

Destination ImagiNation®

Instant Challenge

2005 Affiliate Competition – Entry and Advanced Levels

UPENDED

Challenge: Your **TASK** is to build a tower that is as high as possible and that can be “inverted” to stand on either its top or bottom.

For the purpose of this Challenge, “inverted” means turned upside down.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build your tower and up to 1 minute to invert the structure allowing it to stand upside down.

Set-up: In the center of the room is a taped square in which to put your tower. There is also a table with materials that you may use to build your tower.

Procedure:

•**Part One** (5 minutes): Use the materials on the table to build a tower that is as high as possible. You may build your tower anywhere, but by the end of Part One, your tower must be standing by itself within the taped square. The tower may **NOT** be attached to the floor. **You must have a tower standing by itself within the taped square at the end of Part One in order to proceed to Part Two.** At the end of Part One, the Appraisers will measure the height of your tower.

•**Part Two** (1 minute): Turn your tower upside down and try to stand the tower on its top. The bottom of your structure from Part One must now be the top of your structure in Part Two. No materials or pieces may be removed or fall off the tower during Part Two. If any part of the tower is removed or falls off, time will stop and you will not receive points for inverting the tower. You may stop time before 1 minute has passed. Your upside down tower must stand by itself for at least 5 seconds in order to receive score.

Materials:

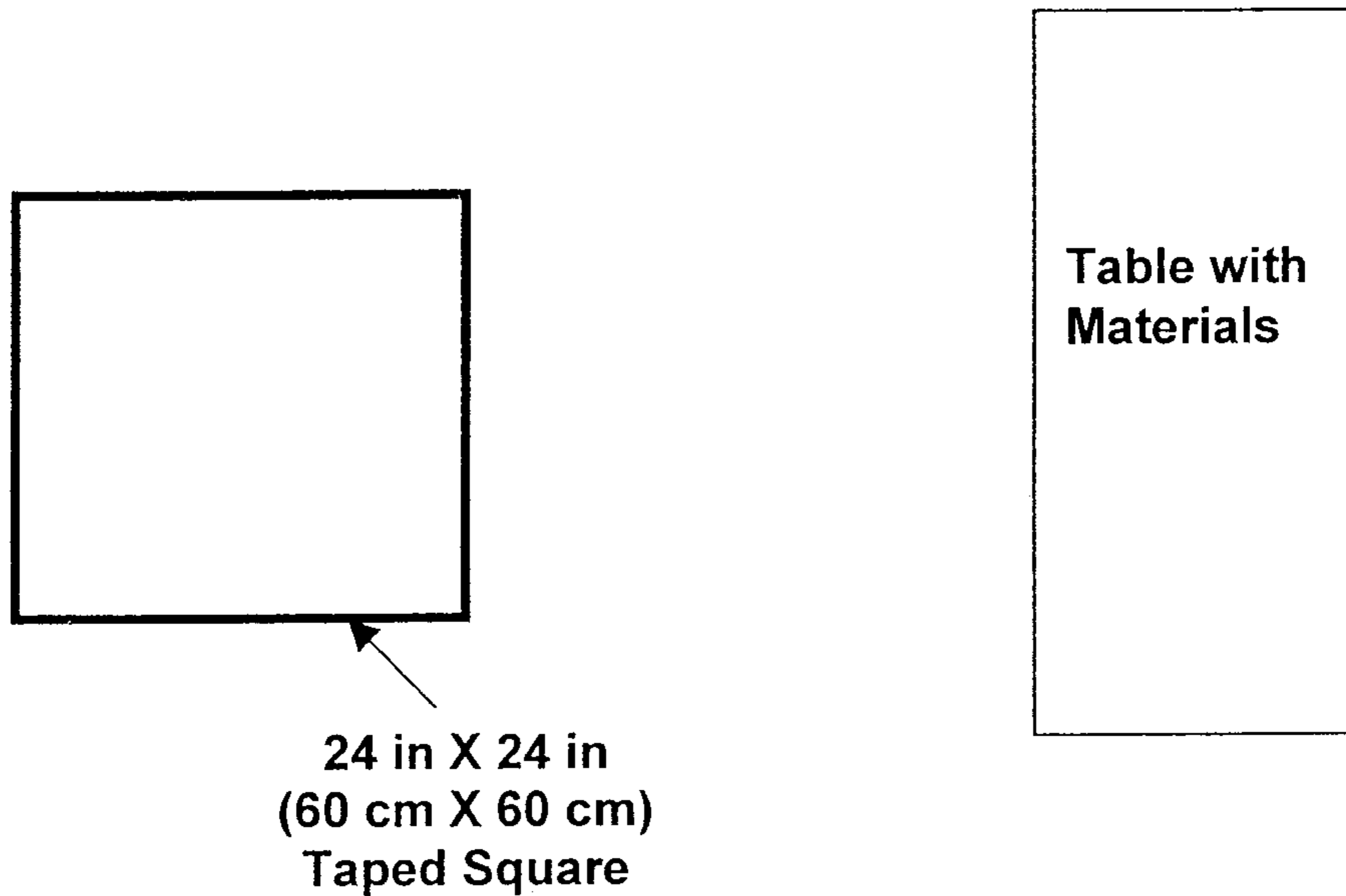
1 Sheet of Paper	2 Rubber Bands	6 Mailing Labels	12 in (30 cm) of String
6 Chenille Sticks (Pipe Cleaners)	2 Index Cards	10 Paper Clips	4 Craft Sticks
4 Coffee Stirrers	1 Pencil		

Scoring: You will receive

- 2 points (40 points maximum) for each inch (2.5 cm) in height of your tower at the end of Part One.
- 20 points if you successfully invert the tower in Part Two.
- Up to 20 points for how creatively you attempt to solve the **TASK**.
- Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a 24 inch X 24 inch (60 cm X 60 cm) taped square in the middle of the room. There is also a table with materials on one side of the room.



2. In Part One, the team should be warned when they have 1 minute remaining and 30 seconds remaining. At each of these times, one of the Appraisers should say, **“You must have a tower standing by itself within the taped square at the end of Part One in order to proceed to Part Two.”**

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Set-up: In the center of the room is a taped square in which to put your tower. There is also a table with materials that you may use to build your tower.

Procedure:

Part One (5 minutes):

- Use the materials on the table to build a tower that is as high as possible.
- You may build your tower anywhere, but by the end of Part One, your tower must be standing by itself within the taped square.
- The tower may NOT be attached to the floor.
- **You must have a tower standing by itself within the taped square at the end of Part One in order to proceed to Part Two.**
- At the end of Part One, the Appraisers will measure the height of your tower.

Part Two (1 minute):

- Turn your tower upside down and try to stand the tower on its top.
- The bottom of your structure from Part One must now be the top of your structure in Part Two.
- No materials or pieces may be removed or fall off the tower during Part Two. If any part of the tower is removed or falls off, time will stop and you will not receive points for inverting the tower.
- You may stop time before 1 minute has passed. Your upside down tower must stand by itself for at least 5 seconds in order to receive score.

Scoring: You will receive

- A. 2 points (40 points maximum) for each inch (2.5 cm) in height of your tower at the end of Part One.
- B. 20 points if you successfully invert the tower in Part Two.
- C. Up to 20 points for how creatively you attempt to solve the **TASK**.
- D. Up to 20 points for how well your team works together.

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Materials:

(Tape to Table)

- 1 Sheet of Paper
- 2 Rubber Bands
- 6 Mailing Labels
- 12 Inches (30 cm) of String
- 6 Chenille Sticks (Pipe Cleaners)
- 2 Index Cards
- 10 Paper Clips
- 4 Craft Sticks
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- 1 Pencil

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APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY TEAM ATTEMPTS TO SOLVE THE TASK

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 • 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 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: _____

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INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. _____ # of inches (2.5 cm) in height of tower at the end of Part One	_____ X 2 (40 Points Maximum)	
B. Tower successfully inverted in Part Two	0 or 20	
C. How creatively team attempts to solve the TASK	1 – 20	
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: E M S U

Passport 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	E.
Divide E by # of Appraisers	F.

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

<i>INSTANT CHALLENGE SCORE</i>
G.

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.