

Destination ImagiNation®
Instant Challenge
2005 Affiliate Competition – Entry Level

TREASURE HOLE

Challenge: Your **TASK** is to build a device or devices that will get treasures out of a hole. Then your team is to present a **PERFORMANCE** in which you retrieve the treasures, as well as show what they are and how they came to be where you found them.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build your device(s), practice retrieving the treasures and plan your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers while you retrieve the treasures.

Set-up: In the center of the room is a hole made out of cardboard. Inside the hole are 3 treasures. There is also a table with materials you may use to make a device or devices to get the treasures out of the hole.

Procedure:

•**Part One** (5 minutes): Use the materials on the table to build a device or devices that will help you get the treasures out of the hole. You may practice retrieving the treasures in Part One. When retrieving the treasures, nothing may touch the cardboard used to make the hole, and no part of a team member's body may cross over the top of the cardboard. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. In your presentation you should retrieve the treasures, as well as show what the treasures are and how they came to be where you found them.

Materials:

| | | | |
|----------------|--------------------------|-------------------|---------------|
| 4 Paper Clips | 3 feet (90 cm) of String | 4 Coffee Stirrers | 6 Straws |
| 1 Clothespin | 1 Sheet of Newspaper | 4 Mailing Labels | 2 Index Cards |
| 2 Rubber Bands | 10 Toothpicks | 1 Plastic Bag | |

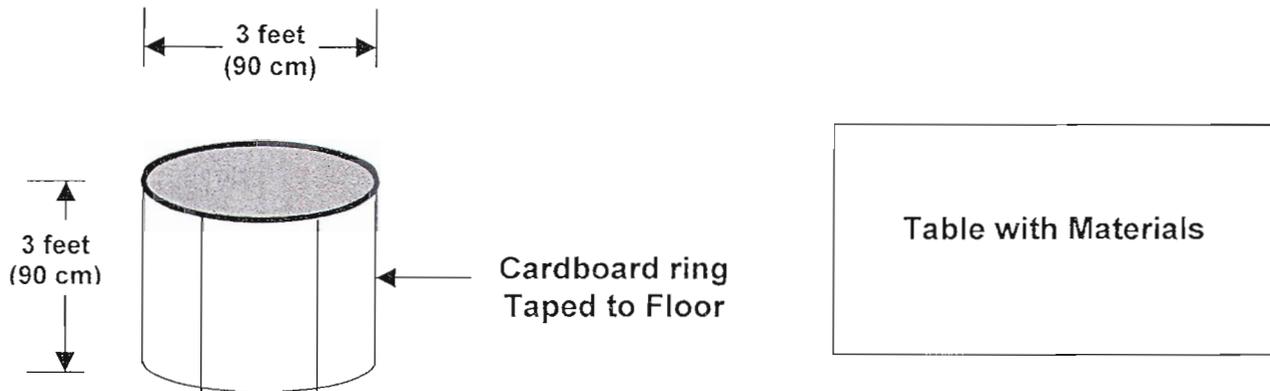
The treasures may NOT be damaged. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

Scoring: You will receive

- A. 10 points (30 points maximum) for each treasure that you successfully remove out of the hole in Part Two.
- B. Up to 15 points for the creativity of your device(s).
- C. 5 points (15 points maximum) if you identify what each treasure is and how it got to where you found it in your **PERFORMANCE**.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of cardboard ring 3 feet (90 cm) in diameter and 3 feet (90 cm) tall on one side of the room. In the center of this ring on the floor are three treasures: a Ping-Pong ball, a gold-colored pot scrubber, and a 3 in (7.5 cm) diameter plastic ring. Ideally the Ping-Pong ball and ring are also painted gold or silver. Next to the cardboard circle is a table with materials.



2. If anything touches the cardboard ring or any part of a team member's body crosses the top of the ring, the team should be warned. If such action results in a treasure being retrieved, the team should receive 0 points for removing that treasure.
3. If any part of the device falls into the hole, it may be retrieved as long as the conditions in 2 above are met.

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Procedure:

Part One (5 minutes):

- Use the materials on the table to build a device or devices that will help you get the treasures out of the hole.
- You may practice retrieving the treasures in Part One.
- When retrieving the treasures, nothing may touch the cardboard used to make the hole, and no part of a team member's body may cross over the top of the cardboard.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- In your presentation you should retrieve the treasures, as well as show what the treasures are and how they came to be where you found them.

Scoring: You will receive

- A. 10 points (30 points maximum) for each treasure that you successfully remove out of the hole in Part Two.
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- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

TREASURE HOLE

Materials:

(Tape to Table)

- 4 Paper Clips
- 3 feet (90 cm) of String
- 4 Coffee Stirrers
- 6 Straws
- 1 Clothespin
- 1 Sheet of Newspaper
- 4 Mailing Labels
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The treasures may NOT be damaged. A piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

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Instant Challenge

TREASURE HOLE

APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF DEVICE(S)

| Points | 1 – 4 | 5 – 6 | 9 – 11 | 12 – 15 |
|-----------|--|---|--|--|
| 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 • AHA! WOW! |

RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCE

| 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 • 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

Passport Number: _____ Team Challenge: _____

Appraiser's Name: _____

TREASURE HOLE

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|---|----------------------------------|------------|
| A. ____ # of treasures removed in Part Two | ____ X 10 (30 Points Maximum) | |
| B. Creativity of device(s) | 1 – 15 | |
| C. What Ping-Pong Ball is and how it got to where it was found are included in PERFORMANCE | 0 or 5 | |
| What Pot Scrubber is and how it got to where it was found are included in PERFORMANCE | 0 or 5 | |
| What Ring is and how it got to where it was found are included in PERFORMANCE | 0 or 5 | |
| D. Creativity of PERFORMANCE | 1 – 20 | |
| E. 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: E M S U

Passport Number: _____ Team Challenge: _____

TREASURE HOLE

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.