# Destination ImagiNation® Instant Challenge

2005 Affiliate Competition – Entry and Advanced Levels

### IN CONTROL

**Challenge:** Your **TASK** is to build a remote control device. Then your team is to present a **PERFORMANCE** in which you show the Appraisers how your remote control works.

**Time:** You will have up to 5 minutes to use your IMAGINATION to design and build your remote control device and plan your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

**The Scene:** Remote controls are used to run many different things in our homes. Imagine what could be done if everything could be run by a remote control. Your team is to think of something that is not usually run by remote control, and then use the materials on the table to create a remote control for the thing you have chosen. You should use as many of the materials in creative ways as possible. After you have created your device, you should present a **PERFORMANCE** in which you show the Appraisers how your remote control works and what it controls.

### Materials:

iliatoria.			
1 Paper Bag	1 Piece of Bubble Wrap	2 Plastic Forks	2 Band-Aids
1 Clothespin	3 Sheets of Colored Paper	1 Envelope	1 Paper Plate
3 Paper Clips	2 Sheets of Colored Tissue	4 Mailing Labels	4 Cotton Swabs

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

Scoring: You will receive up to

- A. 20 points for how creatively you use the materials to create your remote control device.
- B. 30 points for the creativity of how your remote control device controls the thing you have chosen.
- C. 30 points for the creativity of your PERFORMANCE.
- D. 20 points for how well your team works together.

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### IN CONTROL

### Materials:

(Tape to Table)

1 Paper Bag
1 Piece of Bubble Wrap
2 Plastic Forks
2 Band Aids
1 Clothespin
3 Sheets of Colored Paper
1 Envelope
1 Paper Plate
3 Paper Clips
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### Destination ImagiNation®

# Instant Challenge IN CONTROL APPRAISER RUBRICS

### RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

Points	1 - 5	6 – 10	11 – 15	16 – 20
Qualities	Some of the materials are used in common ways	Almost all materials are used, but few in unusual ways.	Almost all     materials are used,     several in unusual     ways	Most materials are used in unusual ways

### RUBRIC FOR APPRAISING CREATIVITY OF HOW REMOTE CONTROL DEVICE CONTROLS CHOSEN THING

Points	1 – 8	9 – 15	16 – 22	23 - 30
Qualities	<ul> <li>Creativity is present and it's somewhat enhanced</li> <li>The solution applies</li> </ul>	<ul> <li>Creativity is present and it's relevant</li> <li>The solution is complete</li> </ul>	<ul> <li>Creativity is present and it's integrated</li> <li>Chiefly original work</li> </ul>	<ul> <li>Creativity is there and it's innovative</li> <li>AHA! WOW!</li> </ul>

### RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCE

Points	1 – 8	9 - 15	16 – 22	23 – 30
Qualities	<ul> <li>Creativity is present and it's somewhat enhanced</li> <li>The solution applies</li> <li>Attempt at application</li> <li>Solved with marginal addition</li> </ul>	<ul> <li>Creativity is present and it's relevant</li> <li>There is a theme</li> <li>The solution is complete</li> <li>Solved with related elements</li> </ul>	<ul> <li>Creativity is present and it's integrated</li> <li>There is synthesis</li> <li>Chiefly original work</li> <li>Solved with integration</li> </ul>	<ul> <li>Creativity is there and it's innovative</li> <li>AHA! WOW!</li> <li>Unrelated elements synthesized to create a new idea</li> <li>Solved by innovation</li> </ul>

#### RUBRIC FOR APPRAISING TEAMWORK

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul> <li>Dominating individual who limits participation of others</li> <li>Cooperation is minimal</li> <li>Little sharing of ideas</li> </ul>	<ul> <li>Some evidence of individual team member roles</li> <li>Some cooperation</li> <li>Some evidence of accepting ideas of others</li> </ul>	<ul> <li>Acceptance of team roles above average</li> <li>Good cooperation</li> <li>Sharing and acceptance of ideas of others</li> </ul>	<ul> <li>Leadership and team roles are easily identified</li> <li>Diversity of skills mutually respected and evident</li> <li>Team dynamics are exemplary</li> </ul>

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### Destination ImagiNation®

Team Name:	Level: EMSU
Passport Number:	Team Challenge:
Appraiser's Name:	

### IN CONTROL

### INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Creativity of material use	1 – 20	
B. Creativity of how remote control	1 — 30	
device controls chosen thing		
C. Creativity of PERFORMANCE	1 – 30	
D. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

IN CONTROL

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### Destination ImagiNation®

Team Name:	Level: E M S U
Passport Number:	Team Challenge:

### **IN CONTROL**

### INSTANT CHALLENGE MASTER SCORE SHEET

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

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

INSTANT CHALLENGE SCORE	_
G.	

NOTE: Rewrite the final score in the box above. The final score should be rounded to 2 decimal points. Round up if the third decimal is 5 or more.