

Destination ImagiNation®
Instant Challenge
2005 Regional Competition – Entry Level Version
SEARCHING FOR WORDS

Challenge: Find the names of items that are hidden in a puzzle and then present a **PERFORMANCE** in which you use 5 of those items to tell a story.

Time: You will have up to 4 minutes to use your **IMAGINATION** to find the hidden items and plan your **PERFORMANCE**, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

•**Part One** (4 minutes): Find the names of items that are hidden in a puzzle. You will need to find the names of at least 5 items; however, the names of more than 5 items are hidden in the puzzle. You should then choose the 5 items that you want to include in your **PERFORMANCE**. You will be given 2 copies of a form on which to write the names of the items you have chosen. One copy of the form should be turned in to the Appraisers at the end of Part One. Your **PERFORMANCE** must tell a story and you must use the 5 items that you have chosen from solving the puzzle as imaginary props. You may practice your **PERFORMANCE** in Part One.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers.

Materials:

All props are imaginary. You will be given 2 copies of a form to list the 5 items from the puzzle you are choosing to include in your **PERFORMANCE**. An additional piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive

- A. 10 points if your **PERFORMANCE** tells a story.
- B. 10 points if you use all 5 items in your **PERFORMANCE**.
- C. Up to 8 points (40 points maximum) for how creatively you use each of the 5 items in your **PERFORMANCE**.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

For Appraisers Only:

1. Some of the items that may be found in the puzzle include:

bag
jam
tub

cup
leg

egg
mop

ice
toe

If the team finds other words that are legitimate names of items, those words should be allowed.

2. If the team chooses a misspelled word, the team should be told to choose a different word.

TEAM COPY

Destination ImagiNation®
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Part One (4 minutes):

- Find the names of items that are hidden in a puzzle.
- You will need to find the names of at least 5 items; however, the names of more than 5 items are hidden in the puzzle.
- You should then choose the 5 items that you want to include in your **PERFORMANCE**.
- You will be given 2 copies of a form on which to write the names of the items you have chosen. One copy of the form should be turned in to the Appraisers at the end of Part One.
- Your **PERFORMANCE** must tell a story and you must use the 5 items that you have chosen from solving the puzzle as imaginary props.
- You may practice your **PERFORMANCE** in Part One.

Part Two (2 minutes):

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APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY ITEMS ARE USED IN PERFORMANCE

Points	1 – 2	3 – 4	5 – 6	7 – 8
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 CREATIVITY OF PERFORMANCE

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies • Attempt at application • Solved with marginal addition 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • There is a theme • The solution is complete • Solved with related elements 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • There is synthesis • Chiefly original work • Solved with integration 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW! • Unrelated elements synthesized to create a new idea • Solved by innovation

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

WORD PUZZLE

J	I	C	E
A	T	U	B
M	O	P	A
L	E	G	G

ITEMS FROM PUZZLE

1. _____

2. _____

3. _____

4. _____

5. _____

Following the Tournament, all copies of this Challenge must be collected and destroyed.

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Team Name: _____ Level: E M S U

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

SEARCHING FOR WORDS

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. PERFORMANCE tells a story	0 or 10	
B. All 5 items are used in PERFORMANCE	0 or 10	
C. How creatively 1 st item is used	0 or 1 – 8	
How creatively 2 nd item is used	0 or 1 – 8	
How creatively 3 rd item is used	0 or 1 – 8	
How creatively 4 th item is used	0 or 1 – 8	
How creatively 5 th item is used	0 or 1 – 8	
D. Creativity of PERFORMANCE	1 – 20	
E. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score element C, the team should receive 0 points if the item is NOT used in the **PERFORMANCE**.

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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	F.
Divide F by # of Appraisers	G.

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

INSTANT CHALLENGE SCORE

H.

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.