

Instant Challenge Practice Procedure

(Gather IC materials, 2 team copies, 1 appraiser copy, scoring sheet, Rubric examples, a timer (phone) and debrief questions)

1. The team stands around a table, a copy of the Instant Challenge lies face down.
2. If the Instant Challenge requires materials, the materials will be on the same table.
3. The team may not touch the materials until time starts. (Practice having the kids stand with their hands behind their backs.)
4. When everyone is ready, the Team Manager hands copies to the team.
5. The Team Manager reads the Appraiser copy of the Instant Challenge aloud while the team reads along silently. (Some IC are missing the appraiser copy. Just read the team copy but add time begins now comments etc.)
6. As soon as the Team Manager is finished reading, the timer starts, and the team can begin working. (Practice having the kids not touch the materials until they have decided upon an approach. Quickly! If everyone is grabbing, no one is talking! This is really hard for the younger kids! Be patient!)
7. The team **may not** ask any questions until time has begun. (At the beginning of the season ask the kids if they understand what the challenge is asking them to do before time begins. Teach them to ask questions and clarify. In a Tournament setting the kids may only ask questions after time begins. After they understand the process, practice asking questions only after time has begun.)
8. The Team Manager reads the time allowed for the Instant Challenge and makes sure the team follows the timing. (Since the team is not allowed to take phones or any timing devices or wristwatches into the Instant Challenge room at

the tournament, team members should practice asking for the time remaining in the Challenge.)

9. The Team Manager should only announce how much time is left if the team asks or if the Instant Challenge directs you to announce the time during the Challenge. (At the beginning of the season remind the kids many times. As they get more comfortable just give a one-minute reminder.)
10. The team should score their own solution (with TM help) so they understand scoring and reflect on their results. (Don't get stuck on scores! Explain how appraisers score with the rubrics. Focus on challenge competition and how to improve their approach. Later in the season review scoring and ways to improve their scores.)
11. The team manager debriefs the IC with the team and facilitates discussion. (You are the cheerleader and teacher. Give them ideas they could have used to do better AFTER they brainstorm themselves. Videoing their IC attempts can often really help a team that is having trouble "getting it" Sometimes watching themselves, leads to breakthrough moments. Debrief questions on the IC Resource Page)
12. After the debrief have the team attempt the same IC again to incorporate their new ideas. (you don't need more materials for this part. Reuse the materials and if the kids used all the mailing labels have them try the IC without it)
13. Save the instant challenge for practice again in a few weeks. (When the team attempts the IC this time have them NOT use the same solution. Try altering the materials or removing some materials. Make them think!)
14. Remember to have FUN! Laugh at the kids jokes, join in and try the IC after the debrief. Show the kids it is OK to fail but then you improve.