

Destination ImagiNation®

Instant Challenge

2001 Affiliate Competition - Advanced Level

THE HOLE TOWER

Challenge: Create a free-standing tower that you can pass a baseball bat through and then answer a question about it.

Time: You will have up to 3 minutes to use your IMAGINATION to build your tower, up to 1 minute to pass a baseball bat through the tower as many times as possible, up to 1 minute to choose a question about the tower, and up to 1 minute to answer the question.

The Scene: Your team is being challenged by the DI Architectural Society to show that you can design a tower for the 21st Century.

- Part 1 (3 minutes): Use the materials on the table to build a free-standing tower. The tower must fit within a 12" X 12" taped square and have holes in it large enough to pass a baseball bat through.
- Part 2 (1 minute): Pass a baseball bat through the tower from side to side without touching the structure. You are to pass the bat through the structure as many times as possible. However, once a pathway through the structure has been used, that same pathway may not be reversed or used again. If the bat touches the structure during a pass, the bat must be completely removed from the tower before a new pass can be attempted.
- Part 3 (1 minute): Choose a question about the tower from a list you will be given and prepare an answer.
- Part 4 (1 minute): Present your answer to the Appraisers.

Items to Use in Your Presentation:

6 Lasagna noodles

4 Pieces of licorice

6 Paper clips

2 Rubber bands

6 Mailing labels

2 Pencils

4 Straws

1 Styrofoam cup

1 Baseball bat (may NOT be damaged)

A piece of paper and a pencil also will be available in Part 3 for your team to use as you prepare your answer.

Scoring: You will receive

- 30 points for the creativity of your structure.
- 5 points for each time the baseball bat passes completely through the structure.
- 30 points for the creativity of your answer to the question.
- 20 points for how well your team works together.

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THE HOLE TOWER APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF STRUCTURE

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 	<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 • AHAI WOW!

RUBRIC FOR APPRAISING CREATIVITY OF ANSWER TO QUESTION

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 	<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 • AHAI WOW!

RUBRIC FOR APPRAISING TEAMWORK

Points	1 - 5	6 - 10	7 - 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

QUESTIONS:
(ANSWER ONE)

1. WHAT IS THE GREAT BEAUTY OF YOUR TOWER?
2. HOW DOES THE TOWER CONTRIBUTE TO WORLD PEACE?
3. HOW DOES THE TOWER INSPIRE YOU?
4. HOW WILL YOU REMEMBER YOUR TOWER?
5. WHAT IS YOUR TOWER'S NAME AND WHY?
6. HOW IS YOUR TOWER LIKE A CLOCK?
7. HOW IS YOUR TEAM LIKE YOUR TOWER?
8. HOW COULD YOU IMPROVE YOUR TOWER?

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Team Name: _____ Level: P E M S U

Passport Number: _____ Appraiser's Name: _____

THE HOLE TOWER

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Creativity of structure	1 - 30	
B. _____ # of times baseball bat passes through tower	_____ X 5	
C. Creativity of answer to question	1 - 30	
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: _____ Head Appraiser's Name: _____

A HOLE 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.