

Destination ImagiNation®

Instant Challenge

2002 Regional Competition - Primary Level

STICK TOWER

Challenge: Your **TASK** is to create a tower that is as high as possible, to decorate the tower and to name it.

Time: You will have up to 5 minutes to use your **IMAGINATION** and the materials provided to finish your **TASK** of making a tower that is as high as possible, decorating the tower and naming it.

Set-up: There is a table with materials on it.

Procedure: Your team is to create a tower that is as high as possible. You are also to use the markers and feathers to decorate the tower. At the end of the 5 minutes, you should tell the Appraisers the name of your tower.

Materials to Use in Your Tower:

30 Cardboard Strips, with holes punched in each end	30 Pipe Cleaners, cut in half
10 Old-fashioned Clothes Pins	5 Modern Clothes Pins
10 Feathers	7 Markers

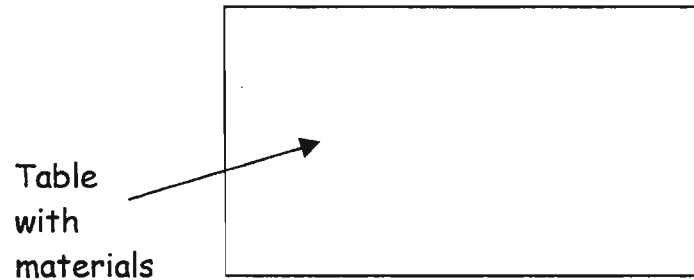
Scoring (If Used):

You will receive

- A. 5 points for each full inch (2.5 centimeters) of height of your tower.
- B. Up to 20 points for how well the tower is decorated.
- C. Up to 20 points for the creativity of your tower's name.
- D. Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY:

1. The set-up consists of a table with materials on it.



2. If team members make more than one tower, the height of the tallest tower should be measured.
3. Large craft sticks with holes drilled into each end can be substituted for the cardboard strips. However, care must be used when drilling the holes, since the sticks can easily split.
4. The cardboard strips may be of any length and width, but about 6 inches (15 centimeters) long and 1 inch (2.5 centimeters) wide works well. Holes in the end of the cardboard strips may be made with a hole puncher.
5. "Old-fashioned" clothes pins are all wooden and non-spring loaded, while "modern" clothes pins are the spring (pinch) type.

Team Copy

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APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF TOWER DECORATING

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 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • There is a theme 	<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 NAME

Points	1 - 5	6 - 10	11 - 15	16 - 20
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced 	<ul style="list-style-type: none"> • Creativity is present and it's relevant 	<ul style="list-style-type: none"> • Creativity is present and it's integrated 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

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: _____

STICK TOWER

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. ____ # of inches (2.5 centimeters) of height of tower	____ X 5	
B. How well tower is decorated	1 - 20	
C. Creativity of Name	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: _____

STICK TOWER

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

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.