Effects during your demonstration.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation® FAST CHANGE

Challenge: Change one of your team members into a person that can move at very fast speeds and then present a **PERFORMANCE** in which you point out and demonstrate features of your team member that will allow this person to move so fast.

Time: You will have up to 4 minutes to use your IMAGINATION to change one of your team members and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: This is your chance to create a breakthrough in transportation!

- Using only the materials provided, you are to change one of your team members into a person that can move at very fast speeds.
- You will then present a **PERFORMANCE** to the Appraisers in which you point out the special features of your team member and show how your team member can move so fast.
- Be sure to add some Sound Effects during your demonstration to make your **PERFORMANCE** more exciting!

Scoring: You will receive up to

- A. 40 points for the creativity of the special features of your team member.
- B. 10 points for the Sound Effects during your demonstration.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

FAST CHANGE

Materials :

(Tape to Table)

- 4 Sheets of Newspaper
- 6 Mailing Labels
- 1 Piece of Poster Board
- 24 in (60 cm) of String
- 2 Rubber Bands
- 8 Colored Markers
- 3 Pairs of Scissors
- 1 Garbage Bag
- 1 Paper Bag

The markers and scissors my NOT be used in your **PERFORMANCE**. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Destination ImagiNation®
Instant Challenge
Entry Level
FLOATING FREE

Challenge: Your **TASK** is to construct a floating Device that will hold weight.

Time: You will have up to 4 minutes to use your **IMAGINATION** to create your floating Device and up to 2 minutes to test the Device.

Set-up: There is a table with materials on it to construct your Device. In addition, there are golf balls on the table to use as weights. Next to the table is a tub of water for you to float your Device in.

Procedure:

•**Part One** (4 minutes): Use the materials to construct a Device that will float and hold golf balls. You may practice testing it during Part One and make changes as needed. You will be warned when you have 1 minute left and 30 seconds left in Part One. **IN ORDER TO PROCEED TO PART TWO, YOU MUST HAVE A DEVICE THAT IS FLOATING FREE IN THE TUB AT THE END OF PART ONE.**

•**Part Two** (2 minutes): Place golf balls one at a time in your Device until time runs out or the Device sinks. During this part of the Challenge, you may not touch the Device. **In addition, the Device may not touch the sides of the tub.**

If the device touches the sides of the tub in Part Two, time will end. The team may find ways of keeping the Device from touching the sides of the tub without touching it.

Materials:

| | | | |
|---------------|-----------------|---------------|---------------------|
| 2 Corks | 6 Straws | 1 Plastic Lid | 1 Large Craft Stick |
| 10 Toothpicks | 1 Piece of Foil | 1 Sponge | 2 Index Cards |

In addition, you will have 20 golf balls to use as weights.

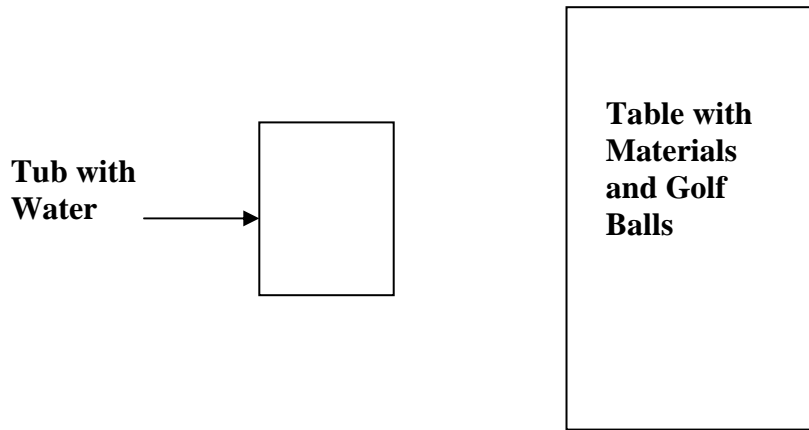
Scoring:

You will receive

- A. 10 points if you have a Device that floats at the end of Part One.
- B. 2 points for each golf ball that the floating Device holds in Part Two (40 points maximum)
- C. Up to 30 points for the creativity of your floating Device.
- 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 and 20 golf balls on it. In addition, there is a tub of water next to the table.



2. You will need to dry the golf balls between each team competition. In addition, several towels and a mop may be needed to keep the floor dry.

TEAM COPY

Destination ImagiNation® **FLOATING FREE**

Challenge: Your **TASK** is to construct a floating Device that will hold weight.

Time: You will have up to 4 minutes to use your IMAGINATION to create your floating Device and up to 2 minutes to test the Device.

Set-up: There is a table with materials on it to construct your Device. In addition, there are golf balls on the table to use as weights. Next to the table is a tub of water for you to float your Device in.

Procedure:

Part One (4 minutes):

- Use the materials to construct a Device that will float and hold golf balls.
- You may practice testing it during Part One and make changes as needed.
- You will be warned when you have 1 minute left and 30 seconds left in Part One.
- **IN ORDER TO PROCEED TO PART TWO, YOU MUST HAVE A DEVICE THAT IS FLOATING FREE IN THE TUB AT THE END OF PART ONE.**

Part Two (2 minutes):

- Place golf balls one at a time in your Device until time runs out or the Device sinks.
- During this part of the Challenge, you may not touch the Device.
- **In addition, the Device may not touch the sides of the tub. If the Device touches the sides of the tub in Part Two, time will end.**
- The team may find ways of keeping the Device from touching the sides of the tub without touching it.

Scoring:

You will receive

- A. 10 points if you have a Device that floats at the end of Part One.
- B. 2 points for each golf ball that the floating Device holds in Part Two (40 points maximum)
- C. Up to 30 points for the creativity of your floating Device.
- D. Up to 20 points for how well your team works together.

FLOATING FREE

Materials:

(Tape to Table)

2 Corks

6 Straws

1 Plastic Lid

1 Large Craft Stick

10 Toothpicks

1 Piece of Foil

1 Sponge

2 Index Cards

In addition, you will have 20 golf balls to use as weights.

Destination ImagiNation®
Instant Challenge
Advanced Level
FREEZE FRAMES

Challenge: Give a **PERFORMANCE** in which you present a skit using words given to you by the Appraisers despite numerous interruptions.

Time: You will have up to 4 minutes to use your **IMAGINATION** to plan your skit and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your Challenge is to present a skit using words given to you by the Appraisers despite numerous interruptions.

•**Part One** (4 minutes): Plan your skit about your team going to a special vacation spot. Your skit should have a beginning, a middle and an end, and should include all of your team members who are participating in the Challenge. At the end of Part One, an Appraiser will give each team member a card with a word that the team member must incorporate into the **PERFORMANCE**. Seven cards will be passed out. If a team has fewer than 7 team members participating in the Challenge, some team members may get 2 cards. Team members may not show their cards to each other.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During the **PERFORMANCE**, only one team member may speak at a time. Team members may use the word given to them for score only once. When a team member decides to use the word on his or her card for score, he or she must hold up the card and show it to the Appraisers as it is said. The **PERFORMANCE** will continue. Here is the fun part! **THREE** of the words are special. Three of the words are “**FREEZE**” words, and you will not know which ones they are. But the Appraisers will. When a team member uses any of the 3 words, an Appraiser will say, “**FREEZE.**” If that happens, time will stop and all team members should “**FREEZE**” in whatever position they are in. The Appraiser then will collect the old card and give the team member another word to incorporate into the skit. After exchanging cards, the Appraiser will say, “Continue,” time will restart, team members may move, and the skit will continue. So the Challenge not only is to use the words on the cards in the skit, but to continue the skit and have the skit make sense despite having numerous “**FREEZE FRAMES.**”

Materials:

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

Scoring: You will receive

- A. 10 points if the skit has a beginning, a middle and an end and if all team members participating in the Challenge are included in the skit.
- B. 10 points if all the words on the cards are used in your **PERFORMANCE**.
- C. 4 points (40 points maximum) for how creatively you incorporate each word into your **PERFORMANCE**.
- D. Up to 20 points for the continuity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

For Appraisers Only:

1. Each of the words should be on an index card.
2. A watch that counts down and can be stopped and started easily needs to be used in this challenge.
3. When the following words are used, an Appraiser should interrupt the team and exchange cards with the team member. It is suggested that three different Appraisers interrupt, each for a different word.

Word Team Member Uses

Liver
Trumpet
Tornado

New Word to Give Team Member

Cockroach
Ruby
Laundry

4. If more than one team member speaks at a time, the team should be told, "Only one team member may speak at a time."
5. The beginning, middle and end of the story do not necessarily have to be presented in that order.

Destination ImagiNation®

FREEZE FRAMES

Challenge: Give a **PERFORMANCE** in which you present a skit using words given to you by the Appraisers despite numerous interruptions.

Time: You will have up to 4 minutes to use your **IMAGINATION** to plan your skit and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your Challenge is to present a skit using words given to you by the Appraisers despite numerous interruptions.

Part One (4 minutes):

- Plan your skit about your team going to a special vacation spot.
- Your skit should have a beginning, a middle and an end, and should include all of your team members who are participating in the Challenge.
- At the end of Part One, an Appraiser will give each team member a card with a word that the team member must incorporate into the **PERFORMANCE**.
- Seven cards will be passed out. If a team has fewer than 7 team members participating in the Challenge, some team members may get 2 cards.
- Team members may not show their cards to each other.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During the **PERFORMANCE**, only one team member may speak at a time. Team members may use the word given to them for score only once.
- When a team member decides to use the word on his or her card for score, he or she must hold up the card and show it to the Appraisers as it is said. The **PERFORMANCE** will continue.
- Here is the fun part! **THREE** of the words are special. Three of the words are “**FREEZE**” words, and you will not know which ones they are. But the Appraisers will.
- When a team member uses any of the 3 words, an Appraiser will say, “**FREEZE.**” If that happens, time will stop and all team members should “**FREEZE**” in whatever position they are in. The Appraiser then will collect the old card and give the team member another word to incorporate into the skit.
- After exchanging cards, the Appraiser will say, “Continue,” time will restart, team members may move, and the skit will continue.
- So the Challenge not only is to use the words on the cards in the skit, but to continue the skit and have the skit make sense despite having numerous “**FREEZE FRAMES.**”

Materials:

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

Scoring: You will receive

- A. 10 points if the skit has a beginning, a middle and an end and if all team members participating in the Challenge are included in the skit.
- B. 10 points if all the words on the cards are used in your **PERFORMANCE**.
- C. 4 points (40 points maximum) for how creatively you incorporate each word into your **PERFORMANCE**.
- D. Up to 20 points for the continuity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

WORDS TO GIVE TO TEAM MEMBERS:

TORNADO

WHALE

TOOTHBRUSH

SURPRISING

LIVER

TRUMPET

SNEEZE

COCKROACH

RUBY

LAUNDRY

Destination ImagiNation®
Instant Challenge
Advanced Level
FRUGAL FUN

Challenge: Your **TASK** is to invent a new type of family entertainment that uses common materials and that teaches creativity and team work, and present a **PERFORMANCE** to the Appraisers in which you demonstrate your invention.

Time: You will have up to 5 minutes to use your **IMAGINATION** to invent your new type of entertainment and up to 3 minutes to present a **PERFORMANCE** in which you demonstrate your new invention.

The Scene: A local recreation center needs your help. The center has asked your team to invent a new type of family entertainment that can be used to teach creativity and teamwork. However, when inventing your entertainment, you may use only common materials that have been donated to the center. Here's your chance to invent some frugal fun!

Materials you may use to invent your entertainment:

| | | | |
|-------------------------|-------------|-----------|-------------------|
| 1 Piece of Poster Board | 1 Lunch Bag | 4 Marbles | 4 Rubber Bands |
| 24 in (60 cm) of String | 2 Feathers | 1 Balloon | 2 Mailing Labels |
| 2 Wooden Cubes | 1 Trash Bag | 2 Pencils | 2 Ping-Pong Balls |

The Ping-Pong Balls may not be damaged and the mailing labels may not be attached to the marbles, the wooden cubes or the Ping-Pong balls. Your team also will receive 2 pairs of scissors and 5 colored markers; however, these items may not be used in the **PERFORMANCE**. 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. 30 points for the creativity of the entertainment.
- B. 20 points for how creatively you use the materials.
- C. 30 points for the creativity of the **PERFORMANCE**.
- D. 20 points for how well your team works together.

For Appraisers Only:

1. The team has been asked to invent a new type of family entertainment. This does not have to be a new “game.”

TEAM COPY

Destination ImagiNation® FRUGAL FUN

Challenge: Your **TASK** is to invent a new type of family entertainment that uses common materials and that teaches creativity and team work, and present a **PERFORMANCE** to the Appraisers in which you demonstrate your invention.

Time: You will have up to 5 minutes to use your **IMAGINATION** to invent your new type of entertainment and up to 3 minutes to present a **PERFORMANCE** in which you demonstrate your new invention.

The Scene:

- A local recreation center needs your help.
- The center has asked your team to invent a new type of family entertainment that can be used to teach creativity and teamwork.
- However, when inventing your entertainment, you may use only common materials that have been donated to the center.
- Here's your chance to invent some frugal fun!

Scoring: You will receive up to

- 30 points for the creativity of the entertainment.
- 20 points for how creatively you use the materials.
- 30 points for the creativity of the **PERFORMANCE**.
- 20 points for how well your team works together.

FRUGAL FUN

Materials you may use to invent your entertainment:

(Tape to Table)

- 1 Piece of Poster Board
- 1 Lunch Bag
- 4 Marbles
- 4 Rubber Bands
- 24 in (60cm) of String
- 2 Feathers
- 1 Balloon
- 2 Mailing Labels
- 2 Wooden Cubes
- 1 Trash Bag
- 2 Pencils
- 2 Ping-Pong Balls

The Ping-Pong Balls may not be damaged and the mailing labels may not be attached to the marbles, the wooden cubes or the Ping-Pong balls. Your team also will receive 2 pairs of scissors and 5 colored markers; however, these items may not be used in the **PERFORMANCE**. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
GROUNDED

Challenge: Present a **PERFORMANCE** in which you entertain bored airplane passengers using the materials that are found on a flight attendant's serving cart.

Time: You will have up to 4 minutes to use your **IMAGINATION** to prepare your **PERFORMANCE** and up to 2 minutes to entertain the passengers.

The Scene: Your plane was about to take off when a thick fog came rolling in so now you are grounded. All the gates are full so you cannot get off the plane. The people sitting around you are starting to get bored so you decide to entertain them. Using only the materials that are on the flight attendant's serving cart, you are to come up with a plan to entertain the other passengers. Some of your team members may want to play the part of the other passengers.

•**Part One** (4 minutes): Prepare your entertainment.

•**Part Two** (2 minutes): Present your **PERFORMANCE** in which you entertain bored airplane passengers.

Materials you may use to entertain the other passengers:

1 Styrofoam Cup 1 Plastic Cup 1 Bottle of Water (may NOT be changed)

5 Coffee Stirrers 1 Bag of Pretzels 1 Can Opener (may NOT be changed)

1 Tea Bag 2 Napkins 1 Barf Bag

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

Scoring:

You will receive up to

- A. 40 points for the creativity of your **PERFORMANCE**.
- B. 40 points for how creatively you use the materials.
- C. 20 points for how well your team works together.

For Appraisers only:

1. If you can't find little bags of pretzels, buy the small snack size plastic bags and put about 10 small pretzels in each bag. The bag may be used as part of the solutions.
2. The tea bag may be opened. Have a dustpan and broom available for the tea leaves.
3. The "barf bag" may be a small paper lunch bag.
4. The Appraisers should not take part in the skit.

TEAM COPY

Destination ImagiNation® GROUNDED

Challenge: Present a **PERFORMANCE** in which you entertain bored airplane passengers using the materials that are found on a flight attendant's serving cart.

Time: You will have up to 4 minutes to use your **IMAGINATION** to prepare your **PERFORMANCE** and up to 2 minutes to entertain the passengers.

The Scene: Your plane was about to take off when a thick fog came rolling in so now you are grounded. All the gates are full so you cannot get off the plane. The people sitting around you are starting to get bored so you decide to entertain them. Using only the materials that are on the flight attendant's serving cart, you are to come up with a plan to entertain the other passengers. Some of your team members may want to play the part of the other passengers.

Part One (4 minutes):

- Prepare your entertainment.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers in which you entertain bored airplane passengers.

Scoring:

You will receive up to

- 40 points for the creativity of your **PERFORMANCE**.
- 40 points for how creatively you use the materials.
- 20 points for how well your team works together.

GROUNDDED

**Materials you may use to entertain the
other passengers:**

(Tape to Table)

- 1 Styrofoam Cup
- 1 Plastic Cup
- 1 Bottle of Water (may NOT be changed)
- 5 Coffee Stirrers
- 1 Bag of Pretzels
- 1 Can Opener (may NOT be changed)
- 1 Tea Bag
- 2 Napkins
- 1 Barf Bag

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

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
HALF SIZE

Challenge: Decide what our lives would be like if suddenly overnight we all became one-half the size we are now and then present a humorous **PERFORMANCE** using imaginary props in which you show the Appraisers what our new lives would be like.

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

The Scene: What if suddenly overnight we all became one-half the size we are now? What would our lives be like? Your challenge is to think about this possibility and prepare a humorous performance using at least 3 imaginary props in which you show the Appraisers what our new lives would be like. Remember that it is only the people who became one-half the size they are now. Everything else stays the same size. You must write down the names of the imaginary props and give the list to the Appraisers before you start your **PERFORMANCE**.

Materials:

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. 30 points for the creativity of your **PERFORMANCE**, including your ideas about how life would be different if we all became one-half sized.
- B. 10 points each (30 points maximum) for how creatively you use each of the imaginary props.
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Destination ImagiNation® HALF SIZE

Challenge: Decide what our lives would be like if suddenly overnight we all became one-half the size we are now and then present a humorous **PERFORMANCE** using imaginary props in which you show the Appraisers what our new lives would be like.

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

The Scene:

- What if suddenly overnight we all became one-half the size we are now? What would our lives be like?
- Your challenge is to think about this possibility and prepare a humorous performance using at least 3 imaginary props in which you show the Appraisers what our new lives would be like.
- Remember that it is only the people who became one-half the size they are now. Everything else stays the same size.
- You must write down the names of the imaginary props and give the list to the Appraisers before you start your **PERFORMANCE**.

Materials:

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 for the creativity of your **PERFORMANCE**, including your ideas about how life would be different if we all became one-half sized.
- 10 points each (30 points maximum) for how creatively you use each of the imaginary props.
- 20 points for the humor of your **PERFORMANCE**.
- 20 points for how well your team works together.

LIST OF IMAGINARY PROPS:

1. _____

2. _____

3. _____

Destination ImagiNation®
Instant Challenge
Entry Level Version
HEADLINES

Challenge: Create 2 newspaper Headlines and then present a **PERFORMANCE** in which you share the Headlines with the Appraisers and briefly tell about the story that goes with each Headline.

Time: You will have up to 4 minutes to use your IMAGINATION to create your Headlines and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: All of the workers at the local newspaper have gone on vacation and your team has been asked to help out at the last minute. What you find are 15 words or phrases on cards that were going to be used for Headlines in the next edition of the paper. However, you aren't actually sure which words go together and all the stories seem to be missing. But the paper must go to print! Your job is to make up 2 Headlines out of the 15 words or phrases that are on the cards and then create short stories that go along with the Headlines. Present your creative ideas to the Appraisers!

Materials:

15 Words or Phrases on Cards:

gorilla, boy, ice cream cone, house, school, cow, mouse, car key, librarian, moon, is larger than a, eats, runs over, chews up, discovers

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

Scoring: You will receive up to

- A. 10 points each (20 points maximum) for the creativity your Headlines.
- B. 20 points each (40 points maximum) for the creativity of your stories.
- C. 20 points for the creativity of your **PERFORMANCE**
- D. 20 points for how well your team works together.

TEAM COPY

Destination ImagiNation®

HEADLINES

Challenge: Create 2 newspaper Headlines and then present a **PERFORMANCE** in which you share the Headlines with the Appraisers and briefly tell about the story that goes with each Headline.

Time: You will have up to 4 minutes to use your **IMAGINATION** to create your Headlines and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- All of the workers at the local newspaper have gone on vacation and your team has been asked to help out at the last minute.
- What you find are 15 words or phrases on cards that were going to be used for Headlines in the next edition of the paper. However, you aren't actually sure which words go together and all the stories seem to be missing. But the paper must go to print!
- Your job is to make up 2 Headlines out of the 15 words or phrases that are on the cards and then create short stories that go along with the Headlines.
- Present your creative ideas to the Appraisers!

Materials:

15 Words or Phrases on Cards:

gorilla, boy, ice cream cone, house, school, cow, mouse, car key, librarian, moon, is larger than a, eats, runs over, chews up, discovers

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

- 10 points each (20 points maximum) for the creativity your Headlines.
- 20 points each (40 points maximum) for the creativity of your stories.
- 20 points for the creativity of your **PERFORMANCE**
- 20 points for how well your team works together.

WORDS AND PHRASES TO BE USED IN MAKING HEADLINES:

Gorilla

Boy

Ice Cream Cone

House

School

Cow

Mouse

Car Key

Librarian

Moon

Is Larger Than a

Eats

Runs Over

Chews Up

Discovers

Destination ImagiNation®
Instant Challenge
Advanced Level Version
HEADLINES

Challenge: Create 3 newspaper Headlines and then present a **PERFORMANCE** in which you share the Headlines with the Appraisers and briefly tell about the story that goes with each Headline.

Time: You will have up to 4 minutes to use your **IMAGINATION** to create your Headlines and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: All of the workers at the local newspaper have gone on vacation and your team has been asked to help out at the last minute. What you find are 21 words or phrases on cards that were going to be used for Headlines in the next edition of the paper. However, you aren't actually sure which words go together and all the stories seem to be missing. But the paper must go to print! Your job is to make up 3 Headlines out of the 21 words or phrases that are on the cards and then create short stories that go along with the Headlines. Present your creative ideas to the Appraisers!

Materials:

21 Words or Phrases on Cards : gorilla, boy, ice cream cone, house, school, car, mouse, car key, librarian, moon, onion, team manager, bus, math book, is larger than a, eats, runs over, chews up, discovers, loses, coughs up

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. 5 points each (15 points maximum) for the creativity your Headlines.
- B. 15 points each (45 points maximum) for the creativity of your stories.
- C. 20 points for the creativity of your **PERFORMANCE**
- D. 20 points for how well your team works together.

For Appraisers Only:

1. If the team misreads or changes a word or phrase on a card, they should be told, “You must use the words or phrases on the cards to make your headlines.”

TEAM COPY

Destination ImagiNation®

HEADLINES

Challenge: Create 3 newspaper Headlines and then present a **PERFORMANCE** in which you share the Headlines with the Appraisers and briefly tell about the story that goes with each Headline.

Time: You will have up to 4 minutes to use your **IMAGINATION** to create your Headlines and plan your **PERFORMANCE** and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- All of the workers at the local newspaper have gone on vacation and your team has been asked to help out at the last minute.
- What you find are 21 words or phrases on cards that were going to be used for Headlines in the next edition of the paper. However, you aren't actually sure which words go together and all the stories seem to be missing. But the paper must go to print!
- Your job is to make up 3 Headlines out of the 21 words or phrases that are on the cards and then create short stories that go along with the Headlines.
- Present your creative ideas to the Appraisers!

Materials:

21 Words or Phrases on Cards : gorilla, boy, ice cream cone, house, school, car, mouse, car key, librarian, moon, onion, team manager, bus, math book, is larger than a, eats, runs over, chews up, discovers, loses, coughs up

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. 5 points each (15 points maximum) for the creativity your Headlines.
- B. 15 points each (45 points maximum) for the creativity of your stories.
- C. 20 points for the creativity of your **PERFORMANCE**
- D. 20 points for how well your team works together.

WORDS AND PHRASES TO BE USED IN MAKING HEADLINES:

Gorilla

Boy

Ice Cream Cone

House

School

Cow

Mouse

Car Key

Librarian

Moon

Onion

Team Manager

Bus

Math Book

Is Larger Than a

Eats

Runs Over

Chews Up

Discovers

Loses

Coughs Up

Destination ImagiNation®
Instant Challenge
Entry Level
HOLIDAY HURRAH

Challenge: Your **TASK** is to create and name a new Holiday that is dedicated to someone or something and to make a “stained glass window” in honor of the Holiday, and then to present a **PERFORMANCE** in which you depict your new Holiday and show the Appraisers your “stained glass window.”

Time: You will have up to 6 minutes to use your **IMAGINATION** to create your new Holiday, to name the new Holiday, to make a “stained glass window” and to decide how you are going to present your **PERFORMANCE** to the Appraisers. You will have up to 2 minutes to present your **PERFORMANCE** in which you depict your new Holiday and show the Appraisers your “stained glass window.”

The Scene: Because your team is so fantastic, the DI Holiday Planning Commission wants you to create a new Holiday that is dedicated to someone or something. You also need to name the new Holiday and make a “stained glass window” in honor of the new Holiday. You will then have a chance to present a **PERFORMANCE** in which you depict your new Holiday and show the Appraisers your “stained glass window.”

Here’s a chance for you to get on the calendar!

Materials you may use to make your “stained glass window”:

| | | |
|----------------|-----------------------------------|------------------------|
| 1 Empty Frame | 5 Sheets of Colored Clear Plastic | 1 Roll of Masking Tape |
| 2 Marking Pens | 1 Large Sheet of Paper | 3 Pairs of Scissors |

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. 20 points for the creativity of your Holiday.
- B. 20 points for the creativity of the Holiday’s name.
- C. 20 points for the creativity of your “stained glass window.”
- D. 20 points for the creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

For Appraisers Only:

1. The team does not need to use the frame in making their window.
2. The frame should be at least 1½ ft X 1½ ft (45 cm X 45 cm) in size.

Destination ImagiNation® HOLIDAY HURRAH

Challenge: Your **TASK** is to create and name a new Holiday that is dedicated to someone or something and to make a “stained glass window” in honor of the Holiday, and then to present a **PERFORMANCE** in which you depict your new Holiday and show the Appraisers your “stained glass window.”

Time: You will have up to 6 minutes to use your **IMAGINATION** to create your new Holiday, to name the new Holiday, to make a “stained glass window” and to decide how you are going to present your **PERFORMANCE** to the Appraisers. You will have up to 2 minutes to present your **PERFORMANCE** in which you depict your new Holiday and show the Appraisers your “stained glass window.”

The Scene:

- Because your team is so fantastic, the DI Holiday Planning Commission wants you to create a new Holiday that is dedicated to someone or something.
- You also need to name the new Holiday and make a “stained glass window” in honor of the new Holiday.
- You will then have a chance to present a **PERFORMANCE** in which you depict your new Holiday and show the Appraisers your “stained glass window.”
- Here’s a chance for you to get on the calendar!

Materials you may use to make your “stained glass window”:

| | | |
|----------------|-----------------------------------|------------------------|
| 1 Empty Frame | 5 Sheets of Colored Clear Plastic | 1 Roll of Masking Tape |
| 2 Marking Pens | 1 Large Sheet of Paper | 3 Pairs of Scissors |

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

- 20 points for the creativity of your Holiday.
- 20 points for the creativity of the Holiday’s name.
- 20 points for the creativity of your “stained glass window.”
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

HOLIDAY HURRAH

Materials:

(Tape to Table)

- 1 Empty Frame
- 5 Sheets of Colored Clear Plastic
- 1 Roll of Masking Tape
- 2 Marking Pens
- 1 Large Sheet of Paper
- 3 Pairs of Scissors

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

Destination ImagiNation®
Instant Challenge
Entry Level
ON THE BALL

Challenge: Your **TASK** is to build a tower that is as high as possible that rests on a ball.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build your tower.

Set-up: In the center of the room is a ball. On one side of the room there is also a table with materials.

Procedure: Using the materials on the table, build a tower that is as high as possible that rests on top of the ball. The ball may **NOT** be moved. Your tower may **NOT** be attached to the ball. The materials may only touch each other or the ball. You will be warned when you have one minute remaining and when you have 30 seconds remaining. You may stop time at any point and be scored. **In order to receive score, your tower must be in place on top of the ball when time ends.** The height of your tower above the top of the ball will be measured 5 seconds after time has ended.

Materials:

4 Paper Clips
8 Straws

2 Pencils
2 Index Cards

1 Piece of Foil
1 Styrofoam Cup

4 Rubber Bands
3 Coffee Stirrers

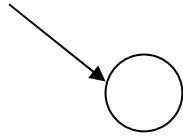
Scoring: You will receive

- A. 10 points if you have a tower on top of the ball when time ends.
- B. 1 point (50 points maximum) for each inch of height of your tower above the top of the ball.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

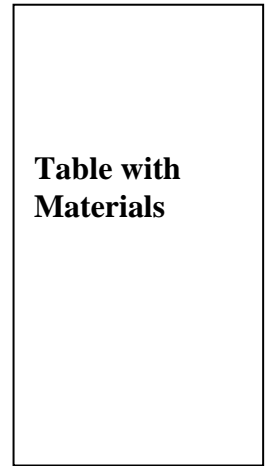
For Appraisers Only:

1. The set-up consists of ball in the center of the room and a table with materials on one side of the room. The ball should be placed in a heavy bowl so that it will be stationary.

**Ball Sitting in a
Heavy Bowl**



**Table with
Materials**



2. The ideal ball for this Challenge is a bowling ball. If a bowling ball is used, the holes in the ball should be on the bottom. In lieu of a bowling ball, a soccer ball or basketball also may be used.

Destination ImagiNation®
ON THE BALL

Challenge: Your **TASK** is to build a tower that is as high as possible that rests on a ball.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build your tower.

Set-up: In the center of the room is a ball. On one side of the room there is also a table with materials.

Procedure:

- Using the materials on the table, build a tower that is as high as possible that rests on top of the ball.
- The ball may **NOT** be moved.
- Your tower may **NOT** be attached to the ball.
- The materials may only touch each other or the ball.
- You will be warned when you have one minute remaining and when you have 30 seconds remaining.
- You may stop time at any point and be scored.
- **In order to receive score, your tower must be in place on top of the ball when time ends.**
- The height of your tower above the top of the ball will be measured 5 seconds after time has ended.

Scoring: You will receive

- A. 10 points if you have a tower on top of the ball when time ends.
- B. 1 point (50 points maximum) for each inch of height of your tower above the top of the ball.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

ON THE BALL

Materials:

(Tape to Table)

4 Paper Clips

2 Pencils

1 Piece of Foil

4 Rubber Bands

8 Straws

2 Index Cards

1 Styrofoam Cup

3 Coffee Stirrers

Destination ImagiNation®
Instant Challenge
Advanced Level
ON THE BALL

Challenge: Your **TASK** is to build a tower that rests on a ball and that holds a marshmallow as high above the ball as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to build your tower.

Set-up: In the center of the room is a ball. On one side of the room there is also a table with materials.

Procedure: Using the materials on the table, build a tower that rests on top of the ball and that holds a marshmallow as high above the ball as possible. The ball may NOT be moved. Your tower may NOT be attached to the ball. The materials may only touch each other or the ball. You will be warned when you have one minute remaining and when you have 30 seconds remaining. You may stop time at any point and be scored. **In order to receive score, your tower must be in place on top of the ball when time ends.** The height of the marshmallow above the top of the ball will be measured 5 seconds after time has ended.

Materials:

4 Paper Clips

2 Pencils

1 Piece of Foil

4 Rubber Bands

8 Straws

2 Index Cards

1 Styrofoam Cup

3 Coffee Stirrers

1 Small Marshmallow

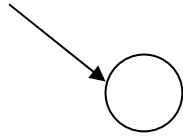
Scoring: You will receive

- A. 10 points if you have a tower on top of the ball when time ends.
- B. 1 point (50 points maximum) for each inch of height of the marshmallow above the top of the ball.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of ball in the center of the room and a table with materials on one side of the room. The ball should be placed in a heavy bowl so that it will be stationary.

**Ball Sitting in a
Heavy Bowl**



**Table with
Materials**

2. The ideal ball for this Challenge is a bowling ball. If a bowling ball is used, the holes in the ball should be on the bottom. In lieu of a bowling ball, a soccer ball or basketball also may be used.

Destination ImagiNation® ON THE BALL

Challenge: Your **TASK** is to build a tower that rests on a ball and that holds a marshmallow as high above the ball as possible.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build your tower.

Set-up: In the center of the room is a ball. On one side of the room there is also a table with materials.

Procedure:

- Using the materials on the table, build a tower that rests on top of the ball and that holds a marshmallow as high above the ball as possible.
- The ball may NOT be moved.
- Your tower may NOT be attached to the ball.
- The materials may only touch each other or the ball.
- You will be warned when you have one minute remaining and when you have 30 seconds remaining.
- You may stop time at any point and be scored.
- **In order to receive score, your tower must be in place on top of the ball when time ends.**
- The height of the marshmallow above the top of the ball will be measured 5 seconds after time has ended.

Scoring: You will receive

- A. 10 points if you have a tower on top of the ball when time ends.
- B. 1 point (50 points maximum) for each inch of height of the marshmallow above the top of the ball.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

ON THE BALL

Materials:

(Tape to Table)

4 Paper Clips

2 Pencils

1 Piece of Foil

4 Rubber Bands

8 Straws

2 Index Cards

1 Styrofoam Cup

3 Coffee Stirrers

1 Small Marshmallow

Destination ImagiNation®
Instant Challenge
Entry and Advanced Levels
OUTER SPACE SAMPLES

Challenge: To figure out the meaning of 5 Samples from outer space and present a **PERFORMANCE** in which you share your ideas with the Appraisers.

Time: You will have up to 4 minutes to use your **IMAGINATION** to figure out the meaning of the 5 Samples and prepare your **PERFORMANCE**, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Some very oddly shaped items have been discovered while exploring the outer universe. What could they represent? Are they harmful or not? Samples were collected and brought back to earth. Your team will be the first to untangle the mystery of the Outer Space Samples. In your **PERFORMANCE** you must identify each of the 5 Samples.

Materials:

You will be given 5 sealed bags of Samples taken from Outer Space. The bags must be kept closed.

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. 10 points each (50 points maximum) for the creativity of your identification of each of the Samples.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

For Appraisers Only:

1. The Samples should be 5 different types of pasta, cereal or rice, each in a separate bag. Each bag should have ½ cup of the item.

TEAM COPY

Destination ImagiNation®

OUTER SPACE SAMPLES

Challenge: To figure out the meaning of 5 Samples from outer space and present a **PERFORMANCE** in which you share your ideas with the Appraisers.

Time: You will have up to 4 minutes to use your IMAGINATION to figure out the meaning of the 5 Samples and prepare your **PERFORMANCE**, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- Some very oddly shaped items have been discovered while exploring the outer universe. What could they represent? Are they harmful or not? Samples were collected and brought back to earth. Your team will be the first to untangle the mystery of the Outer Space Samples.
- In your **PERFORMANCE** you must identify each of the 5 Samples.

Materials:

You will be given 5 sealed bags of Samples taken from Outer Space. The bags must be kept closed

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. 10 points each (50 points maximum) for the creativity of your identification of each of the Samples.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Destination ImagiNation®
Instant Challenge
Advanced Level
SHOPPING SPREE

Challenge: Your **TASK** is to develop a non-verbal communication system and then use this system to communicate the contents of a shopping list.

Time: You will have up to 5 minutes to use your IMAGINATION to develop a non-verbal communication system and practice communicating a shopping list, and up to 3 minutes to use this system to communicate the contents of a shopping list.

Set-up: On one side of the room behind a taped line, there are several shelves containing various numbers of different household and food items. On the other side of the room, behind a taped line, there is a table with materials that may be used to develop a non-verbal communication system. Your team will divide into 2 groups, signalers and shoppers, with each group remaining behind one of the lines.

Procedure:

•**Part One** (5 minutes): Using only the materials provided, you are to develop and practice using a non-verbal signaling system. The signalers will be given a practice shopping list of household and food items that must be communicated to the shoppers. The shopping list will tell the type and number of each item that the shoppers need to put in their shopping cart. During Part One, team members may talk to each other. At the end of Part One, the Appraisers will rearrange the household and food items on the shelves.

•**Part Two** (3 minutes): Communicate a new shopping list using your non-verbal signaling system. In order for an item to receive score, there must be the correct number of that item in the shopping cart at the end of Part Two. No team member may talk during Part Two. Once Part Two begins, the first signaler will start to communicate the shopping list to the 1st shopper and the signaling will continue using a different signaler and shopper until all items have been correctly communicated or time runs out. If the team chooses to “skip” an item, they may go back to it if time remains. Every signaler and shopper must each take at least one turn during Part Two.

Materials:

| | | | |
|----------------|----------------------------|---------------|------------------|
| 1 Sock | 1 Lunch Bag | 2 Straws | 2 Mailing Labels |
| 2 Rubber Bands | 12 in (30 cm) of Wax Paper | 1 Craft Stick | 1 Paper Plate |
| 1 Pencil | 12 in (30 cm) of Yarn | 1 Feather | |

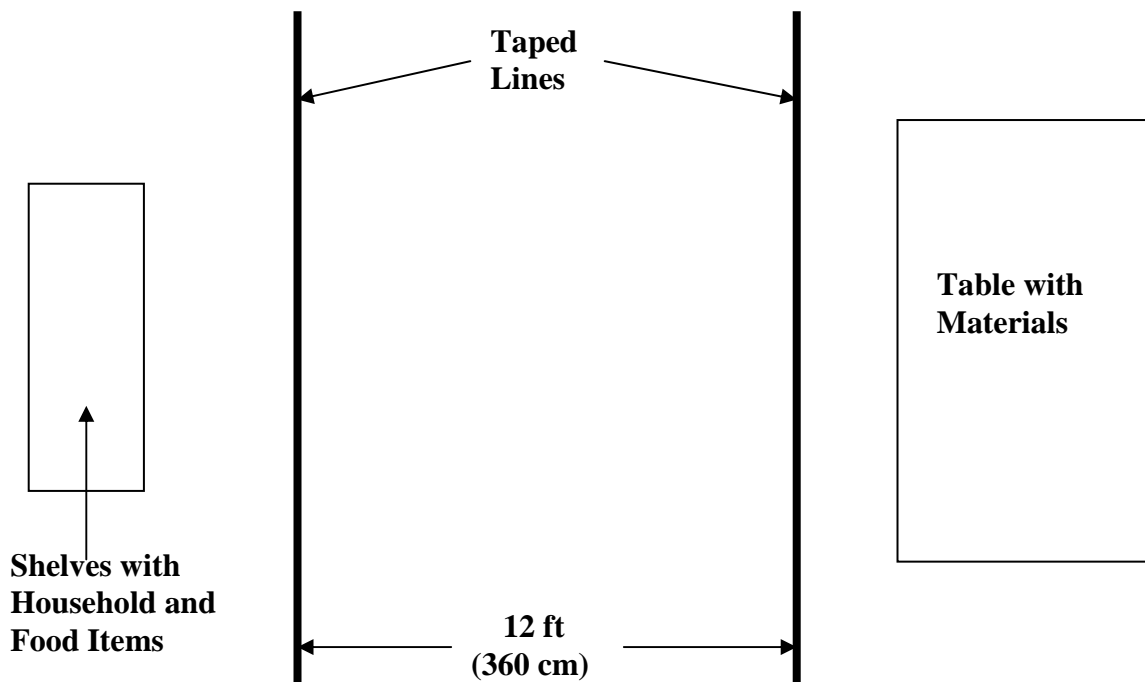
The sock may not be damaged.

Scoring: You will receive

- A. 5 points (75 points maximum) for each item correctly placed in the shopping cart.
- B. Up to 20 points for the creativity of your signaling system.
- C. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a set of shelves with household and food items behind a taped line. On the other side of the room, behind a 2nd taped line, is a table with materials.



2. If possible, a shopping cart should be placed next to the shelves.
3. At the end of Part Two, if a team does not have the correct number of a particular item in their shopping cart, no points are awarded for that item.
4. If a team member is visually impaired, the team member does not have to take a turn as a signaler or shopper.

Destination ImagiNation®

SHOPPING SPREE

Challenge: Your **TASK** is to develop a non-verbal communication system and then use this system to communicate the contents of a shopping list.

Time: You will have up to 5 minutes to use your IMAGINATION to develop a non-verbal communication system and practice communicating a shopping list, and up to 3 minutes to use this system to communicate the contents of a shopping list.

Set-up: On one side of the room behind a taped line, there are several shelves containing various numbers of different household and food items. On the other side of the room, behind a taped line, there is a table with materials that may be used to develop a non-verbal communication system. Your team will divide into 2 groups, signalers and shoppers, with each group remaining behind one of the lines.

Procedure:

Part One (5 minutes):

- Using only the materials provided, you are to develop and practice using a non-verbal signaling system.
- The signalers will be given a practice shopping list of household and food items that must be communicated to the shoppers. The shopping list will tell the type and number of each item that the shoppers need to put in their shopping cart.
- During Part One, team members may talk to each other.
- At the end of Part One, the Appraisers will rearrange the household and food **items on the shelves**.

Part Two (3 minutes):

- Communicate a new shopping list using your non-verbal signaling system.
- In order for an item to receive score, there must be the correct number of that item in the shopping cart at the end of Part Two.
- No team member may talk during Part Two. Once Part Two begins, the first signaler will start to communicate the shopping list to the 1st shopper and the signaling will continue using a different signaler and shopper until all items have been correctly communicated or time runs out.
- If the team chooses to “skip” an item, they may go back to it if time remains.
- Every signaler and shopper must each take at least one turn during Part Two.

Scoring: You will receive

- A. 5 points (75 points maximum) for each item correctly placed in the shopping cart.
- B. Up to 20 points for the creativity of your signaling system.
- C. Up to 20 points for how well your team works together.

SHOPPING SPREE

Materials:

(Tape to Table)

1 Sock

1 Lunch Bag

2 Straws

2 Mailing Labels

2 Rubber Bands

12 in (30 cm) of Wax Paper

1 Craft Stick

1 Pencil

12 in (30 cm) of Yarn

1 Feather

1 Paper Plate

The sock may not be damaged.

PRACTICE SHELF ARRANGEMENT

| | | | | | | | | | | | |
|-----------|-----------|-----------|-----------|---------|---------|---------|---------|---------------|---------------|---------------|---------------|
| SOAP | SOAP | SOAP | SOAP | PEAS | PEAS | PEAS | PEAS | PEANUT BUTTER | PEANUT BUTTER | PEANUT BUTTER | PEANUT BUTTER |
| COFFEE | COFFEE | COFFEE | COFFEE | SOUP | SOUP | SOUP | SOUP | COTTON SWABS | COTTON SWABS | COTTON SWABS | COTTON SWABS |
| BEANS | BEANS | BEANS | BEANS | PICKELS | PICKELS | PICKELS | PICKELS | LIGHT BULBS | LIGHT BULBS | LIGHT BULBS | LIGHT BULBS |
| TUNA FISH | TUNA FISH | TUNA FISH | TUNA FISH | NAPKINS | NAPKINS | NAPKINS | NAPKINS | KETCH-UP | KETCH-UP | KETCH-UP | KETCH-UP |

PRACTICE SHOPPING LIST

- 3 Jars of Peanut Butter
- 1 Jar of Ketchup
- 4 Cans of Tuna Fish
- 1 Can of Soup
- 2 Bars of Soap
- 2 Boxes of Cotton Swabs
- 1 Package of Light Bulbs
- 1 Can of Peas

CHALLENGE SHELF ARRANGEMENT

| | | | | | | | | | | | |
|------------------|------------------|------------------|------------------|----------------------|----------------------|----------------------|----------------------|----------------|----------------|----------------|----------------|
| PICKELS | PICKELS | PICKELS | PICKELS | COT- TON SWABS | COT- TON SWABS | COT- TON SWABS | COT- TON SWABS | NAP- KINS | NAP- KINS | NAP- KINS | NAP- KINS |
| PEANUT BUTTER | PEANUT BUTTER | PEANUT BUTTER | PEANUT BUTTER | BEANS | BEANS | BEANS | BEANS | LIGHT BULBS | LIGHT BULBS | LIGHT BULBS | LIGHT BULBS |
| SOAP | SOAP | SOAP | SOAP | SOUP | SOUP | SOUP | SOUP | KETCH- UP | KETCH- UP | KETCH- UP | KETCH- UP |
| TUNA FISH | TUNA FISH | TUNA FISH | TUNA FISH | PEAS | PEAS | PEAS | PEAS | COFFEE | COFFEE | COFFEE | COFFEE |

CHALLENGE SHOPPING LIST

- 1 Jar of Coffee
- 4 Packages of Napkins
- 1 Bar of Soap
- 3 Cans of Beans
- 2 Jars of Pickles
- 1 Box of Cotton Swabs
- 2 Cans of Tuna Fish
- 1 Package of Light Bulbs

Destination ImagiNation®
Instant Challenge
Advanced Level
SPINNING TOWER

Challenge: Your **TASK** is to build a free-standing tower that is as high as possible and place it on a metal pan, and then to spin the pan as many times as possible without any part of the tower falling off the pan.

Time: You will have up to 6 minutes to use your **IMAGINATION** to discuss strategy and build your tower and then up to 30 seconds to spin your tower as many times as possible.

Set-up: At one end of the room there is a table with materials on it. In the center of the room is a pan that is attached to a bicycle wheel for you to place your tower on.

Procedure:

•**Part One** (6 minutes): Using the provided materials, build a free-standing structure that is as high as possible and place it on the pan. You may practice spinning the bicycle wheel in Part One. You will be warned when you have 1 minute remaining and when you have 30 seconds remaining. **IN ORDER TO PROCEED TO PART TWO, YOU MUST HAVE A FREE-STANDING TOWER ON THE PAN BY THE END OF PART ONE.** At that time, the Appraisers will measure the height of your tower above the pan.

•**Part Two** (30 seconds): Spin the tower as many times as possible without the tower coming apart or falling off the pan. During this part of the Challenge, no team member may purposefully touch the pan or the tower. In Part Two, if a team member purposefully touches the pan or tower, time will end. To spin the tower, you should move the bicycle wheel that the pan is attached to. If any part of the tower falls off of the pan, time will end.

Materials:

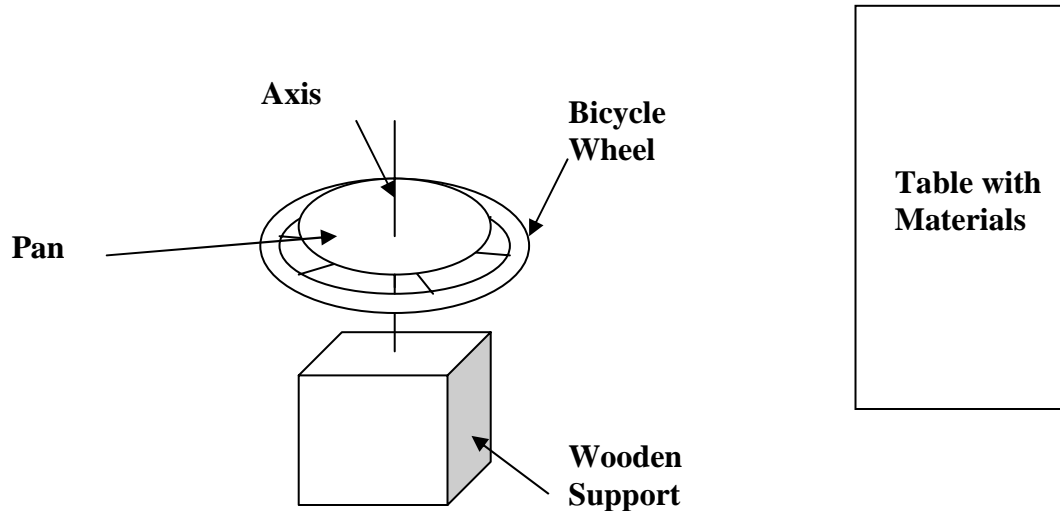
| | | | |
|----------------------|----------------------|--------------------------------|-------------------------|
| 6 Paper Clips | 4 Pencils | 1 Piece of Foil | 6 Rubber Bands |
| 8 Straws | 4 Index Cards | 12 in (30 cm) of String | 1 Styrofoam Ball |

Scoring: You will receive

- A. 2 points for each full inch (2.5 cm) of height in your tower (40 points maximum).
- B. 2 points for each full revolution of the tower in Part Two. (40 points maximum).
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of table with materials. In the center of the room is a bicycle wheel mounted parallel to the floor with a pan attached to the top of the wheel.



2. A piece of tape should be attached to the bicycle wheel and left in place for the entire competition. Before the beginning of Part Two, a 2nd piece of tape should be placed on the floor corresponding to the location of the 1st piece of tape. In this way, by using the 2 pieces of tape as reference points, it is easy to tell how many revolutions the tower has made in Part Two.
3. In Part Two, if a team member purposefully touches the pan or tower, time will end.

Destination ImagiNation®

SPINNING TOWER

Challenge: Your **TASK** is to build a free-standing tower that is as high as possible and place it on a metal pan, and then to spin the pan as many times as possible without any part of the tower falling off the pan.

Time: You will have up to 6 minutes to use your **IMAGINATION** to discuss strategy and build your tower and then up to 30 seconds to spin your tower as many times as possible.

Set-up: At one end of the room there is a table with materials on it. In the center of the room is a pan that is attached to a bicycle wheel for you to place your tower on.

Procedure:

Part One (6 minutes):

- Using the provided materials, build a free-standing structure that is as high as possible and place it on the pan.
- You may practice spinning the bicycle wheel in Part One.
- You will be warned when you have 1 minute remaining and when you have 30 seconds remaining.
- **IN ORDER TO PROCEED TO PART TWO, YOU MUST HAVE A FREE-STANDING TOWER ON THE PAN BY THE END OF PART ONE.**
- At that time, the Appraisers will measure the height of your tower above the pan.

Part Two (30 seconds):

- Spin the tower as many times as possible without the tower coming apart or falling off the pan.
- During this part of the Challenge, no team member may purposefully touch the pan or the tower.
- In Part Two, if a team member purposefully touches the pan or tower, time will end.
- To spin the tower, you should move the bicycle wheel that the pan is attached to.
- If any part of the tower falls off of the pan, time will end.

Scoring: You will receive

- A. 2 points for each full inch (2.5 cm) of height in your tower (40 points maximum).
- B. 2 points for each full revolution of the tower in Part Two. (40 points maximum).
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

SPINNING TOWER

Materials:

(Tape to Table)

6 Paper Clips

4 Pencils

1 Piece of Foil

6 Rubber Bands

8 Straws

4 Index Cards

12 in (30 cm) of String

1 Styrofoam Ball

Destination ImagiNation®
Instant Challenge
Entry Level Version

STRAWS, OLIVES AND PRETZELS

Challenge: Your **TASK** is to build one or more devices that will allow your team to retrieve straws, olives and pretzels.

Time: You will have up to 6 minutes to use your IMAGINATION to build your device or devices and retrieve straws, olives and pretzels for score.

Set-up: In the center of the room is a glass with 10 straws. On either side of the glass are bowls that either contain 10 pretzels or 10 olives. There is a taped area that surrounds the straws, olives and pretzels. On one side of the room there is also a table with materials.

Procedure:

Use the materials on the table to build one or more devices that will allow your team to retrieve straws, olives and pretzels **one at a time**. Items must be removed from the taped area in order to receive score. When retrieving items, no part of a team member's body may cross the taped line. If crossing over the taped line results in an item being retrieved, that item will not receive score.

Materials:

| | | | |
|---------------|---------------|-----------------|----------------------------|
| 4 Paper Clips | 2 Pencils | 1 Piece of Foil | 6 Rubber Bands |
| 8 Straws | 2 Index Cards | 1 Pair of Tongs | 4 Yardsticks (Metersticks) |

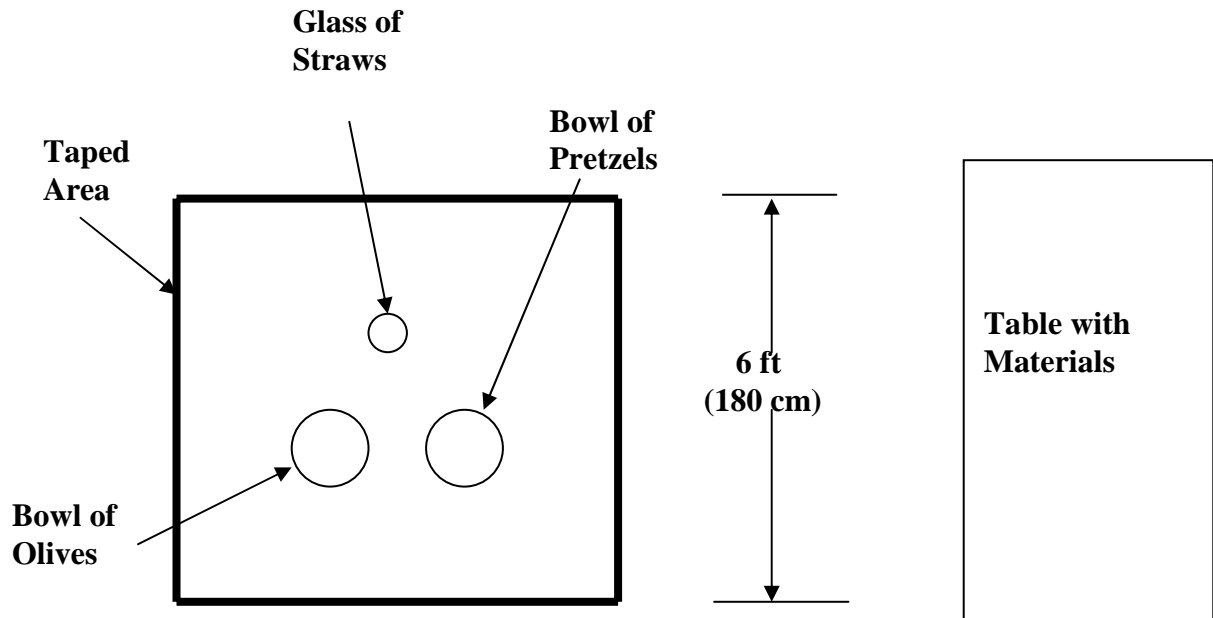
The yardsticks (metersticks) may not be damaged.

Scoring: You will receive

- 1 point each (10 points maximum) for each pretzel that is retrieved.
- 2 points each (20 points maximum) for each straw that is retrieved.
- 3 points each (30 points maximum) for each olive that is retrieved.
- Up to 20 points for the creativity of your device or devices.
- Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a table with materials on one side of the room. In the center of the room is a plastic glass taped to the floor. The glass contains 10 straws. On each side of the glass are bowls containing either 10 pretzels or 10 olives. The bowls are also taped to the floor. There is a taped square that surrounds the glass and bowls.



2. If any part of a team member's body crosses over the taped line when retrieving items, the team member should be warned. If crossing over the line results in an item being retrieved, that item should not receive score.
3. If two or more items are retrieved at the same time, the items should not receive score.
4. The bowls should be relatively shallow. In addition, the straws should extend at least 2 inches (5 cm) above the top of the glass. The Appraisers are encouraged to practice this Challenge prior to the first competing team entering the room to guarantee that the bowls and glass being used don't make the Challenge too hard.

TEAM COPY

Destination ImagiNation®
STRAWS, OLIVES AND PRETZELS

Challenge: Your **TASK** is to build one or more devices that will allow your team to retrieve straws, olives and pretzels.

Time: You will have up to 6 minutes to use your **IMAGINATION** to build your device or devices and retrieve straws, olives and pretzels for score.

Set-up: In the center of the room is a glass with 10 straws. On either side of the glass are bowls that either contain 10 pretzels or 10 olives. There is a taped area that surrounds the straws, olives and pretzels. On one side of the room there is also a table with materials.

Procedure:

- Use the materials on the table to build one or more devices that will allow your team to retrieve straws, olives and pretzels **one at a time**.
- Items must be removed from the taped area in order to receive score.
- When retrieving items, no part of a team member's body may cross the taped line. If crossing over the taped line results in an item being retrieved, that item will not receive score.

Scoring: You will receive

- A. 1 point each (10 points maximum) for each pretzel that is retrieved.
- B. 2 points each (20 points maximum) for each straw that is retrieved.
- C. 3 points each (30 points maximum) for each olive that is retrieved.
- D. Up to 20 points for the creativity of your device or devices.
- E. Up to 20 points for how well your team works together.

STRAWS, OLIVES AND PRETZELS

Materials:

(Tape to Table)

4 Paper Clips

2 Pencils

1 Piece of Foil

6 Rubber Bands

8 Straws

2 Index Cards

1 Pair of Tongs

4 Yardsticks (Metersticks)

The yardsticks (metersticks) may not be damaged.

Destination ImagiNation®
Instant Challenge
Advanced Level Version

STRAWS, OLIVES AND PRETZELS

Challenge: Your **TASK** is to build one or more devices that will allow your team to retrieve straws, olives and pretzels.

Time: You will have up to 2 minutes to use your **IMAGINATION** to discuss strategy and then up to 4 minutes to build your device or devices and retrieve straws, olives and pretzels for score.

Set-up: In the center of the room is a glass with 10 straws. On either side of the glass are bowls that either contain 10 pretzels or 10 olives. There is a taped area that surrounds the straws, olives and pretzels. On one side of the room there is also a table with materials.

Procedure:

- Part One** (2 minutes): Discuss strategy. During this time you may enter the taped area, but you may not touch anything within the taped area or on the table.
- Part Two** (4 minutes): Use the materials on the table to build one or more devices that will allow your team to retrieve straws, olives and pretzels **one at a time**. Items must be removed from the taped area in order to receive score. When retrieving items, no part of a team member's body may cross the taped line. If crossing over the taped line results in an item being retrieved, that item will not receive score.

Materials:

4 Paper Clips 2 Pencils 1 Piece of Foil 6 Rubber Bands
8 Straws 2 Index Cards 1 Pair of Tongs 4 Yardsticks (Metersticks)

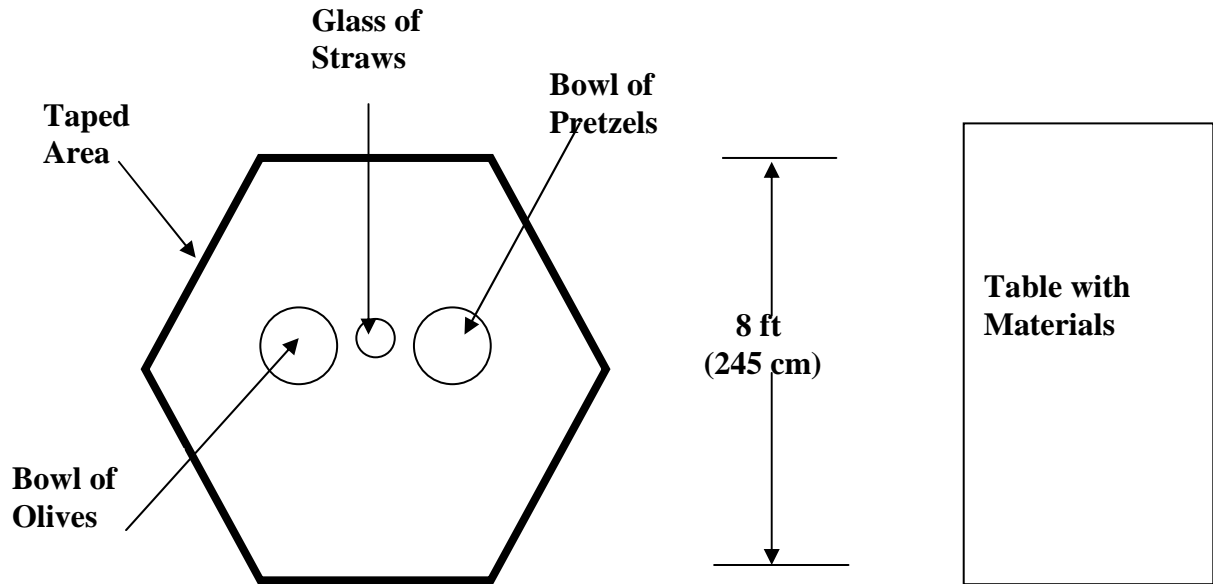
The yardsticks (metersticks) may not be damaged.

Scoring: You will receive

- A. 1 point each (10 points maximum) for each pretzel that is retrieved.
- B. 2 points each (20 points maximum) for each straw that is retrieved.
- C. 3 points each (30 points maximum) for each olive that is retrieved.
- D. Up to 20 points for the creativity of your device or devices.
- E. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of table with materials on one side of the room. In the center of the room is a plastic glass taped to the floor. The glass contains 10 straws. On each side of the glass are bowls containing either 10 pretzels or 10 olives. The bowls should also be taped to the floor. There is a taped hexagon that surrounds the glass and bowls.



2. If any part of a team member's body crosses over the taped line when retrieving items, the team member should be warned. If crossing over the line results in an item being retrieved, that item should not receive score.
3. If two or more items are retrieved at the same time, the items should not receive score.
4. The bowls should be relatively shallow. In addition, the straws should extend at least 2 inches (5 cm) above the top of the glass. The Appraisers are encouraged to practice this Challenge prior to the first competing team entering the room to guarantee that the bowls and glass being used don't make the Challenge too hard.

TEAM COPY

Destination ImagiNation®
STRAWS, OLIVES AND PRETZELS

Challenge: Your **TASK** is to build one or more devices that will allow your team to retrieve straws, olives and pretzels.

Time: You will have up to 2 minutes to use your **IMAGINATION** to discuss strategy and then up to 4 minutes to build your device or devices and retrieve straws, olives and pretzels for score.

Set-up: In the center of the room is a glass with 10 straws. On either side of the glass are bowls that either contain 10 pretzels or 10 olives. There is a taped area that surrounds the straws, olives and pretzels. On one side of the room there is also a table with materials.

Procedure:

Part One (2 minutes):

- Discuss strategy.

- During this time you may enter the taped area, but you may not touch anything within the taped area or on the table.

Part Two (4 minutes):

- Use the materials on the table to build one or more devices that will allow your team to retrieve straws, olives and pretzels **one at a time**.

- Items must be removed from the taped area in order to receive score.

- When retrieving items, no part of a team member's body may cross the taped line. If crossing over the taped line results in an item being retrieved, that item will not receive score.

Scoring: You will receive

- A. 1 point each (10 points maximum) for each pretzel that is retrieved.
- B. 2 points each (20 points maximum) for each straw that is retrieved.
- C. 3 points each (30 points maximum) for each olive that is retrieved.
- D. Up to 20 points for the creativity of your device or devices.
- E. Up to 20 points for how well your team works together.

STRAWS, OLIVES AND PRETZELS

Materials:

(Tape to Table)

4 Paper Clips

2 Pencils

1 Piece of Foil

6 Rubber Bands

8 Straws

2 Index Cards

1 Pair of Tongs

4 Yardsticks (Metersticks)

The yardsticks (metersticks) may not be damaged.

Destination ImagiNation®

Instant Challenge

Advanced Level

STRING ALONG DEFINITIONS

Challenge: Present a **PERFORMANCE** in which you communicate words by creating definitions one word at a time.

Time: You will have up to 3 minutes to use your **IMAGINATION** to practice, to develop strategy and to divide your team into 2 groups, and then up to 5 minutes to identify words.

The Scene: Your team is being challenged to communicate common words by creating definitions one word at a time.

•**Part One** (3 minutes): Practice and develop strategy. You should divide your team into 2 groups (group A and group B). Each group should go to opposite sides of the taped line and form a line facing their teammates in the other group. There should be at least 2 team members in each group, but the groups may differ in size. You may want to practice giving and guessing definitions during Part One.

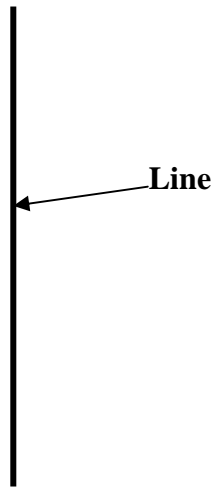
•**Part Two** (5 minutes): One of the groups of your choice will become group A and will be shown a word. Group A will need to give a definition of the word, with each team member sequentially giving one of the words. The definitions always need to begin with the words, “The” “Definition” “Is.” All the definitions must be complete sentences. When a definition is finished, the next team member in line will say, “Stop.” For example, if the word was “Mountain,” the team might say in order: THE/DEFINITION/IS/SOMETHING/THAT/HAS/SNOW/ON/ITS/SUMMIT/STOP. When a definition has been completed by the word, “Stop,” Group B may guess the word that has been defined. Group B may not start guessing until they hear the word “Stop.” They may guess as many times as they want. If Group B correctly guesses the word, an Appraiser will say, “Correct,” and time will stop. If Group B is unable to guess the word, they may say, “Pass,” and time will stop. Once time has stopped, an Appraiser will show a new word to Group B and the game will continue in this way until either 5 minutes have elapsed or 12 words have been identified. If a word has been passed over, the team may not return to that word again. When team members have been shown a word, they may not talk or communicate to each other or the other team members except to say their words as a sequential part of the definition. If the team gives a definition that is not a complete sentence or the team starts guessing before the word “Stop” has been said, an Appraiser will stop time and that word will not receive score.

Scoring: You will receive

- A. 5 points each (60 points maximum) for correctly identifying a word.
- B. Up to 20 points for the creativity of your definitions.
- C. Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of taped line in the middle of the room.



2. A watch that counts down and can be stopped and started easily needs to be used in this Challenge.
3. If a team only has 3 members, all of the definitions should be given by the 2 person group.
4. It suggested that when the Challenge is being read that the Appraisers demonstrate how to take turns giving different words: e.g.
THE/DEFINITION/IS/SOMETHING/THAT/HAS/SNOW/ON/ITS/SUMMIT/STOP.
5. In non-English speaking locales, other words to define may be substituted either in the primary language spoken at the Tournament or at the level of the English-language competency of the students in the Tournament.

Destination ImagiNation®

STRING ALONG DEFINITIONS

Challenge: Present a **PERFORMANCE** in which you communicate words by creating definitions one word at a time.

Time: You will have up to 3 minutes to use your **IMAGINATION** to practice, to develop strategy and to divide your team into 2 groups, and then up to 5 minutes to identify words.

The Scene: Your team is being challenged to communicate common words by creating definitions one word at a time.

Part One (3 minutes):

- Practice and develop strategy.
- Each group should go to opposite sides of the taped line and form a line facing their teammates in the other group.
- There should be at least 2 team members in each group, but the groups may differ in size.
- You may want to practice giving and guessing definitions during Part One.

Part Two (5 minutes):

- One of the groups of your choice will become group A and will be shown a word.
- Group A will need to give a definition of the word, with each team member sequentially giving one of the words.
- The definitions always need to begin with the words, “The” “Definition” “Is.” All the definitions must be complete sentences.
- When a definition is finished, the next team member in line will say, “Stop.”
- For example, if the word was “Mountain,” the team might say in order:
THE/DEFINITION/IS/SOMETHING/THAT/HAS/SNOW/ON/ITS/SUMMIT/STOP.
- When a definition has been completed by the word, “Stop,” Group B may guess the word that has been defined. Group B may not start guessing until they hear the word “Stop.” They may guess as many times as they want.
- If Group B correctly guesses the word, an Appraiser will say, “Correct,” and time will stop.
- If Group B is unable to guess the word, they may say, “Pass,” and time will stop.
- Once time has stopped, an Appraiser will show a new word to Group B and the game will continue in this way until either 5 minutes have elapsed or 12 words have been identified.
- If a word has been passed over, the team may not return to that word again.
- When team members have been shown a word, they may not talk or communicate to each other or the other team members except to say their words as a sequential part of the definition.
- If the team gives a definition that is not a complete sentence of the team starts guessing before the word “Stop” has been said, an Appraiser will stop time and that word will not receive score.

Scoring: You will receive

- A. 5 points each (60 points maximum) for correctly identifying a word.
- B. Up to 20 points for the creativity of your definitions.
- C. Up to 20 points for how well your team works together.

Words to be Identified:

1. television

2. politician

3. chopsticks

4. party

5. octopus

6. hubcap

7. barbecue

8. chemistry

9. Xray

10. volcano

11. rose

12. cheetah

Destination ImagiNation®

Instant Challenge

Advanced Level

THAR SHE BLOWS!

Challenge: Your **TASK** is to build a wind-powered container that will hold Ping-Pong balls and travel along a wire as far as possible.

Time: You will have up to 2 minutes to use your IMAGINATION to discuss strategy, up to 5 minutes to build your container, and up to 1 minute to move your container for score.

Set-up: At one end of the room there is a table with materials and 20 Ping-Pong balls on it. In the center of the room is a wire that is suspended about 2 feet (60 cm) above the floor with a pulley on it. At one end of the wire is a fan. The fan is attached to a power box that may be used to turn the fan on and off.

Procedure:

•**Part One** (2 minutes): Discuss strategy. During this part of the Challenge, you may not touch any of the materials.

•**Part Two** (5 minutes): Use the materials on the table to build a container that

1) is suspended from the pulley

2) holds as many Ping-Pong balls as possible

and 3) will travel along the wire powered by wind from the fan.

The container may only touch the pulley. The pulley may not be altered. You should add the Ping-Pong balls to the container in Part Two. Before turning on the fan, the pulley should be between the fan and the painted mark on the wire. You may test the container by turning on the fan during this part of the Challenge. You will be warned when you have 1 minute left and 30 seconds left in Part Two. **AT THE END OF PART TWO, YOU MUST HAVE A CONTAINER WITH PING PONG BALLS ATTACHED TO THE PULLEY ON THE WIRE IN ORDER TO PROCEED TO PART THREE.**

•**Part Three** (1 minute): Turn on the fan to see how far the container will travel. During this part of the Challenge, you may only touch the on/off switch of the power box and you may not propel the container in any other way than turning on the fan.

Materials:

6 Paper Clips

2 Pencils

1 Piece of Foil

6 Rubber Bands

4 Straws

4 Index Cards

12 in (30 cm) Piece of String

1 Piece of Newspaper

4 Mailing Labels

2 Clothespins

1 Styrofoam Cup

10 Toothpicks

In addition, your team will have 20 Ping-Pong balls to put into your container. The Ping-Pong balls may not be damaged.

Scoring: You will receive

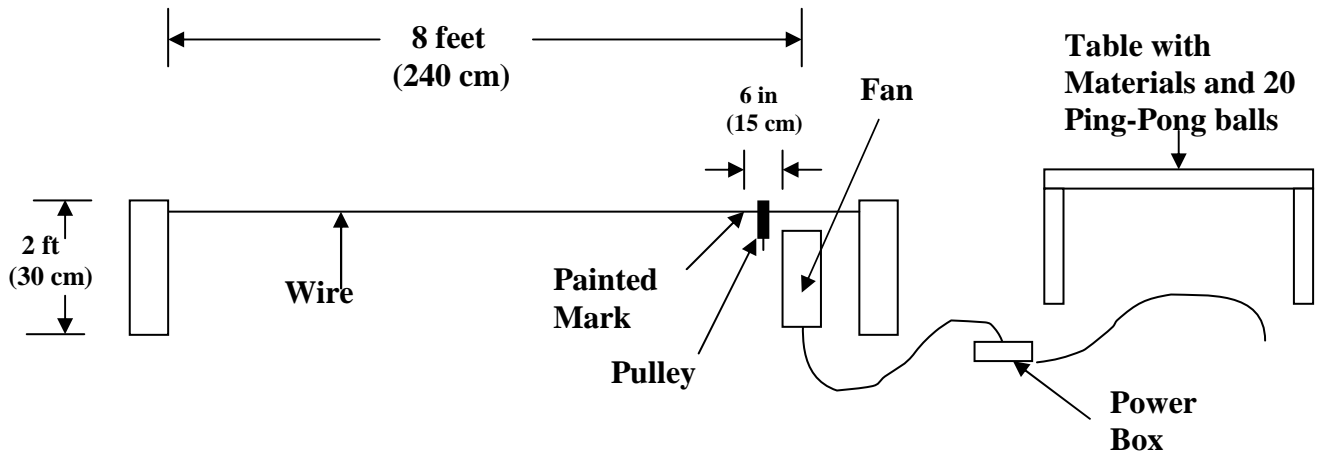
A. ½ point for each full foot (30 cm) that your container travels beyond the painted mark times the number of Ping-Pong balls transported. (80 points maximum)

B. Up to 20 points for the creativity of your container.

C. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of table with materials and 20 Ping-Pong Balls. In the center of the room is a wire that is suspended about 2 feet (60 cm) above the ground. Attached to the wire is a pulley. On one end of the wire is a large fan. The fan is attached to a power box. Six inches (15 cm) in front of the fan is a painted mark on the wire.



2. At the end of Part Two, if the team has a container on the pulley but the pulley is not between the fan and the painted mark, the pulley may be moved into the correct position before Part Three begins.
3. The piece of foil should be about 12 in X 12 in (30 cm X 30 cm).

Destination ImagiNation®

THAR SHE BLOWS!

Challenge: Your **TASK** is to build a wind-powered container that will hold Ping-Pong balls and travel along a wire as far as possible.

Time: You will have up to 2 minutes to use your **IMAGINATION** to discuss strategy, up to 5 minutes to build your container, and up to 1 minute to move your container for score.

Set-up: At one end of the room there is a table with materials and 20 Ping-Pong balls on it. In the center of the room is a wire that is suspended about 2 feet (60 cm) above the floor with a pulley on it. At one end of the wire is a fan. The fan is attached to a power box that may be used to turn the fan on and off.

Procedure:

Part One (2 minutes):

- Discuss strategy.
- During this part of the Challenge, you may not touch any of the materials.

Part Two (5 minutes):

- Use the materials on the table to build a container that
 - 1) is suspended from the pulley
 - 2) holds as many Ping-Pong balls as possible
 - and 3) will travel along the wire powered by wind from the fan.
- The container may only touch the pulley.
- The pulley may not be altered.
- You should add the Ping-Pong balls to the container in Part Two.
- Before turning on the fan, the pulley should be between the fan and the painted mark on the wire.
- You may test the container by turning on the fan during this part of the Challenge.
- You will be warned when you have 1 minute left and 30 seconds left in Part Two.
- **AT THE END OF PART TWO, YOU MUST HAVE A CONTAINER WITH PING PONG BALLS ATTACHED TO THE PULLEY ON THE WIRE IN ORDER TO PROCEED TO PART THREE.**

Part Three (1 minute):

- Turn on the fan to see how far the container will travel.
- During this part of the Challenge, you may only touch the on/off switch of the power box and you may not propel the container in any other way than turning on the fan.

Scoring: You will receive

- A. ½ point for each full foot (30 cm) that your container travels beyond the painted mark times the number of Ping-Pong balls transported. (80 points maximum)
- B. Up to 20 points for the creativity of your container.
- C. Up to 20 points for how well your team works together.

THAR SHE BLOWS!

Materials:

(Tape to Table)

6 Paper Clips

2 Pencils

1 Piece of Foil

6 Rubber Bands

4 Straws

4 Index Cards

12 in (30 cm) Piece of String

1 Piece of Newspaper

4 Mailing Labels

2 Clothespins

1 Styrofoam Cup

10 Toothpicks

In addition, your team will have 20 Ping-Pong balls to put into your container. The Ping-Pong balls may not be damaged.

Destination ImagiNation®
Instant Challenge
Advanced Level
TRIPLE

Challenge: Your **TASK** is to build 3 free-standing Structures that are as tall as possible and then stack the Structures, one on top of the other.

Time: You will have up to 6 minutes to use your **IMAGINATION** to build the Structures and up to 2 minutes to stack the Structures, one on top of the other.

Set-up: There is a table with materials on it that you may use to build the Structures. In addition, there is a taped square on the floor within which you must stack the Structures.

Procedure:

•**Part One** (6 minutes): Use the materials on the table to build 3 free-standing Structures that are as tall as possible. There is a different set of materials for each Structure. The Structures may be built on the table or the floor, but may not be built within the taped square. You will be told when you have 1 minute remaining and when you have 30 seconds remaining. **YOU MUST HAVE 3 FREE-STANDING STRUCTURES AT THE END OF PART ONE IN ORDER TO ADVANCE TO PART TWO.** At the end of Part One, the Appraisers will measure how tall each of the Structures is.

•**Part Two** (2 minutes): You must stack each of the Structures in order, one on top of the other, within the taped square. You should place the 1st Structure on the floor within the taped square. The 2nd Structure should then be placed on top of the first Structure. The 2nd Structure may only touch the 1st Structure. If you have correctly placed the 2nd Structure, you may then place the 3rd Structure on top of the 2nd Structure. The 3rd Structure may only touch the 2nd Structure. If you are successful in stacking all 3 Structures, one on top of the other, the Appraisers will measure the height of your combined Structure at the end of Part Two. In Part Two, you will not be allowed to redesign your Structures. However, you may reattach materials that have come apart.

Materials:

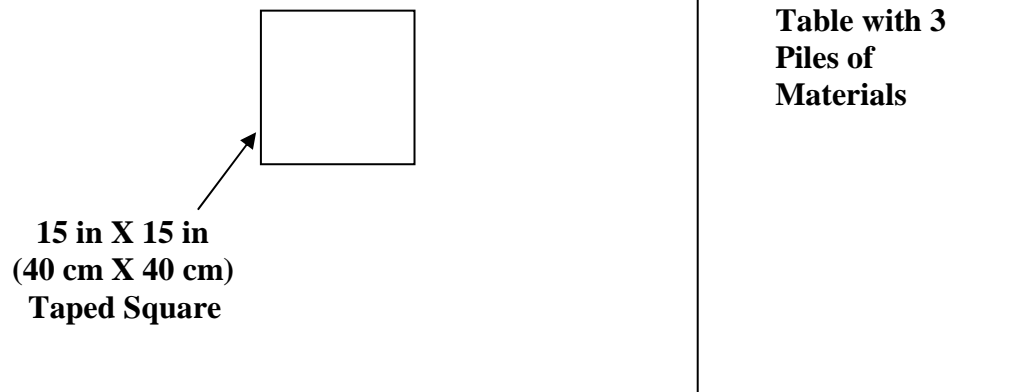
| | | | |
|--------------------|------------------------|------------------|------------------|
| STRUCTURE # ONE: | 2 Sheets of Newspaper | 6 Coin Rolls | 3 Mailing Labels |
| STRUCTURE # TWO: | 3 Paper Cups | 10 Index Cards | 4 Clothespins |
| STRUCTURE # THREE: | 20 Pieces of Spaghetti | 1 Box of Raisins | |

Scoring: You will receive

- A. 1 point for each inch (2.5 cm) of height of each Structure before stacking.
- B. Up to 5 points (15 points maximum) for the creativity of each Structure.
- C. 15 points if the 2nd Structure is stacked only on the 1st Structure.
- D. 20 points if the 3rd Structure is stacked only on the 2nd Structure.
- E. 1 point for each inch (2.5 cm) of height of the combined Structure
- F. 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. The materials are arranged in 3 separate piles, one for each Structure. On the floor there is a 15 in X 15 in (40 cm X 40 cm) taped square.



2. If the team has 3 free-standing Structures built at the end of Part One, the height of each tower should be measured to the nearest inch (2.5 cm) before proceeding to Part Two. It is important that the Appraisers do not touch the Structures when measuring them.
3. In Part Two, the Appraisers should watch the team carefully as they stack the Structures, one on top of the other. If a Structure is incorrectly placed, the team may replace the Structure as long as time has not ended.
4. As noted in the Challenge, in Part Two the team may make minor repairs to their Structures as long as the team does not create any new joints.

Destination ImagiNation®

TRIPLE

Challenge: Your **TASK** is to build 3 free-standing Structures that are as tall as possible and then stack the Structures, one on top of the other.

Time: You will have up to 6 minutes to use your IMAGINATION to build the Structures and up to 2 minutes to stack the Structures, one on top of the other.

Set-up: There is a table with materials on it that you may use to build the Structures. In addition, there is a taped square on the floor within which you must stack the Structures.

Procedure:

Part One (6 minutes):

- Use the materials on the table to build 3 free-standing Structures that are as tall as possible. There is a different set of materials for each Structure.
- The Structures may be built on the table or the floor, but may not be built within the taped square.
- You will be told when you have 1 minute remaining and when you have 30 seconds remaining.
- **YOU MUST HAVE 3 FREE-STANDING STRUCTURES AT THE END OF PART ONE IN ORDER TO ADVANCE TO PART TWO.**
- At the end of Part One, the Appraisers will measure how tall each of the Structures is.

Part Two (2 minutes):

- You must stack each of the Structures in order, one on top of the other, within the taped square.
- You should place the 1st Structure on the floor within the taped square.
- The 2nd Structure should then be placed on top of the first Structure. The 2nd Structure may only touch the 1st Structure.
- If you have correctly placed the 2nd Structure, you may then place the 3rd Structure on top of the 2nd Structure. The 3rd Structure may only touch the 2nd Structure.
- If you are successful in stacking all 3 Structures, one on top of the other, the Appraisers will measure the height of your combined Structure at the end of Part Two.
- In Part Two, you will not be allowed to redesign your Structures. However, you may reattach materials that have come apart.

Scoring: You will receive

- A. 1 point for each inch (2.5 cm) of height of each Structure before stacking.
- B. Up to 5 points (15 points maximum) for the creativity of each Structure.
- C. 15 points if the 2nd Structure is stacked only on the 1st Structure.
- D. 20 points if the 3rd Structure is stacked only on the 2nd Structure.
- E. 1 point for each inch (2.5 cm) of height of the combined Structure
- F. Up to 20 points for how well your team works together.

TRIPLE
Materials:
(Tape to Table)

Structure # One

2 Sheets of Newspaper
6 Coin Rolls
3 Mailing Labels

Structure # Two

3 Paper Cups
10 Index Cards
4 Clothespins

Structure # Three

20 Pieces of Spaghetti
1 Box of Raisins

Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

WHAT'S IN THE KITCHEN?

Challenge: Your **TASK** is to create 3 items which might be found in a kitchen and then present 2 **PERFORMANCES** for the Appraisers in which you demonstrate what has been created.

Time: You will have up to 5 minutes to use your **IMAGINATION** to divide your team into two groups, for half of your team members to leave the room and for the other team members to carry out the **TASK** of creating 3 items which might be found in a kitchen and of planning the 1st **PERFORMANCE**. The team members who are left in the room will then have up to 1 minute to present the 1st **PERFORMANCE**. The team members who left the room will then return and have up to 1 minute to plan the 2nd **PERFORMANCE** and up to 1 minute to present the 2nd **PERFORMANCE**.

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

Procedure:

•**Part One** (5 minutes): Half of your team members will leave the room with one of the Appraisers. This will be Group A. If there are an odd number of team members, you may decide whether the additional team member leaves the room. The remaining team members (Group B) should use the provided materials to create 3 items that might be found in a kitchen and should plan the 1st **PERFORMANCE**. The items that are created do not have to be real.

•**Part Two** (1 minute): Group B will present a **PERFORMANCE** for the Appraisers in which they demonstrate what they have created.

•**Part Three** (1 minute): Group A will return and will plan the 2nd **PERFORMANCE** in which they demonstrate what they think Group B has created. During Part Three, only Group A may talk and they may only talk to each other. Group B may not communicate with these team members in any way. It is not important that Group A correctly identify the items that Group B has made. Instead, Group A should develop their own creative ideas as to what the three items might represent.

•**Part Four** (1 minute): Group A will present the 2nd **PERFORMANCE**.

Materials:

6 Paper Clips

4 Pencils

2 Pieces of Foil

6 Rubber Bands

8 Straws

4 Index Cards

1 Balloon

1 Styrofoam Ball

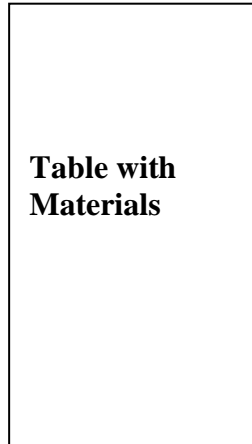
A piece of paper and a pencil will be available for your team to use as you plan each of your **PERFORMANCES**.

Scoring: You will receive up to

- A. 20 points for how creatively you use the materials.
- B. 10 points each (30 points maximum) for the creativity of the demonstrations of the kitchen items in the 1st **PERFORMANCE**.
- C. 10 points each (30 points maximum) for the creativity of the demonstrations of the kitchen items in the 2nd **PERFORMANCE**.
- D. 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a table with materials.



Destination ImagiNation®

WHAT'S IN THE KITCHEN?

Challenge: Your **TASK** is to create 3 items which might be found in a kitchen and then present 2 **PERFORMANCES** for the Appraisers in which you demonstrate what has been created.

Time: You will have up to 5 minutes to use your **IMAGINATION** to divide your team into two groups, for half of your team members to leave the room and for the other team members to carry out the **TASK** of creating 3 items which might be found in a kitchen and of planning the 1st **PERFORMANCE**. The team members who are left in the room will then have up to 1 minute to present the 1st **PERFORMANCE**. The team members who left the room will then return and have up to 1 minute to plan the 2nd **PERFORMANCE** and up to 1 minute to present the 2nd **PERFORMANCE**.

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

Procedure:

Part One (5 minutes):

- Half of your team members will leave the room with one of the Appraisers. This will be Group A. If there are an odd number of team members, you may decide whether the additional team member leaves the room.
- The remaining team members (Group B) should use the provided materials to create 3 items that might be found in a kitchen and should plan the 1st **PERFORMANCE**. The items that are created do not have to be real.

Part Two (1 minute):

- Group B will present a **PERFORMANCE** for the Appraisers in which they demonstrate what they have created.

Part Three (1 minute):

- Group A will return and will plan the 2nd **PERFORMANCE** in which they demonstrate what they think Group B has created.
- During Part Three, only Group A may talk and they may only talk to each other. Group B may not communicate with these team members in any way.
- It is not important that Group A correctly identify the items that Group B has made. Instead, Group A should develop their own creative ideas as to what the three items might represent.

Part Four (1 minute): Group A will present the 2nd **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for how creatively you use the materials.
- B. 10 points each (30 points maximum) for the creativity of the demonstrations of the kitchen items in the 1st **PERFORMANCE**.
- C. 10 points each (30 points maximum) for the creativity of the demonstrations of the kitchen items in the 2nd **PERFORMANCE**.
- D. 20 points for how well your team works together.

WHAT'S IN THE KITCHEN?

Materials:

(Tape to Table)

6 Paper Clips
4 Pencils
2 Pieces of Foil
6 Rubber Bands
8 Straws
4 Index Cards
1 Balloon
1 Styrofoam Ball

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