

# Destination ImagiNation®

## *Instant Challenge*

2001 Affiliate Competition - Advanced Level Version

# TIME FLIES

**Challenge:** Move the hands on a clock.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop and practice a solution and up to 2 minutes to move the hands on a clock for score.

**Set-up:** In the center of the room is a table with a clock face that needs hands to show time. There are also two taped lines that all team members must stand behind during Part 2 of the Challenge. A second table contains materials you can use to create and operate hands for the clock.

**Procedure:** Using the materials provided, you are to create hands for a clock and a way of moving the hands when all team members are standing behind the taped lines.

- Part 1 (4 minutes): Create the hands for the clock and a way of moving them. Team members may be anywhere. You may practice during this part of the Challenge.
- Part 2 (2 minutes): Move the hands on the clock to show different times for score. During this part of the Challenge, no part of a team member's body may cross over one of the taped lines. At the beginning of this part of the Challenge, an Appraiser will announce a time. If your team correctly shows that time, the Appraiser will say, "Correct," and announce a new time. You will have up to 2 minutes to show as many times as possible.

## **Materials:**

### *May NOT be damaged or altered:*

Box with a clock face  
1 Yardstick  
6' Length of PVC pipe (  $\frac{1}{2}$ " )  
1 Pair of scissors  
1 Marker

### *May be changed:*

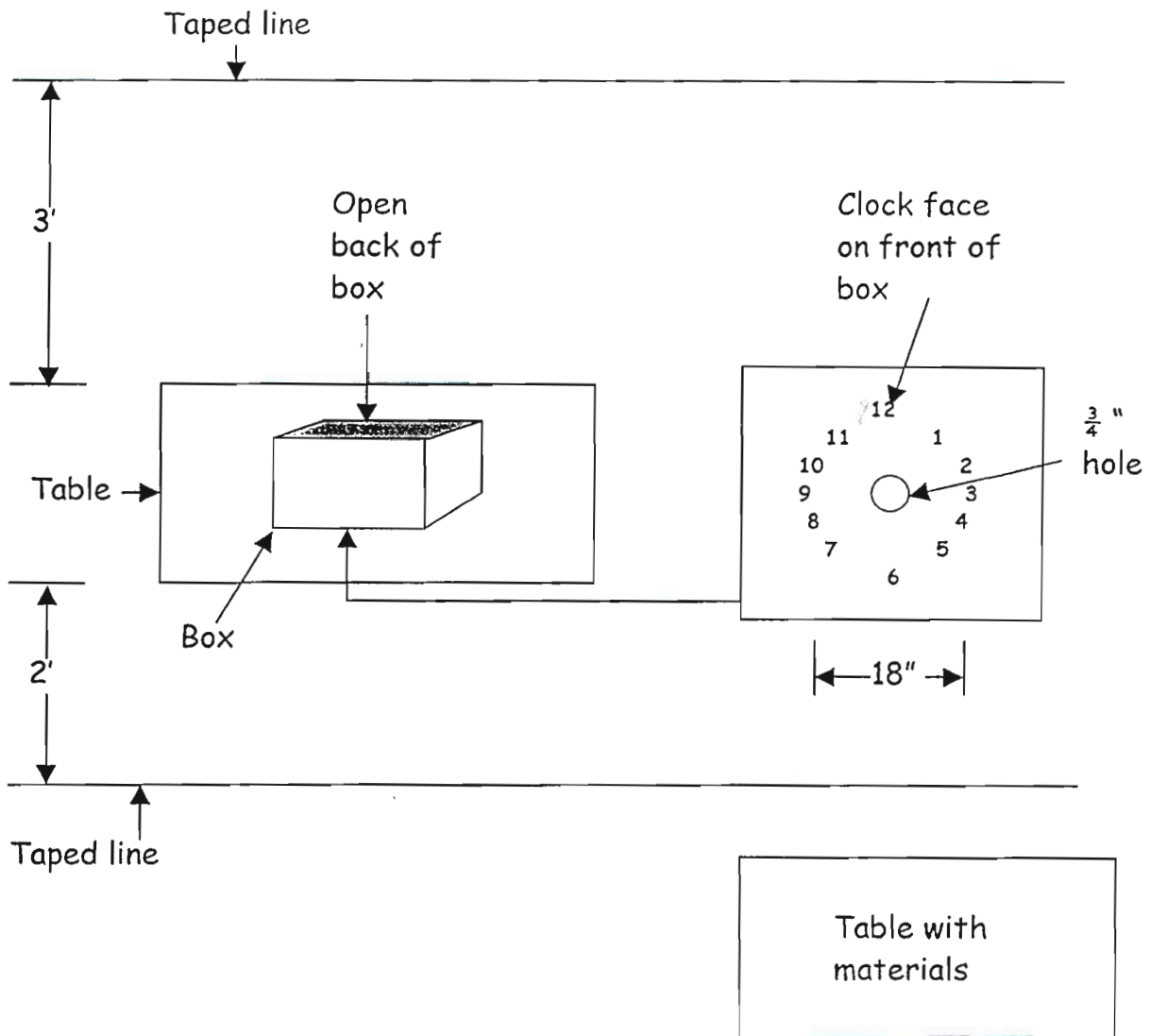
10 Mailing labels  
3 Paper clips  
2 Pipe cleaners  
3 Sheets of paper  
2 Rubber bands

**Scoring:** You will receive

- A. 10 points for each correct time shown.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of table in the middle of the room with a wooden box attached to the table. The box is open on the back and has an 18" clock face painted on its front. A  $\frac{3}{4}$ " hole has been drilled in the box in the center of the clock face. There are taped lines on either side of the table that the team must stand behind during Part 2 of the Challenge. The lines should be at least 2 inches wide to help team members know where the boundaries are. In addition, there is a table with materials behind one of the lines.



2. In the Part 2 of the Challenge, no part of a team member's body may cross over the taped lines. Appraisers should be positioned to watch for this. If a team member crosses a line, the team member should be warned. Any time shown should be redone and would not receive score until it has been shown again.
3. The following times are to be used in Part 2: 6:15, 3:03, 9:30, 1:24, 4:35, 7:49, 12:09, 5:15, 8:56, 11:14, 3:51, 2:20, 10:41, 8:08, 1:52, 7:31, 11:56, 4:12, 9:38, 12:25

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### APPRAISER RUBRICS

#### RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

Points	1 - 8	9 - 15	16 - 22	23 - 30
Qualities	<ul style="list-style-type: none"> <li>Some of the materials are used in common ways</li> </ul>	<ul style="list-style-type: none"> <li>Almost all materials are used but few in unusual ways</li> <li>Materials are rarely combined</li> </ul>	<ul style="list-style-type: none"> <li>Almost all materials are used, several in unusual ways</li> <li>Several materials are combined, but rarely more than once</li> </ul>	<ul style="list-style-type: none"> <li>Most materials are used in unusual ways</li> <li>Many materials are used in combination, several more than once</li> </ul>

#### RUBRIC FOR APPRAISING TEAMWORK

Points	1 - 5	6 - 10	11 - 15	16 - 20
Qualities	<ul style="list-style-type: none"> <li>Dominating individual who limits participation of others</li> <li>Cooperation is minimal</li> <li>Little sharing of ideas</li> </ul>	<ul style="list-style-type: none"> <li>Some evidence of individual team member roles</li> <li>Some cooperation</li> <li>Some evidence of accepting ideas of others</li> </ul>	<ul style="list-style-type: none"> <li>Acceptance of team roles above average</li> <li>Good cooperation</li> <li>Sharing and acceptance of ideas of others</li> </ul>	<ul style="list-style-type: none"> <li>Leadership and team roles are easily identified</li> <li>Diversity of skills mutually respected and evident</li> <li>Team dynamics are exemplary</li> </ul>

# Destination ImagiNation®

Team Name: \_\_\_\_\_ Level: P E M S U

Passport Number: \_\_\_\_\_ Appraiser's Name: \_\_\_\_\_

## TIME FLIES

### *INSTANT CHALLENGE* INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. _____ # of correct times	_____ X 10	
B. Creativity of material use	1 - 30	
C. Teamwork	1 - 20	
Total		

NOTE: Team Score elements should be recorded in whole numbers. (No fractions or decimals)

# Destination ImagiNation®

Team Name: \_\_\_\_\_ Level: P E M S U

Passport Number: \_\_\_\_\_ Head Appraiser's Name: \_\_\_\_\_

## TIME FLIES

### *INSTANT CHALLENGE MASTER SCORE SHEET*

Appraiser's Name	Total Score
1.	
2.	
3.	
4.	
Add 1 + 2 + 3 + 4	D.
Divide D by # of Appraisers	E.

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

INSTANT CHALLENGE SCORE
E.

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.