

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
2006 Affiliate Competition – Advanced Level

WATER WONDERS

Challenge: Your **TASK** is to build 6 objects from a list you will be given, to move the objects across a barrier, and then to place the objects in a tub of water.

Time: You will have up to 2 minutes to use your **IMAGINATION** to plan your solution and up to 5 minutes to build 6 objects, move them across a barrier and place them in a tub of water.

Set-up: In the middle of the room are 2 taped lines that represent a barrier. On one side of the taped lines is a table with materials. On the other side of the taped lines is a tub of water. The tub is marked with red and green lines.

Procedure:

•**Part One** (2 minutes): Plan your solution. You will be given 2 copies of a list of possible objects to build in Part Two. During this part of the Challenge, you may **NOT** touch the materials or the tub of water. At the end of Part One, you should divide your team into 2 groups: Builders and Users. The Builders will stay around the table; the Users will go to the other side of the taped lines.

•**Part Two** (5 minutes): The Builders should use the materials on the table to build 6 of the objects from the list. Once an object has been built, it must be moved across the barrier to one of the Users. The object may **NOT** be thrown. No part of a team member's body may cross over the taped lines during this part of the Challenge. The Users will then place the object in the tub to show the Appraisers that it matches the description of one of the objects on the list. The Users may **NOT** rebuild any of the objects. If an object comes apart in transport, it must be sent back across the barrier to be rebuilt. Once an object has been observed by one of the Appraisers, it may be returned to the Builders to recycle the materials. You will be warned when you have 1 minute remaining and 30 seconds remaining in Part Two.

Materials:

3 Styrofoam Cups	2 Corks	4 Pencils	4 Rubber Bands
4 Mailing Labels	36 in (90 cm) of String	4 Straws	4 Paper Clips
1 Sponge	4 Toothpicks	3 Marbles	2 Pieces of Foil
2 Pairs of Chopsticks	1 Sheet of Newspaper	2 Twist Ties	2 Yardsticks (Metersticks)

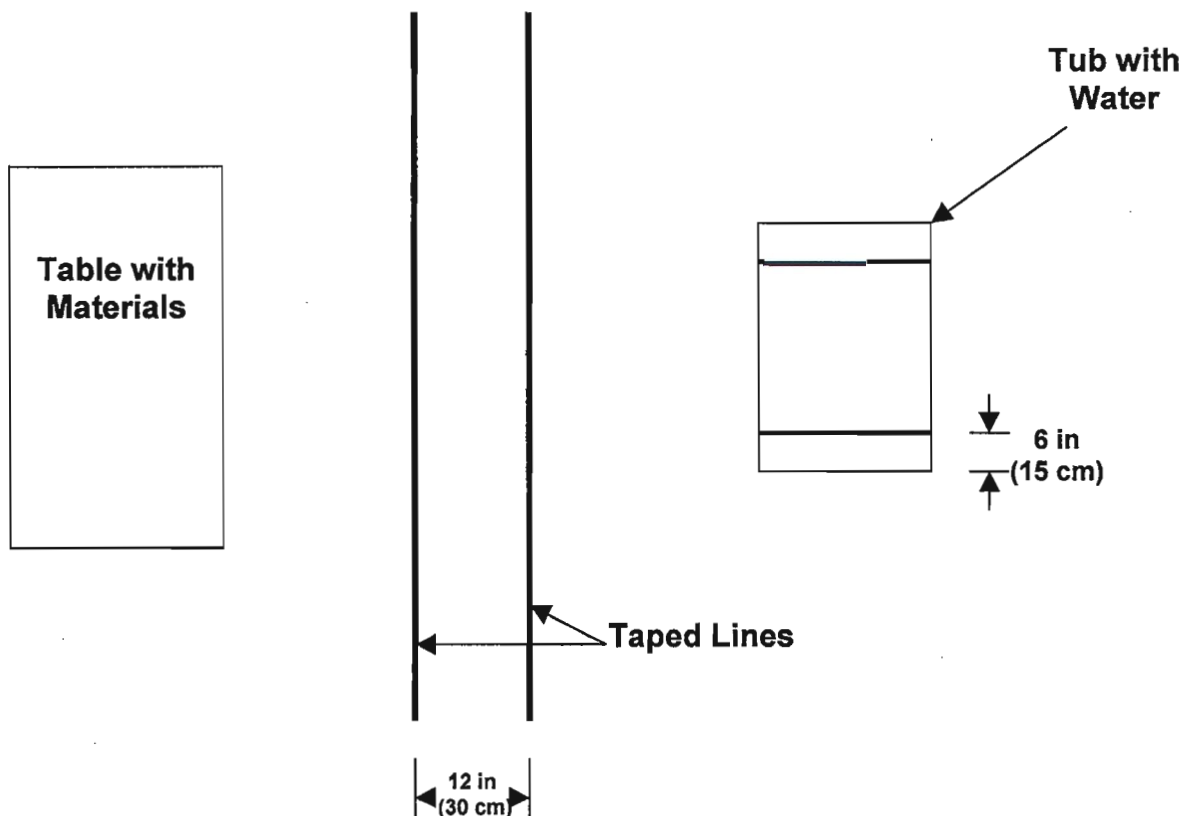
You will have 2 copies of a list of possible objects to build, as well as 2 pencils. The mailing labels may **NOT** be attached to the yardsticks (metersticks). **The newspaper, yardsticks (metersticks), lists and sharpened pencils may NOT be used as part of your objects.**

Scoring: You will receive

- 20 points if objects that match 6 of the descriptions on the list have been placed in the tub by the end of Part Two.
- Up to 10 points (60 points maximum) for the creativity of each of the 6 objects.
- Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of 2 taped lines, separated by 12 in (30 cm) in the center of the room. On one side of the lines is a table with materials. On the other side of the taped lines is a tub of water. The tub has a red taped line 6 in (15 cm) from one end and a green taped line 6 in (15 cm) from the other end.



2. In Part Two, if any part of a team member's body crosses one of the taped lines, he or she should be warned. If crossing the line results in an object being transported, that object should be moved back across the barrier again.
3. The team should be reminded when they have 1 minute remaining and 30 seconds remaining in Part Two.

TEAM COPY

Destination ImagiNation®

WATER WONDERS

Challenge: Your **TASK** is to build 6 objects from a list you will be given, to move the objects across a barrier, and then to place the objects in a tub of water.

Time: You will have up to 2 minutes to use your **IMAGINATION** to plan your solution and up to 5 minutes to build 6 objects, move them across a barrier and place them in a tub of water.

Set-up: In the middle of the room are 2 taped lines that represent a barrier. On one side of the taped lines is a table with materials. On the other side of the taped lines is a tub of water. The tub is marked with red and green lines.

Procedure:

Part One (2 minutes):

- Plan your solution.
- You will be given 2 copies of a list of possible objects to build in Part Two.
- During this part of the Challenge, you may **NOT** touch the materials or the tub of water.
- At the end of Part One, you should divide your team into 2 groups: Builders and Users. The Builders will stay around the table; the Users will go to the other side of the taped lines.

Part Two (5 minutes):

- The Builders should use the materials on the table to build 6 of the objects from the list.
- Once an object has been built, it must be moved across the barrier to one of the Users. The object may **NOT** be thrown.
- No part of a team member's body may cross over the taped lines during this part of the Challenge.
- The Users will then place the object in the tub to show the Appraisers that it matches the description of one of the objects on the list.
- The Users may **NOT** rebuild any of the objects. If an object comes apart in transport, it must be sent back across the barrier to be rebuilt.
- Once an object has been observed by one of the Appraisers, it may be returned to the Builders to recycle the materials.
- You will be warned when you have 1 minute remaining and 30 seconds remaining in Part Two.

Scoring: You will receive

- A. 20 points if objects that match 6 of the descriptions on the list have been placed in the tub by the end of Part Two.
- B. Up to 10 points (60 points maximum) for the creativity of each of the 6 objects.
- C. Up to 20 points for how well your team works together.

WATER WONDERS

Materials:

(Tape to Table)

- 3 Styrofoam Cups
- 2 Corks
- 4 Pencils
- 4 Rubber Bands
- 4 Mailing Labels
- 36 in (90 cm) of String
- 4 Straws
- 4 Paper Clips
- 1 Sponge
- 4 Toothpicks
- 3 Marbles
- 2 Pieces of Foil
- 2 Pairs of Chopsticks
- 1 Sheet of Newspaper
- 2 Twist Ties
- 2 Yardsticks (Metersticks)

You will have 2 copies of a list of possible objects to build, as well as 2 pencils. The mailing labels may NOT be attached to the yardsticks (metersticks). **The newspaper, yardsticks (metersticks), lists and sharpened pencils may NOT be used as part of your objects.**

Following the Tournament, all copies of this Challenge must be collected and destroyed.

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Instant Challenge
WATER WONDERS
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF EACH OF THE OBJECTS

Points	1 – 3	4 – 5	6 – 7	8 – 10
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 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

LIST OF OBJECTS TO BUILD

1. Object that floats for at least 10 seconds and hold 3 marbles
2. Object that floats for at least 5 seconds and is at least 6 in (15 cm) tall
3. Object that looks like a new underwater creature
4. Object that looks like a floating hat (object must float for at least 20 seconds)
5. Object that starts out floating for at least 2 seconds but sinks within 30 seconds
6. Object that floats for at least 10 seconds and spans the distance between the green line and the red line
7. Object that floats for at least 10 seconds and can move across one of the taped lines under its own power
8. Object that floats for at least 10 seconds and keeps one of the marbles at least 6 in (15 cm) above the water

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Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

WATER WONDERS

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Six objects from the list in tub by the end of Part Two	0 or 20	
B. Creativity of object #1	0 or 1 – 10	
Creativity of object #2	0 or 1 – 10	
Creativity of object #3	0 or 1 – 10	
Creativity of object #4	0 or 1 – 10	
Creativity of object #5	0 or 1 – 10	
Creativity of object #6	0 or 1 – 10	
C. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score element B, the team should receive 0 points if the object is not created.

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Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

WATER WONDERS

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

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 or more.