

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
2006 Affiliate Competition – Entry Level
UP THE FLAGPOLE

Challenge: Your **TASK** is to make a flag for a real or make-believe country. Your team should then present a **PERFORMANCE** in which you attach the flag to a flagpole from a distance and create a new national anthem.

For the purposes of this Challenge, a “national anthem” is a song about a country.

Time: You will have up to 5 minutes to use your **IMAGINATION** to make your flag, write your song and practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

Set-up: In the middle of the room is a flagpole within a taped square. There is also a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to make a flag for a real or make-believe country. You should also use this time to plan your **PERFORMANCE**, including creating a new national anthem and practicing attaching the flag to the flagpole.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, you should sing the new national anthem and attach the flag to the flagpole. When attaching the flag to the flagpole, no part of a team member’s body may cross over a taped line. To be considered attached, the flag must be touching only the flagpole for at least 3 seconds.

Materials:

1 Piece of Poster Board	1 Yardstick (Meterstick)	1 Piece of Foil	2 Rubber Bands
6 Chenille Sticks (Pipe Cleaners)	24 in (60 cm) of String	4 Mailing Labels	2 Pairs of Scissors
1 Piece of Tissue Paper	24 in (60 cm) of Ribbon	6 Paper Clips	5 Colored Markers

The markers, scissors and yardstick (meterstick) may NOT be damaged and may not part of the flag. The mailing labels may NOT be attached to the flagpole or yardstick. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

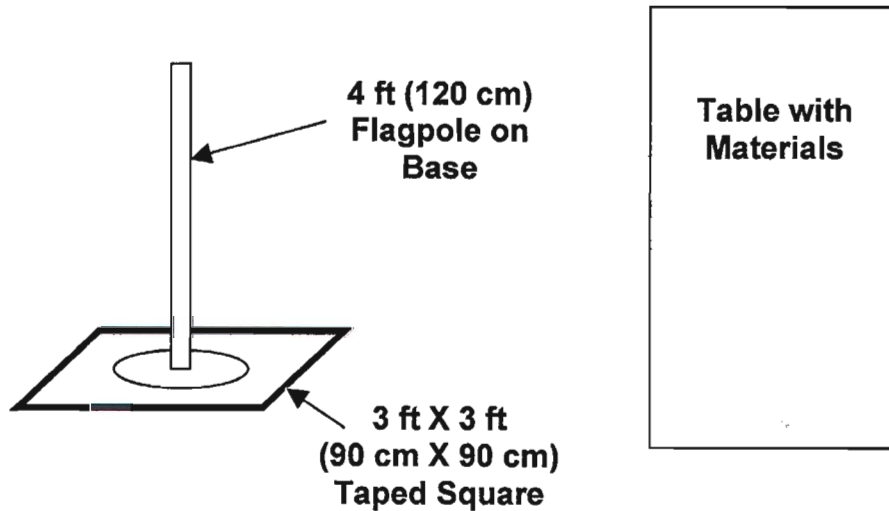
Scoring: You will receive

- A. 20 points if you attach the flag to the flagpole in Part Two.
- B. Up to 20 points for the creativity of the flag
- C. Up to 20 points for the creativity of the new national anthem.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 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. The set-up consists of a 4 ft (120 cm) flagpole in the center of the room. There is a 3 ft X 3 ft (90 cm X 90 cm) taped square around the base of the flagpole. On one side of the room there is a table with materials.



2. During Part Two, if any part of a team member's body crosses over the taped lines, he or she should be warned. If crossing over the taped line results in the flag being attached to the flagpole, the team should not receive any points for score element A.
3. In score elements B and C, the Appraisers should assess the creativity in the flag and anthem, not artistic or musical talent.

TEAM COPY

Destination ImagiNation® UP THE FLAGPOLE

Challenge: Your **TASK** is to make a flag for a real or make-believe country. Your team should then present a **PERFORMANCE** in which you attach the flag to a flagpole from a distance and create a new national anthem.

For the purposes of this Challenge, a “national anthem” is a song about a country.

Time: You will have up to 5 minutes to use your **IMAGINATION** to make your flag, write your song and practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

Set-up: In the middle of the room is a flagpole within a taped square. There is also a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to make a flag for a real or make-believe country.
- You should also use this time to plan your **PERFORMANCE**, including creating a new national anthem and practicing attaching the flag to the flagpole.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, you should sing the new national anthem and attach the flag to the flagpole.
- When attaching the flag to the flagpole, no part of a team member’s body may cross over a taped line.
- To be considered attached, the flag must be touching only the flagpole for at least 3 seconds.

Scoring: You will receive

- A. 20 points if you attach the flag to the flagpole in Part Two.
- B. Up to 20 points for the creativity of the flag
- C. Up to 20 points for the creativity of the new national anthem.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

UP THE FLAGPOLE

Materials:

(Tape to Table)

1 Piece of Poster Board
1 Yardstick (Meterstick)

1 Piece of Foil
2 Rubber Bands
6 Chenille Sticks (Pipe Cleaners)
24 in (60 cm) of String
4 Mailing Labels
2 Pairs of Scissors
1 Piece of Tissue Paper
24 in (60 cm) of Ribbon
6 Paper Clips
5 Colored Markers

The markers, scissors and yardstick (meterstick) may NOT be damaged and may not part of the flag. The mailing labels may NOT be attached to the flagpole or yardstick. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

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Destination ImagiNation®
Instant Challenge
UP THE FLAGPOLE
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF FLAG AND NEW NATIONAL ANTHEM

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 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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Destination ImagiNation®

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

UP THE FLAGPOLE

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Flag successfully attached to flagpole in Part Two	0 or 20	
B. Creativity of flag	0 or 1 – 20	
C. Creativity of new national anthem	0 or 1 – 20	
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.) In score elements B and C, the team should receive 0 points if the item is not included in the **PERFORMANCE**.

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Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

UP THE FLAGPOLE

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.