

Destination ImagiNation®
Instant Challenge
2003 Regional Competition - 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 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

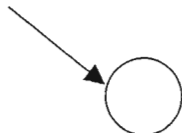
Scoring: You will receive

- 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.

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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

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ON THE BALL
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

Points	1 – 5	6 – 10	11 - 15	16 - 20
Qualities	<ul style="list-style-type: none"> Some of the materials are used in common ways 	<ul style="list-style-type: none"> Almost all materials are used, but few in unusual ways. 	<ul style="list-style-type: none"> Almost all materials are used, several in unusual ways 	<ul style="list-style-type: none"> Most materials are used in unusual ways

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: P E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

ON THE BALL

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Tower on Top of Ball When Time Ends	0 or 10	
B. ___ # of Inches (2.5 cm) of Height in Tower Above Top of Ball	___ X 1 (Maximum = 50 points)	
C. Creativity of Material Use	1 – 20	
D. Teamwork	1 – 20	
Total		

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

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Team Name: _____ Level: P E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

ON THE BALL

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.