

APPRAISER COPY

Destination ImagiNation®
Instant Challenge
2006 Affiliate Competition – Entry Level
WATER WONDERS

Challenge: Your **TASK** is to build 3 objects that can be placed in a tub of water.

Time: You will have up to 2 minutes to use your **IMAGINATION** to plan your solution, up to 4 minutes to build 3 objects, and then up to 1 minute to place the 3 objects in a tub of water.

Set-up: In the middle of the room is a table with materials. Next to the table is a tub of water.

Procedure:

•**Part One** (2 minutes): Plan your solution. You will be given a list of possible objects that you may build in Part Two. During this part of the Challenge, you may **NOT** touch the materials or the tub of water.

•**Part Two** (4 minutes): Use the materials on the table to build 3 objects that can be placed in a tub of water. Each object has something different about it that you must consider when building it. You must build 3 of these objects during this part of the Challenge. You may practice putting the objects in the tub of water.

•**Part Three** (1 minute): Tell the Appraisers which 3 objects from the list you have built. You should then place each of these objects in the tub to show the Appraisers that the object matches its description on the list.

Materials:

3 Styrofoam Cups	2 Corks	4 Pencils	4 Rubber Bands
4 Mailing Labels	12 in (30 cm) of String	4 Straws	4 Paper Clips
1 Sponge	4 Toothpicks	3 Marbles	2 Pieces of Foil
4 Quarters	Two 6 in (15 cm) Nails		

The mailing labels may **NOT** be attached to the quarters or nails. A 12 in (30 cm) ruler will be available for your team to use, but may **NOT** be part of your objects.

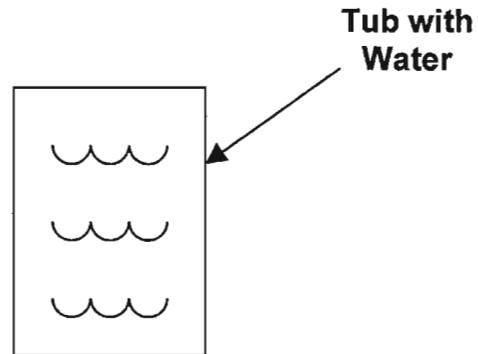
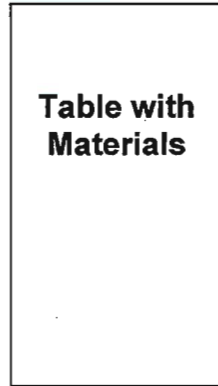
Scoring: You will receive

- 20 points if you have built objects that match 3 of the descriptions on the list by the end of Part Two.
- Up to 20 points (60 points maximum) for the creativity of each of the 3 objects.
- 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 a table with materials. Next to the table is a tub of water.



2. Appraisers should allow for wide interpretation of the word "hat."

TEAM COPY

Destination ImagiNation®

WATER WONDERS

Challenge: Your **TASK** is to build 3 objects that can be placed in a tub of water.

Time: You will have up to 2 minutes to use your **IMAGINATION** to plan your solution, up to 4 minutes to build 3 objects, and then up to 1 minute to place the 3 objects in a tub of water.

Set-up: In the middle of the room is a table with materials. Next to the table is a tub of water.

Procedure:

Part One (2 minutes):

- Plan your solution.
- You will be given a list of possible objects that you may build in Part Two.
- During this part of the Challenge, you may **NOT** touch the materials or the tub of water.

Part Two (4 minutes):

- Use the materials on the table to build 3 objects that can be placed in a tub of water.
- Each object has something different about it that you must consider when building it.
- You must choose to build 3 of these objects for this part of the Challenge.
- You may practice putting the objects in the tub of water.

Part Three (1 minute):

- Tell the Appraisers which 3 objects from the list you have built.
- You should then place each of these objects in the tub to show the Appraisers that the object matches its description on the list.

Scoring: You will receive

- A. 20 points if you have built objects that match 3 of the descriptions on the list by the end of Part Two.
- B. Up to 20 points (60 points maximum) for the creativity of each of the 3 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
12 in (30 cm) of String
4 Straws
4 Paper Clips
1 Sponge
4 Toothpicks
3 Marbles
2 Pieces of Foil
4 Quarters
Two 6 in (15 cm) Nails

The mailing labels may NOT be attached to the quarters or nails. A 12 in (30 cm) ruler will be available for your team to use, but may NOT be part of your objects.

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Instant Challenge
WATER WONDERS
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF EACH OF THE OBJECTS

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 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 and holds 3 marbles
2. Object that floats and is at least 6 in (15 cm) tall measured from the surface of the water
3. Object that looks like a new underwater creature
4. Object that looks like a floating hat
5. Object that starts out floating for at least 2 seconds but sinks within 30 seconds

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Destination ImagiNation®

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. Three objects from list built by the end of Part Two	0 or 20	
B. Creativity of object #1	0 or 1 – 20	
Creativity of object #2	0 or 1 – 20	
Creativity of object #3	0 or 1 – 20	
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.