

Destination ImagiNation®

Instant Challenge

2005 Affiliate Competition – Entry and Advanced Levels

KNOCK IT OFF

Challenge: Your **TASK** is to remove a “widget” from the top of a pipe and get it outside of a taped area. For the purpose of this Challenge, a “widget” is the item that you see on top of the pipe in the center of the room.

Time: You will have up to 5 minutes to use your **IMAGINATION** to design strategy and practice, and up to 1 minute to remove the widget from the pipe.

Set-up: In the center of the room is a taped area. Within the taped area is a pipe. The pipe is hollow. On top of the pipe sits a widget. There is also a table with materials that you may use to remove the widget from the pipe and move it outside of the taped area.

Procedure:

•**Part One** (5 minutes): Use the materials on the table to create a way of removing the widget from the pipe without knocking the pipe over and a way of getting the widget outside the taped area. When removing the widget, no part of a team member's body may cross the taped lines. You may practice during Part One. At the end of Part One, all materials will be removed from the taped area, and the pipe with the widget placed as they were at the start of the Challenge.

•**Part Two** (1 minute): Remove the widget from the pipe without knocking the pipe over and without any part of a team member's body crossing the taped lines. You should also try to get the widget outside the taped area. You may make as many attempts as you would like until the widget is removed or the pipe is knocked over. Once the pipe has been knocked over, it may **NOT** be put upright again. You may **NOT** throw objects at the pipe or widget.

Materials:

3 Cotton Buds	1 Index Card	3 Mailing Labels	1 Paper Cup
6 Chenille Sticks (Pipe Cleaners)	4 Straws	6 Packing Peanuts	1 Yardstick (Meterstick)
2 Compact Discs	1 Fly Swatter		

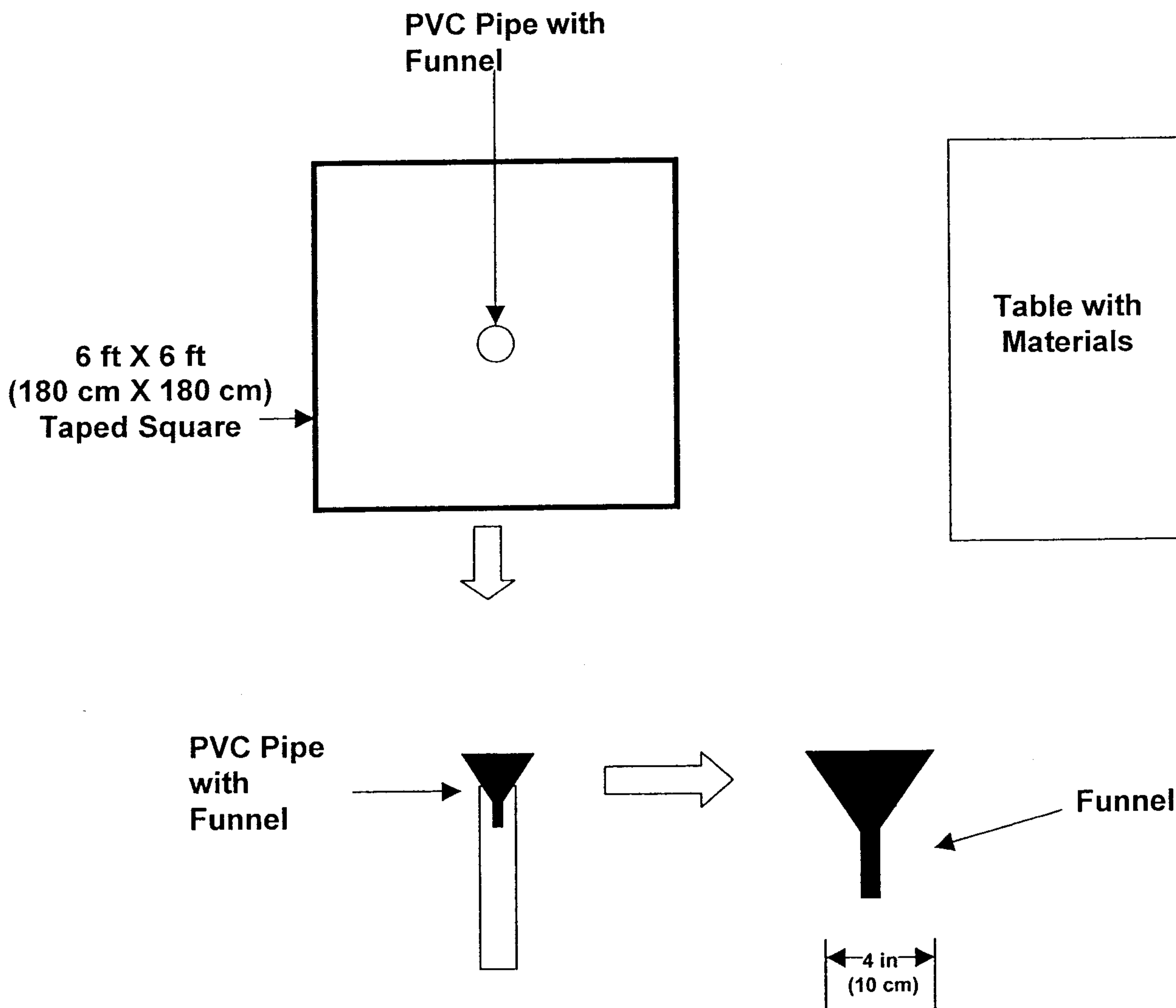
The yardstick, fly swatter, compact discs, pole and widget may **NOT** be damaged and may **NOT** have the mailing labels attached to them.

Scoring: You will receive

- 25 points if you remove the widget in Part Two without knocking over the pipe.
- 15 points if you remove the widget in Part Two but do knock over the pipe.
- 5 points if you are able to get the widget outside of the taped square in Part Two.
- 20 points if you remove the widget without using the yardstick (meterstick).
- Up to 30 points for how creatively you attempt to solve the **TASK**.
- Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a 6 foot X 6 foot (180 cm X 180 cm) taped square in the middle of the room. In the middle of the taped square is a piece of PVC pipe that is 3 in (7.5 cm) in diameter and 2 feet (60 cm) in length standing upright. Sitting on top of the PVC pipe is a funnel (the "widget") that is at least 4 in (10 cm) in diameter at its widest point. There is also a table with materials on one side of the room.



2. If any part of a team member's body crosses a taped line, that team member should be warned. If crossing the line results in the widget being removed, the team should not receive points for score elements A through D.

TEAM COPY

Destination ImagiNation® **KNOCK IT OFF**

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Time: You will have up to 5 minutes to use your **IMAGINATION** to design strategy and practice, and up to 1 minute to remove the widget from the pipe.

Set-up: In the center of the room is a taped area. Within the taped area is a pipe. The pipe is hollow. On top of the pipe sits a widget. There is also a table with materials that you may use to remove the widget from the pipe and move it outside of the taped area.

Procedure:

Part One (5 minutes):

- Use the materials on the table to create a way of removing the widget from the pipe without knocking the pipe over and a way of getting the widget outside the taped area.
- When removing the widget, no part of a team member’s body may cross the taped lines.
- You may practice during Part One.
- At the end of Part One, all materials will be removed from the taped area, and the pipe with the widget placed as they were at the start of the Challenge.

Part Two (1 minute):

- Remove the widget from the pipe without knocking the pipe over and without any part of a team member’s body crossing the taped lines.
- You should also try to get the widget outside the taped area.
- You may make as many attempts as you would like until the widget is removed or the pipe is knocked over.
- Once the pipe has been knocked over, it may **NOT** be put upright again.
- You may **NOT** throw objects at the pipe or widget.

Scoring: You will receive

- A. 25 points if you remove the widget in Part Two without knocking over the pipe.
- B. 15 points if you remove the widget in Part Two but do knock over the pipe.
- C. 5 points if you are able to get the widget outside of the taped square in Part Two.
- D. 20 points if you remove the widget without using the yardstick (meterstick).
- E. Up to 30 points for how creatively you attempt to solve the **TASK**.
- F. Up to 20 points for how well your team works together.

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Materials:

(Tape to Table)

- 3 Cotton Buds
- 1 Index Card
- 3 Mailing Labels
- 1 Paper Cup
- 6 Chenille Sticks (Pipe Cleaners)
- 4 Straws
- 6 Packing Peanuts
- 1 Yardstick (Meterstick)
- 2 Compact Discs
- 1 Fly Swatter

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APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY TEAM ATTEMPTS TO SOLVE THE TASK

Points	1 – 8	9 – 15	16 – 22	23 – 30
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • The solution is complete 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • Chiefly original work 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING TEAMWORK

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Dominating individual who limits participation of others • Cooperation is minimal • Little sharing of ideas 	<ul style="list-style-type: none"> • Some evidence of individual team member roles • Some cooperation • Some evidence of accepting ideas of others 	<ul style="list-style-type: none"> • Acceptance of team roles above average • Good cooperation • Sharing and acceptance of ideas of others 	<ul style="list-style-type: none"> • Leadership and team roles are easily identified • Diversity of skills mutually respected and evident • Team dynamics are exemplary

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

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INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Widget is removed without knocking over pole	0 or 25	
B. Widget is removed but pole is knocked over	0 or 15	
C. Wicket is removed from taped area	0 or 5	
D. Widget is removed without using yardstick (meterstick)	0 or 20	
E. How creatively team attempts to solve the TASK	1 – 30	
F. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) The team may NOT receive points for score elements A and B at the same time.

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

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INSTANT CHALLENGE MASTER SCORE SHEET

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

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

INSTANT CHALLENGE SCORE

I.

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.