

Destination ImagiNation®

Instant Challenge

D2K1 - ANONYMOUSLY YOURS - Elementary Level

SAND TOWER

Challenge: Build a tower that is as high as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to build a tower that is as high as possible.

Set-up: On the floor is a tub filled with sand. There are strings attached to the top of the tub that divide the top of the tub into four parts. There is also a table that contains materials you can use to build your tower.

Procedure: Your challenge is to build a tower that is as high as possible. Your tower may only touch the sand and must go through each of the 4 openings in the top of the tub created by the strings. Your tower may not touch the tub or the strings.

Materials:

8 Pencils	6 Mailing labels
8 Straws	4 Paper clips
8 Index cards	2 Rubber bands
3 Sheets of paper	8 Pieces of spaghetti
	Tub with damp sand

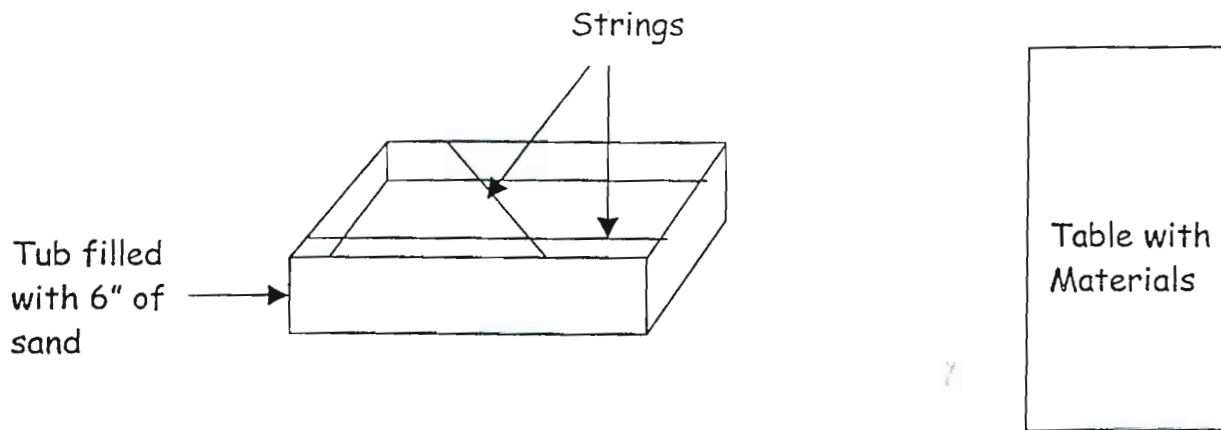
Scoring:

You will receive

- 5 points for each full inch your structure extends beyond the floor.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

For Appraisers only:

1. The set-up consists of a tub filled with 6 " of sand and a table with materials. Strings are attached to the tub to divide the tub into 4 parts.



2. The height of the tower can best be measured by holding a tall pole perpendicular to the floor and then holding a stick perpendicular to the pole at a height equal to the height of the tower. A mark can be made on the pole corresponding to this height, and the height then measured with a measuring tape.
3. If a team's tower touches the tub or strings, or does not go through each of the openings in the top of the tub created by the strings, score for the tower's height should not be awarded. However, score for teamwork and creative use of materials may be given.

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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 Materials are rarely combined 	<ul style="list-style-type: none"> Almost all materials are used, several in unusual ways Several materials are combined, but rarely more than once 	<ul style="list-style-type: none"> Most materials are used in unusual ways Many materials are used in combination, several more than once

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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ANONYMOUSLY
YOURS
ELEMENTARY LEVEL

Team Name: _____

Passport Number: _____ Appraiser's Name: _____

SAND TOWER

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. _____ inches in height of tower	_____ X 5	
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)

Team Name: _____

Passport Number: _____ Head Appraiser's Name: _____

SAND TOWER

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
E.

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.