

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
2006 Regional Competition – Entry and Advanced Levels
TELLING A BOOK BY ITS TITLE

Challenge: Your **TASK** is to decide what's inside a book by its title and create a cover for the book. You are then to present a **PERFORMANCE** in which you tell about the book, show the cover you created and persuade someone to buy the book.

Time: You will have up to 4 minutes to use your **IMAGINATION** to decide what's inside a book by its title, to create a cover for the book and to plan and practice your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: A group has been given a list of 3 possible books to buy—but they know nothing about the books. They turn to your team for help.

•**Part One** (4 minutes): Plan your **PERFORMANCE**. You will be given a list of 3 book titles. You should choose one of the titles and decide what the book is about. You then should use the materials to create a cover for the book.

•**Part Two** (2 minutes): Present your **PERFORMANCE**. In the **PERFORMANCE**, you should tell about the book, show the cover you created and persuade the group to buy the book. In your **PERFORMANCE**, one or more of your team members may want to be the author of the book.

Materials:

1 Piece of Poster Board 5 Colored Markers

The colored markers may **NOT** be part of your **PERFORMANCE**. Your team also will have a piece of paper and pencil to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for the creativity of what the book is about.
- B. 20 points for the creativity of the cover you create.
- C. 10 points for how persuasive you are.
- D. 30 points for the creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

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

For Appraisers Only:

1. In score element B, the team should be scored on creativity. The artistic talent of the team should not be a factor in determining this score element.

TEAM COPY

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Time: You will have up to 4 minutes to use your **IMAGINATION** to decide what's inside a book by its title, to create a cover for the book and to plan and practice your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: A group has been given a list of 3 possible books to buy—but they know nothing about the books. They turn to your team for help.

Part One (4 minutes):

- Plan your **PERFORMANCE**.
- You will be given a list of 3 book titles.
- You should choose one of the titles and decide what the book is about.
- You then should use the materials to create a cover for the book.

Part Two (2 minutes):

- Present your **PERFORMANCE**.
- In the **PERFORMANCE**, you should tell about the book, show the cover you created and persuade the group to buy the book.
- In your **PERFORMANCE**, one or more of your team members may want to be the author of the book.

Materials:

1 Piece of Poster Board 5 Colored Markers

The colored markers may **NOT** be part of your **PERFORMANCE**. Your team also will have a piece of paper and pencil to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive up to

- A. 20 points for the creativity of what the book is about.
- B. 20 points for the creativity of the cover you create.
- C. 10 points for how persuasive you are.
- D. 30 points for the creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

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BOOK TITLES

1. THE OPEN SUITCASE
2. SITTING IN A ROCK
3. THE GREEN POTATO

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Instant Challenge
TELLING A BOOK BY ITS TITLE
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF WHAT THE BOOK IS ABOUT

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 • The solution is complete • Solved with related elements 	<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 COVER

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 • The solution is complete • Solved with related elements 	<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 HOW PERSUASIVE TEAM IS

Points	1 – 3	4 – 5	6 – 7	8 – 10
Qualities	<ul style="list-style-type: none"> • Little or no support for buying book 	<ul style="list-style-type: none"> • Weak arguments in support of buying book 	<ul style="list-style-type: none"> • Arguments presented have merit 	<ul style="list-style-type: none"> • Arguments strongly supported by presentation

RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCE

Points	1 – 8	9 – 15	16 – 22	23 – 30
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

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Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

TELLING A BOOK BY ITS TITLE

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Creativity of what book is about	0 or 1 – 20	
B. Creativity of cover	0 or 1 – 20	
C. How persuasive team is	1 – 10	
D. Creativity of PERFORMANCE	1 – 30	
E. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score elements A and B, the team should receive 0 points if the score elements are not included in the **PERFORMANCE**.

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Team Name: _____ Level: E M S U

Membership 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.