

Destination ImagiNation®
Instant Challenge
2005 Affiliate Competition – Entry Level
RUBBER DUCKIES

Challenge: Your **TASK** is to rescue rubber duckies.

Time: You will have up to 4 minutes to use your **IMAGINATION** to develop strategy and practice, and up to 2 minutes to rescue rubber duckies for score.

Set-up: In the center of the room is a tub of water. The tub is surrounded by a taped line. Floating on top of the water are 20 rubber duckies. There is also a table with materials you may use in rescuing the rubber duckies.

Procedure:

•**Part One** (4 minutes): 20 rubber duckies are in need of being rescued. You are to think of ways of using the materials on the table to rescue as many duckies as possible. To rescue a duckie, the duckie must be removed from the tub of water and brought outside the taped line. All duckies must be rescued one at a time. You should use as many of the materials in creative ways as possible. At the end of Part One, all duckies will be returned to the tub of water.

•**Part Two** (2 minutes): Rescue duckies for score. When rescuing duckies, all parts of a team member's body must remain behind the taped line.

Materials:

2 Pencils	20 Straws	3 Mailing Labels	2 Chenille Sticks (Pipe Cleaners)
3 Clothespins	3 Paper Clips	10 Toothpicks	2 Rubber Bands
36 in (90 cm) of String	1 Index Card	1 Piece of Wax Paper	

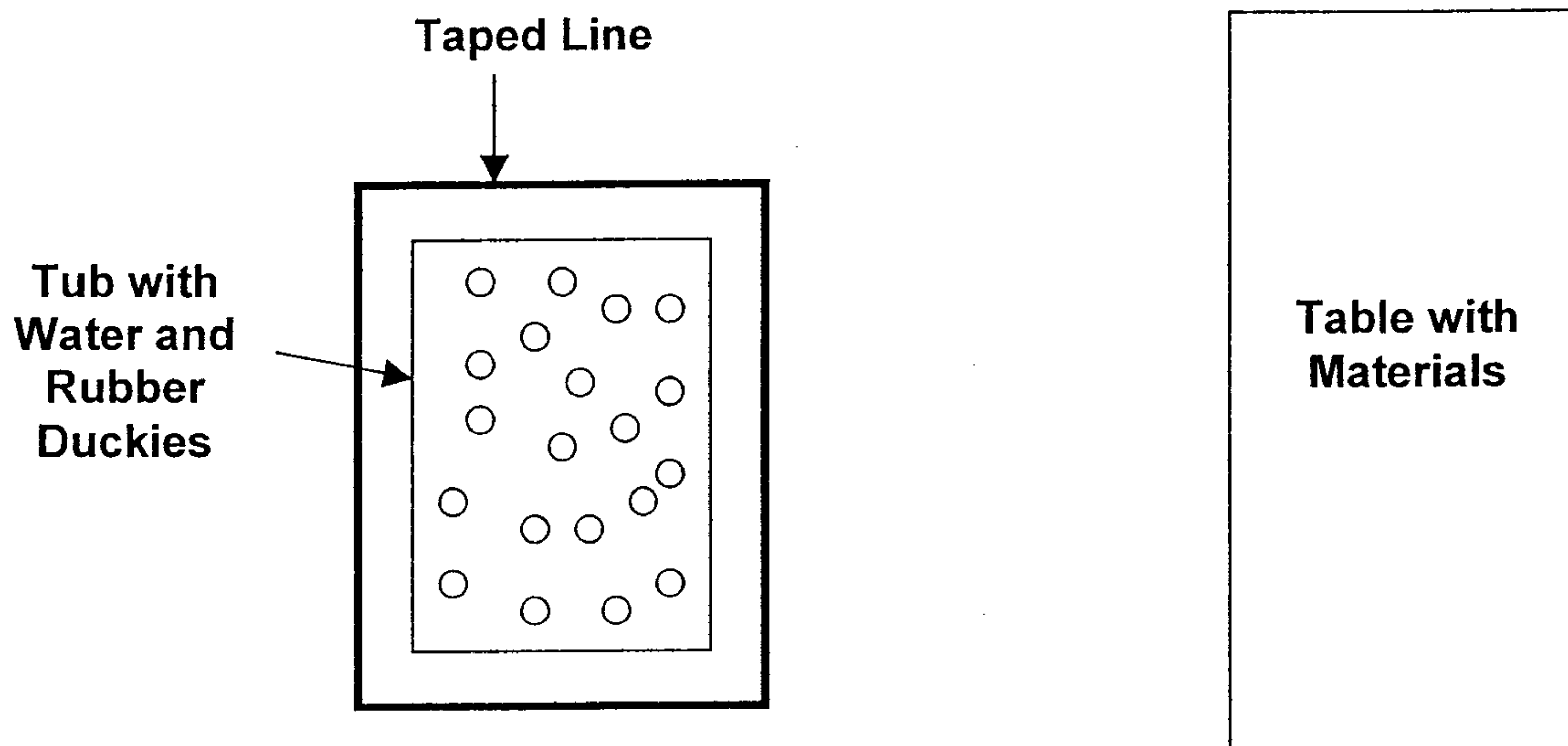
In addition, 20 rubber duckies will be floating in the water.

Scoring: You will receive

- A. 3 points (60 points maximum) for each rubber duckie that is successfully rescued in Part Two.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a 3 ft X 4 ft X 12 in (90 cm X 120 cm X 30 cm) tub in the center of the room. The tub should be surrounded by a taped line. The tub is filled with water up to about 4 inches (10 cm) below the top edge. Floating in the water are 20 rubber duckies. There is also a table with materials.



2. Towels and a mop will be needed to keep the floor dry.
3. If Rubber Duckies are not available, Ping-Pong balls may be used. The team should be told that the Ping-Pong balls represent Rubber Duckies.

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- All duckies must be rescued one at a time.
- You should use as many of the materials in creative ways as possible.
- At the end of Part One, all duckies will be returned to the tub of water.

Part Two (2 minutes):

- Rescue duckies for score.
- When rescuing duckies, all parts of a team member's body must remain behind the taped line.

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RUBBER DUCKIES

Materials:

(Tape to Table)

2 Pencils

20 Straws

3 Mailing Labels

2 Chenille Sticks (Pipe Cleaners)

3 Clothespins

3 Paper Clips

10 Toothpicks

2 Rubber Bands

36 in (90 cm) of String

1 Index Card

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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 othersCooperation is minimalLittle sharing of ideas	<ul style="list-style-type: none">Some evidence of individual team member rolesSome cooperationSome evidence of accepting ideas of others	<ul style="list-style-type: none">Acceptance of team roles above averageGood cooperationSharing and acceptance of ideas of others	<ul style="list-style-type: none">Leadership and team roles are easily identifiedDiversity of skills mutually respected and evidentTeam dynamics are exemplary

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

RUBBER DUCKIES

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. _____ # of rubber duckies successfully rescued in Part Two	_____ X 3 (60 Points Maximum)	
B. Creativity of material use	1 – 20	
C. 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: E M S U

Passport Number: _____ Team Challenge: _____

RUBBER DUCKIES

INSTANT CHALLENGE MASTER SCORE SHEET

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

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

INSTANT CHALLENGE SCORE

F.

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.