Destination ImagiNation®
Instant Challenge
2005 Affiliate Competition – Entry and Advanced Levels

SHOE TREE

Challenge:  Your TASK is to create 3 different methods of hanging up shoes on a peg tree.

Time:  You will have up to 5 minutes to use your IMAGINATION to design and build your devices, as well as practice. You will then have up to 2 minutes to hang up shoes for score.

Set-up:  In the center of the room is a peg tree within a taped square. There is also a table divided into 4 areas. One of the areas on the table contains 8 shoes. Each of the other areas contains materials that you may use to create methods of hanging up shoes. Materials in one area may only be used with other materials in the same area.

Procedure:
• Part One (5 minutes): Use the materials on the table to create 3 different methods of hanging up shoes on the peg tree. Each method should be created using only the materials within one of the taped areas. During this time you may practice using your methods. At the end of Part One, all of the shoes will be returned to the table.

• Part Two (2 minutes): Hang up the shoes on the tree using your team-created methods. During Part Two, no part of a team member’s body may cross one of the taped lines. To be counted for score, a shoe must be suspended from the peg tree and not be touching the floor or the base of the tree. Laces are considered part of the shoes. At the end of Part Two, the Appraisers will count how many shoes are on the tree.

Materials:
Area One:
1 Paper Bag 2 Sheets of Newspaper 2 Mailing Labels 1 Plastic Cup
Area Two:
1 Pair of Tongs 2 Yardsticks (Metersticks) 24 in (60 cm) or String 2 Chenille Sticks (Pipe Cleaners)
Area Three:
4 Pencils 2 Sheets of Foil 3 ft (90 cm) of Hose 6 Rubber Bands

You will have 8 different shoes to hang on the peg tree. The plastic cup, yardsticks (metersticks), tongs, hose, and shoes may NOT be damaged.

Scoring:  You will receive
A. 20 points if you use at least 3 different methods successfully during Part Two.
B. 5 points (40 points maximum) for each shoe on the peg tree at the end of Part Two.
C. Up to 20 points for how creatively you attempt to solve the TASK.
D. Up to 20 points for how well your team works together.
For Appraisers Only:
1. The set-up consists of a 6 foot (180 cm) peg tree in the center of the room surrounded by a 4 ft X 4 ft (120 cm X 120 cm) taped square. The peg tree should have at least 8 pegs. On one side of the room is a table with materials and 8 shoes.

2. The shoes should include a boot, a flip-flop, a sandal, 2 tennis shoes in varying styles, a clog, a high-heeled shoe, and a baby shoe.

3. If any part of a team member's body crosses a taped line in order to place a shoe on the peg tree, that shoe should not receive score.
Challenge: Your TASK is to create 3 different methods of hanging up shoes on a peg tree.

Time: You will have up to 5 minutes to use your IMAGINATION to design and build your devices, as well as practice. You will then have up to 2 minutes to hang up shoes for score.

Set-up: In the center of the room is a peg tree within a taped square. There is also a table divided into 4 areas. One of the areas on the table contains 8 shoes. Each of the other areas contains materials that you may use to create methods of hanging up shoes. Materials in one area may only be used with other materials in the same area.

Procedure:
Part One (5 minutes):
• Use the materials on the table to create 3 different methods of hanging up shoes on the peg tree.
• Each method should be created using only materials within one of the taped areas.
• During this time you may practice using your methods.
• At the end of Part One, all of the shoes will be returned to the table.

Part Two (2 minutes):
• Hang up the shoes on the tree using your team-created methods.
• During Part Two, no part of a team member’s body may cross one of the taped lines.
• To be counted for score, a shoe must be suspended from the peg tree and not be touching the floor or the base of the tree.
• Laces are considered part of the shoes.
• At the end of Part Two, the Appraisers will count how many shoes are on the tree.

Scoring: You will receive
A. 20 points if you use at least 3 different methods successfully during Part Two.
B. 5 points (40 points maximum) for each shoe on the peg tree at the end of Part Two.
C. Up to 20 points for how creatively you attempt to solve the TASK.
D. Up to 20 points for how well your team works together.
SHOE TREE

Area One Materials:
(Tape to Table)

1 Paper Bag
2 Sheets of Newspaper
2 Mailing Labels
1 Plastic Cup

The plastic cup may NOT be damaged.

SHOE TREE

Area Two Materials:
(Tape to Table)

1 Pair of Tongs
2 Yardsticks (Metersticks)
24 in (60 cm) of String
2 Chenille Sticks (Pipe Cleaners)

The yardsticks (metersticks) and tongs may NOT be damaged.
SHOE TREE

**Area Three Materials:**
(Tape to Table)

- 4 Pencils
- 2 Sheets of Foil
- 3 ft (90 cm) of Hose
- 6 Rubber Bands

The hose may NOT be damaged.

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SHOE TREE

**Area Four Materials:**
(Tape to Table)

- 8 Shoes

The shoes may NOT be damaged.
## Destination ImagiNation®

### Instant Challenge

#### SHOE TREE

#### APPRAISER RUBRICS

### RUBRIC FOR APPRAISING HOW CREATIVELY TEAM ATTEMPTS TO SOLVE THE TASK

<table>
<thead>
<tr>
<th>Points</th>
<th>1 – 5</th>
<th>6 – 10</th>
<th>11 – 15</th>
<th>16 – 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Qualities</td>
<td>Creativity is present and it's somewhat enhanced</td>
<td>Creativity is present and it's relevant</td>
<td>Creativity is present and it's integrated</td>
<td>Creativity is there and it's innovative</td>
</tr>
<tr>
<td></td>
<td>The solution applies</td>
<td>The solution is complete</td>
<td>Chiefly original work</td>
<td>AHA! WOW!</td>
</tr>
</tbody>
</table>

### RUBRIC FOR APPRAISING TEAMWORK

<table>
<thead>
<tr>
<th>Points</th>
<th>1 – 5</th>
<th>6 – 10</th>
<th>11 – 15</th>
<th>16 – 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Qualities</td>
<td>Dominating individual who limits participation of others</td>
<td>Some evidence of individual team member roles</td>
<td>Acceptance of team roles above average</td>
<td>Leadership and team roles are easily identified</td>
</tr>
<tr>
<td></td>
<td>Cooperation is minimal</td>
<td>Some cooperation</td>
<td>Good cooperation</td>
<td>Diversity of skills mutually respected and evident</td>
</tr>
<tr>
<td></td>
<td>Little sharing of ideas</td>
<td>Some evidence of accepting ideas of others</td>
<td>Sharing and acceptance of ideas of others</td>
<td>Team dynamics are exemplary</td>
</tr>
</tbody>
</table>

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*Instant Challenge*

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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:____________

**SHOE TREE**

**INSTANT CHALLENGE INDIVIDUAL SCORE SHEET**

<table>
<thead>
<tr>
<th>Score Element</th>
<th>Range</th>
<th>Team Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. At least 3 different methods are successfully used during Part Two</td>
<td>0 or 20</td>
<td></td>
</tr>
<tr>
<td>B. _____ # of shoes successfully placed during Part Two</td>
<td>X 5</td>
<td>(40 Points Maximum)</td>
</tr>
<tr>
<td>C. How creatively team attempts to solve the TASK</td>
<td>1 – 20</td>
<td></td>
</tr>
<tr>
<td>D. Teamwork</td>
<td>1 – 20</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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: ______________

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**SHOE TREE**

**INSTANT CHALLENGE MASTER SCORE SHEET**

<table>
<thead>
<tr>
<th>Appraiser's Name</th>
<th>Total Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>Add 1 + 2 + 3 + 4</td>
<td>E.</td>
</tr>
<tr>
<td>Divide E by # of Appraisers</td>
<td>F.</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>INSTANT CHALLENGE SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>G.</td>
</tr>
</tbody>
</table>

**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.

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