

Activity: Stack 'Em Up

Roadmap: Yes

Category: Teamwork

Learning Statement:

In successful teams, everyone contributes what they can. Failure is not the end-point, but a stepping stone to the solution.

Directions:

Place a stack of 10 plastic cups upside down on a table. Work together as a team and use only the rubber-band-and-string device provided to stack the cups into a pyramid. The pyramid should have four cups on the bottom row, 3 cups in the second, 2 in the third, and 1 cup on top. Each team member must hold the string by its loose end.

The team may take 1 minute to plan, and then the team will have 6 minutes to build the pyramid. The team may not talk during the 6-minute building time.

Teamwork thinking questions:

- 1) How well do you feel that your team communicated during the planning time?
- 2) Did your team struggle by not being able to speak during the building time? What made that a challenge?
- 3) Do you think that your strategy for stacking cups was the most effective strategy you could have developed? Is there another technique that could have worked better or more quickly?
- 4) In this activity was it possible for one person to not do their "fair share?" Could other team members pick up the slack if one person didn't participate?

Activity: Tying the Knot

Roadmap: No

Category: Teamwork

Learning Statement:

Someone will always have to lead. Not everyone can lead all the time.

Directions:

Take a piece of rope no less than 10 feet long and place a piece of tape approximately one foot from the center of the rope in each direction. Each member of the team should place one hand on the rope. Once a team member places their hand on the rope, the hand is “frozen” to the rope and cannot be removed from the rope. With each team member holding the rope, tie a knot in the rope. At the end of the Challenge, the knot should be between the two pieces of tape toward the center of the rope.

The team may take 1 minute to plan, and then the team will have 6 minutes to attempt to tie the knot in the rope.

Teamwork thinking questions:

- 1) Which members of your team “led” during this activity?
- 2) Is it necessary for one or two people to become leaders during an activity?
- 3) Why is it important for people to be willing to lead AND follow?
- 4) How do you decide when you will be a leader and when you will be a follower?

Activity: Blind Polygon

Roadmap: No

Category: Teamwork

Learning Statement:

Working as a team requires that each individual trust themselves and the other members of their team.

Directions:

The team forms a circle with arms outstretched, drops hands and sits down. Team members put blindfolds on. Facilitator places the rope in the middle of the circle. The group is instructed to form perfect square with each team member holding on to the rope. No team member can let go of the rope. When group members feel the task is completed, they can take off the blindfolds to check the results.

There should be no time limit to this challenge. Time is stopped when the team believes they have formed the square. The team can be stopped if too much time has passed and training must continue.

Teamwork thinking questions:

- 1) How did the blindfold affect your thinking in this activity? How does being blindfolded affect your confidence in your solution?
- 2) At what point did you think you were "done?"
- 3) How did your team decide that they as made a square and call time?
- 4) Think about how you interacted with your team in this challenge, did members of the team trust the other members to provide accurate information and then communicate effectively?
- 5) Other than not being blindfolded, how might your team solve this challenge more effectively if you were to repeat it?

Activity: Helium Hula Hoop

Roadmap: No

Category: Teamwork

Learning Statement:

Sometimes, everyone working together can be counter-productive at first. The key is to minimize this phase and move into getting tasks accomplished as quickly as possible. Effective teamwork results in efficient problem-solving.

Directions:

Line up team in two rows which face each other. Introduce the Helium Hula Hoop. Ask participants to point their index fingers and hold their arms out. Lay the hula hoop down on their fingers. Before you let go, get the group to adjust their finger heights until the hula hoop is horizontal and everyone's index fingers are touching the stick. Explain that the challenge is to lower the Helium Hula Hoop to the ground. The catch: Each person's fingers must be in contact with the hula hoop at all times. Pinching or grabbing the hoop is not allowed - it must rest on top of fingers.

Reiterate to the group that if anyone's finger is caught not touching the Helium hoop, the task will be restarted. Let the task begin....

Warning: Particularly in the early stages, the Helium Stick has a habit of mysteriously floating up rather than coming down, causing much laughter. A bit of clever humoring can help - e.g., act surprised and ask what are they doing raising the Helium Hula Hoop instead of lowering it!

Teamwork thinking questions:

- 1) Why did the hoop rise at first?
- 2) What was necessary for the hoop to be lowered to the ground? Why was this hard at first?
- 3) When your team works on a task, does it sometimes take a while before you begin to make progress?
- 4) How can your team begin to minimize the time required to begin accomplishing the task?

Activity: Back-to-Back Drawing

Roadmap: No

Category: Teamwork

Learning Goal:

Simply communicating is a great start to teamwork, but learning to communicate the correct information is essential to effective teamwork.

Directions:

Have the group split into pairs. One person in each pair will have the template drawing and the second person will have a blank piece of paper and writing instrument. It is best to have 3 different template pictures for teams to use. The activity will be repeated under 3 different sets of instructions.

Each pair will stand back-to-back. The goal is for the person with the paper and pencil to duplicate the drawing based on information provided by the person holding the template drawing (the “direction giver”). The first time through, the person drawing cannot speak at all to the direction giver. The second time through, the person drawing may only ask yes or no questions of the direction giver. The third time through, the person drawing can communicate in any way with the direction giver. Each time, have the pair compare the drawing to the template.

Teamwork thinking questions:

- 1) Why is it so difficult to receive instructions without being able to ask questions?
- 2) When working as a team, why is it important to be sure that you clearly articulate your ideas and that you are willing to explain and answer questions?
- 3) Do you think effective teams ask lots of questions or do you think they just know what each other is thinking?
- 4) How can your team improve communication when you are trying to accomplish a task?

Activity: Clownsorium

Roadmap: Yes

Category: Teamwork

Learning Goal:

Quality teamwork arrives at a workable solution. Effective teams recognize that solutions that work are the essential goal of teamwork.

Directions:

Roadmap pages 64-65

Teamwork thinking questions:

- 1) Other than scoring points, how would you define a successful communication system in this challenge?
- 2) Did your team spend most of its time creating the system or did you have more time to practice after developing the system?
- 3) Think about the process your team used to develop the communication system. Were you more focused on being “creative” or were you more focused on an efficient system that simply worked?
- 4) If you were to judge the creativity of your solution, what factors about your solution would influence your score?

Activity: Go!

Roadmap: No

Category: Teamwork

Learning Statement:

A team can only function well when every member is focused on the task at hand. It is also important not to assign fault, but to accept responsibility as a team.

Directions:

Have the group stand in a circle about arms-length apart, while the instructor stands in the middle (or with one less place in the circle than people in the group if the instructor does not want to play).

Explain to the group that when the game starts you are not allowed to speak at all except to say the word "Go." With the instructor (or odd person out) starting by standing in between 2 of the equally spaced participants. Tell the group that you are making eye contact (ONLY) to get the attention of someone across the circle with the intent of getting them to say "Go" so you may leave your space. When one person says go (only after making eye contact) the instructor can start at a slow pace walking towards the person who told them to go. While the instructor is walking towards the person (we'll call them Person A), Person A must make eye contact with those across the circle with the intent of having one of them tell them to "Go." When this someone tells Person A to go (we'll call this new participant, Person B), Person A can leave their space and head towards Person B. If timed correctly Person A should be moving out of their spot in time for the Instructor take their spot. This continues when Person B searches for someone to say go and then moves (only when told to) and Person A can take their spot.

1. Nothing can be said besides the word "Go." 2. You may not leave your spot unless someone has told you to go, after you've told someone to go. 3. You may only say "Go" if you've made eye contact with the person who needs your help.

In the event that a person tries to enter a spot before the spot holder has time to get someone to tell them to go, the game ends and is quickly debriefed. Keep trying until the group fully understands how it works and they can move fluidly for a while. Then do a full debrief.

Teamwork thinking questions:

- 1) Who is at fault when something goes wrong? Was it the person walking? Was it the person making eye contact? Was it the person saying "Go?" Or was it the person who did not make eye contact?
- 2) Which is more important, to focus on the person already doing something (walking) or the person who needs help (being told to go)? How does this relate to when your team works on tasks for your solution?

Activity: Beach Ball Brainstorm

Roadmap: No

Category: Generating

Objective:

To generate ideas with kinesthetic action; especially useful for teams with lots of kinesthetic learners

Directions:

Have a beach ball (or other object) for the team to use. Ask a question (e.g. What could we tell a story about?) and throw the ball to a team member. That team member must say the first idea they think of and immediately pass the ball to the next team member. Be sure that you are ready to write down ideas quickly. When a team member catches the ball, they must quickly say their idea and then throw the ball again. Ideas cannot be repeated, but can be piggy-backed. Team members cannot pass. Ideas should not be evaluated or commented on, this is simply for generating ideas.

Activity: Mind Spin

Roadmap: No

Category: Generating

Objective:

To generate ideas with both written and kinesthetic action; helps aid in piggy-backing from one idea to another

Directions:

The team should sit in a circle with each having a stack of index cards on their right and a writing instrument; there should also be a larger stack of index cards in the center of the circle. Once time starts, each person will begin writing ideas on index cards, one per card. As an idea is written, the team member should place the card to their left and then pick up a new card. If a team member gets stuck, they can take a card from the generated stack of the person to their right. They should read the idea from that card, and then either piggy-back from it, or write a question they may have about the idea on the card. After five minutes, everyone should stop and take the stack of cards to their left and place them in front of them.

The team will then complete a second round of generating just like the first. New ideas on new cards, placed in a pile to their left. However, in this round, if a team member gets stuck, they should first pull cards from the stack in front of them, and either piggy-back on it or write a question about it on the card. If they run out of cards in front of them, then they can begin taking cards from the person to their right.

For the third round, all of the cards should be gathered, shuffled, and then redistributed. For this round, team members should pull cards from their stack and either piggy-back on the idea or write a question about the idea on the card.

At the end of this session, the team should have lots of ideas with great questions to help in the focusing process.

Activity: ABC Brainstorming

Roadmap: Yes

Category: Generating

Objective:

Forces generation of ideas; helps create ideas that sometimes would not be generated without the strict letter-associations required

Directions:

Take a simple idea (e.g. What are the different uses for a chair?) and have the team create an idea that starts with each letter of the alphabet.

Try it with several different starting thoughts. Begin with simple ideas and questions, and work toward more complicated problems. This tool can be very useful for generating ideas for virtually any topic.

Activity: Race for Fluency

Roadmap: Yes

Category: Generating

Objective:

To quickly (and in the spirit of friendly competition) generate a list of solutions to a problem

Directions:

Split the group into two teams. Give each team a sheet of paper and writing instrument. Propose a problem (“How could you use a paper clip in a skit about a clown?”) and then have the two teams generate ideas as quickly as possible. The first team to generate a certain number of ideas and hand them to the TM wins a prize (it can be as simple a bragging rights).

Remember, the goal is for teams to get used to creating as many ideas as possible with taking time to evaluate or judge the ideas. When your team moves to focusing, they will use these ideas as options.

Activity: Mix and Match

Roadmap: Yes

Category: Generating

Objective:

Generate a tool to be used for quick practice for performance-based challenges; also useful for generating ideas for pieces of a solution

Directions:

Roadmap page 66

Activity: Strong-Weak-Special

Roadmap: No

Category: Directing

Objective:

To evaluate ideas for their strengths and weaknesses, along with identifying the creative aspects of each idea.

Directions:

For each idea from a generating session, have the team identify the strengths, weaknesses, and what makes the idea special.

Things that make an idea special could be new use of a material, interesting viewpoint, or that it's really out of the box.

After evaluating the strengths, weaknesses, and special qualities of different ideas, the team will be able to guide their decision process toward those ideas that present the greatest benefit.

Activity: Choice Helper

Roadmap: Yes

Category: Directing

Objective:

To allow for each team member to provide objective feedback regarding ideas and assist the team in choosing a solution

Directions:

The team should select criteria for evaluating solution options. After selecting criteria, team members should score each option according each criterion on a scale (1-5 or 1-10). Once all options have been scored, team members can compile the scores and find the solution options that have the highest scores according the established criteria. The team can then select a solution to begin working through.

More detailed instructions are available on page 87 of the Roadmap.

Destination Imagination

Instant Challenge

Entry and Advanced Levels

Focus: The Arts and STEM

Performance Based

ANIMATED

Challenge: Your team is to present a **PERFORMANCE** in which you use action pictures to tell a story.

For the purpose of this Challenge, “action pictures” are drawings showing an action at different times.

Time: You will have up to 5 minutes to use your **IMAGINATION** and **PROBLEM SOLVING SKILLS** to create your action pictures, as well as to plan and practice your skit, and then up to 2 minutes to present your **PERFORMANCE**.

The Scene:

•**Part One** (5 minutes): You are to present a **PERFORMANCE** in which you use action pictures to tell a story rather than the actual actions. You may talk during your **PERFORMANCE**. Make sure your story has a beginning, a middle and an end.

•**Part Two** (2 minutes): Present your **PERFORMANCE**.

Materials:

6 Large Sheets of Paper

1 Box of Markers

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

Scoring: You will receive

- A. 10 points if your story has a beginning, a middle and an end.
- B. 5 points (30 points maximum) for each picture used to help you tell your story.
- C. Up to 20 points for the creativity of your pictures.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

TEAM COPY

Destination Imagination

ANIMATED

Challenge: Your team is to present a **PERFORMANCE** in which you use action pictures to tell a story. .

For the purpose of this Challenge, “action pictures” are drawings showing an action at different times.

Time: You will have up to 5 minutes to use your **IMAGINATION** and **PROBLEM SOLVING SKILLS** to create your action pictures, as well as to plan and practice your skit, and then up to 2 minutes to present your **PERFORMANCE**.

The Scene:

Part One (5 minutes):

- You are to present a **PERFORMANCE** in which you use action pictures to tell a story rather than the actual actions.
- You may talk during your **PERFORMANCE**.
- Make sure your story has a beginning, a middle and an end.

Part Two (2 minutes):

- Present your **PERFORMANCE**.

Materials:

6 Large Sheets of Paper

1 Box of Markers

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

Scoring: You will receive

- A. 10 points if your story has a beginning, a middle and an end.
- B. 5 points (30 points maximum) for each picture used to help you tell your story.
- C. Up to 20 points for the creativity of your pictures.
- D. Up to 20 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

Destination Imagination

Instant Challenge

ANIMATED

APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF PICTURES

| 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 |

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

Appraiser's Name: _____

ANIMATED

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|---|----------------------------------|------------|
| A. Story has a beginning, a middle and an end | 0 or 10 | |
| B. # of pictures used to help tell story | _____ X 5 (Number: 6 Maximum) | |
| C. Creativity of pictures | 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 element C, the team should receive 0 points if the pictures are NOT included in the **PERFORMANCE**.

If computerized scoring is being utilized, fill in only the outlined boxes.

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

ANIMATED

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.

| |
|--------------------------------|
| <i>INSTANT CHALLENGE SCORE</i> |
|--------------------------------|

| |
|----|
| 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.

Destination Imagination *Instant Challenge*

Entry Level
Focus: The Arts
Performance Based

DI-DI-O

Challenge: Your team is to create 3 unusual animals and the sounds they would make, and then present a **PERFORMANCE** in which you sing about your new animals and their sounds.

Time: You will have up to 5 minutes to use your IMAGINATION to create your animals and their sounds, as well as plan and practice your skit, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Old McDI had a farm, DI-DI-O. And on that farm he had a.....
That's where your team comes in. You are to create 3 new and unusual animals, and the sounds they would make. Your new animals must be the combination of 2 usual animals. For example, if you combine a dog and a cat, the new animal might be a "dogat" and the dogat might say "arfeow." You should write the names of your 3 new animals on the 2 sheets of paper the Appraisers will give you and hand one sheet back to the Appraisers before you begin your **PERFORMANCE**. You should include a song in your **PERFORMANCE**.

Materials: 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. 10 points if you include the 3 new animals and the sounds they make in your **PERFORMANCE**.
- B. 10 points if you include a song in your **PERFORMANCE**.
- C. Up to 15 points (45 points maximum) for the creativity of each of your new animals and the sounds they make.
- D. Up to 15 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

TEAM COPY

Destination Imagination

DI-DI-O

Challenge: Your team is to create 3 unusual animals and the sounds they would make, and then present a **PERFORMANCE** in which you sing about your new animals and their sounds.

Time: You will have up to 5 minutes to use your IMAGINATION to create your animals and their sounds, as well as plan and practice your skit, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- Old McDI had a farm, DI-DI-O. And on that farm he had a.....
That's where your team comes in.
- You are to create 3 new and unusual animals, and the sounds they would make.
- Your new animals must be the combination of 2 usual animals. For example, if you combine a dog and a cat, the new animal might be a “dogat” and the dogat might say “arfeow.”
- You should write the names of your 3 new animals on the 2 sheets of paper the Appraisers will give you and hand one sheet back to the Appraisers before you begin your **PERFORMANCE**.
- You should include a song in your **PERFORMANCE**.

Materials: 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

- 10 points if you include the 3 new animals and the sounds they make in your **PERFORMANCE**.
- 10 points if you include a song in your **PERFORMANCE**.
- Up to 15 points (45 points maximum) for the creativity of each of your new animals and the sounds they make.
- Up to 15 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

Destination Imagination
Instant Challenge
DI-DI-O
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF NEW ANIMALS AND THE SOUNDS THEY MAKE

| Points | 1 – 4 | 5 – 8 | 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 • 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 – 4 | 5 – 8 | 9 – 11 | 12 – 15 |
|-----------|---|---|---|---|
| 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 |

DI-DI-O Animals and Sounds

Animal

Sound

1

2

3

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

Appraiser's Name: _____

DI-DI-O

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|--|-------------|------------|
| A. Three new animals and the sounds they make are included in PERFORMANCE | 0 or 10 | |
| B. Song is included in PERFORMANCE | 0 or 10 | |
| C1. Creativity of 1 st animal and the sound it makes _____ | 0 or 1 – 15 | |
| C2. Creativity of 2 nd animal and the sound it makes _____ | 0 or 1 – 15 | |
| C3. Creativity of 3 rd animal and the sound it makes _____ | 0 or 1 – 15 | |
| D. Creativity of PERFORMANCE | 1 – 15 | |
| E. Teamwork | 1 – 20 | |
| Total | | |

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)
 In score elements C, the team should receive 0 points if the team does not include the animal and the noise it makes in their **PERFORMANCE**.

If computerized scoring is being utilized, fill in only the outlined boxes.

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

DI-DI-O

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.

Destination Imagination *Instant Challenge*

Entry Level

Focus: The Arts

Performance Based

DOING MORE WITH LESS

Challenge: Your team is to present two **PERFORMANCES**. Each time you will present the same story, but you are to use a smaller number of actors the 2nd time.

Time: You will have up to 3 minutes to use your IMAGINATION to plan and practice your **PERFORMANCES**, and then up to 2 minutes for each **PERFORMANCE** of your story.

The Scene:

•**Part One** (3 minutes): You are to create a skit that includes all your participating team members. The skit should take place on a train. The skit should last up to 2 minutes. The skit should have a beginning, a middle and an end.

•**Part Two** (2 minutes): Present your story as a **PERFORMANCE**. At the end of Part Two, each team member will be given a card saying either “Participate” or “Watch.”

•**Part Three** (2 minutes): Present the same story as a 2nd **PERFORMANCE** using only those team members who have chosen a card saying “Participate.”

Materials:

A piece of paper and a pencil will be available for your team to use as you plan and practice your **PERFORMANCES**.

Scoring: You will receive

- A. 10 points if the 1st **PERFORMANCE** has a beginning, a middle and an end.
- B. 10 points if the 2nd **PERFORMANCE** has a beginning, a middle and an end.
- C. Up to 30 points for the creativity of your 1st **PERFORMANCE**.
- D. Up to 30 points for the creativity of your 2nd **PERFORMANCE**.
- E. Up to 20 points for how well you team works together.

For Appraisers Only:

1. The “Participate” and “Watch” cards should alternate and be handed out to the teams in the same order each time.

TEAM COPY

Destination Imagination

DOING MORE WITH LESS

Challenge: Your team is to present two **PERFORMANCES**. Each time you will present the same story, but you are to use a smaller number of actors the 2nd time.

Time: You will have up to 3 minutes to use your **IMAGINATION** to plan and practice your **PERFORMANCES**, and then up to 2 minutes for each **PERFORMANCE** of your story.

The Scene:

Part One (3 minutes):

- You are to create a skit that includes all your participating team members.
- The skit should take place on a train.
- The skit should last up to 2 minutes.
- The skit should have a beginning, a middle and an end.

Part Two (2 minutes):

- Present your story as a **PERFORMANCE**.
- At the end of Part Two, each team member will be given a card saying either “Participate” or “Watch.”

Part Three (2 minutes):

- Present the same story as a 2nd **PERFORMANCE** using only those team members who have chosen a card saying “Participate.”

Materials:

A piece of paper and a pencil will be available for your team to use as you plan and practice your **PERFORMANCES**.

Scoring: You will receive

- 10 points if the 1st **PERFORMANCE** has a beginning, a middle and an end.
- 10 points if the 2nd **PERFORMANCE** has a beginning, a middle and an end.
- Up to 30 points for the creativity of your 1st **PERFORMANCE**.
- Up to 30 points for the creativity of your 2nd **PERFORMANCE**.
- Up to 20 points for how well you team works together.

Destination Imagination
Instant Challenge
DOING MORE WITH LESS
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCES

| Points | 1 – 8 | 7 – 15 | 16 – 22 | 23 – 30 |
|------------------|---|---|---|---|
| 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 |

Participate

Watch

Participate

Watch

Participate

Watch

Participate

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

Appraiser's Name: _____

DOING MORE WITH LESS

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|---|---------|------------|
| A. 1 st PERFORMANCE has a beginning, a middle and an end. | 0 or 10 | |
| B. 2 nd PERFORMANCE has a beginning, a middle and an end. | 0 or 10 | |
| C. Creativity of 1 st PERFORMANCE | 1 – 30 | |
| D. Creativity of 2 nd PERFORMANCE | 1 – 30 | |
| E. Teamwork | 1 – 20 | |
| Total | | |

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

If computerized scoring is being utilized, fill in only the outlined boxes.

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

DOING MORE WITH LESS

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.

Destination Imagination
Instant Challenge

Entry Level
Focus: STEM
Task Oriented

GOING THROUGH THE STRUCTURE

Challenge: Your **TASK** is to make a structure that balls may pass through.

Time: You will have up to 6 minutes to use your IMAGINATION to make your structure and pass balls through it.

Setup: In the center of the room is a table with materials and 3 balls.

Procedure: (6 minutes): Use the materials on the table to make a structure on the floor that a ball may pass through. The structure may NOT be attached to the floor. In order to receive score, the ball must go completely through the structure and may NOT touch any part of the structure. Team members may NOT be part of the structure. You must 1st try to pass the tennis ball through the structure. The Appraisers will tell you if you have been successful. If you have been successful and there is time remaining, you may modify your structure any way you want and try to pass the softball through the new structure. Again, if you have been successful and there is time remaining, you may again modify your structure and try to pass the soccer ball through. You will be warned when you have 1 minute remaining in the Challenge.

Materials:

3 Pieces of Paper

10 Toothpicks

4 Chenille Sticks (Pipe Cleaners)

4 Straws

4 Mailing Labels

4 Index Cards

2 Rubber Bands

2 Pieces of Foil

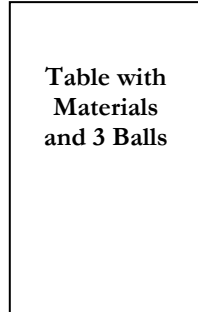
2 Paper Clips

Scoring: You will receive

- A. 10 points for successfully passing the tennis ball through a structure.
- B. 20 points for successfully passing the soft ball through a structure.
- C. 30 points for successfully passing the soccer ball through a structure.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of a table with materials and 3 balls.



2. If a team is unsuccessful in trying to pass one of the balls through their structure, they may modify the structure if they want to and try again.

Destination Imagination

GOING THROUGH THE STRUCTURE

Challenge: Your **TASK** is to make a structure that balls may pass through.

Time: You will have up to 6 minutes to use your **IMAGINATION** to make your structure and pass balls through it.

Setup: In the center of the room is a table with materials and 3 balls.

Procedure: (6 minutes):

- Use the materials on the table to make a structure on the floor that a ball may pass through.
- The structure may **NOT** be attached to the floor.
- In order to receive score, the ball must go completely through the structure and may **NOT** touch any part of the structure.
- Team members may **NOT** be part of the structure.
- You must 1st try to pass the tennis ball through the structure.
- The Appraisers will tell you if you have been successful.
- If you have been successful and there is time remaining, you may modify your structure any way you want and try to pass the softball through the new structure.
- Again, if you have been successful and there is time remaining, you may again modify your structure and try to pass the soccer ball through.
- You will be warned when you have 1 minute remaining in the Challenge.

Scoring: You will receive

- A. 10 points for successfully passing the tennis ball through a structure.
- B. 20 points for successfully passing the soft ball through a structure.
- C. 30 points for successfully passing the soccer ball through a structure.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

GOING THROUGH THE STRUCTURE

Materials:

(Tape to Table)

3 Pieces of Paper

4 Straws

2 Rubber Bands

10 Toothpicks

4 Mailing Labels

2 Pieces of Foil

4 Chenille Sticks (Pipe Cleaners)

4 Index Cards

2 Paper Clips

Destination Imagination
Instant Challenge
GOING THROUGH THE STRUCTURE
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

| Points | 1 – 5 | 6 – 10 | 11 – 15 | 16 – 20 |
|-----------|---|---|--|---|
| Qualities | <ul style="list-style-type: none"> Some of the materials are used in common ways | <ul style="list-style-type: none"> Almost all materials are used, but few in unusual ways. | <ul style="list-style-type: none"> Almost all materials are used, several in unusual ways | <ul style="list-style-type: none"> Most materials are used in unusual ways |

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 |

Destination Imagination

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

GOING THROUGH THE STRUCTURE

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|---|---------|------------|
| A1. Tennis ball successfully passes through structure | 0 or 10 | |
| A2. Softball successfully passes through structure | 0 or 20 | |
| A3. Soccer ball successfully passes through structure | 0 or 30 | |
| B. Creativity of material use | 1 – 20 | |
| C. Teamwork | 1 – 20 | |
| Total | | |

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

If computerized scoring is being utilized, fill-in only the shaded boxes.

Destination Imagination

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

GOING THROUGH THE STRUCTURE

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.

Destination Imagination
Instant Challenge

Entry Level
Focus: STEM
Task Oriented

LACK OF CONNECTION

Challenge: Your **TASK** is to create a bridge that holds weight using the fewest materials possible.

Time: You will have up to 5 minutes to use your IMAGINATION to design, build and test a bridge and up to 1 minute to place weight on the bridge for score.

Setup: In the center of the room are 2 tables with a gap between them. On the other side of the room is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials on the table to build a bridge that spans the gap between the 2 tables. The bridge may NOT be attached to the table and may only rest on top of the table. There are 8 types of materials on the table. You will receive extra score for not using all the different types of materials.

•**Part Two** (1 minute): Place weight on the bridge for score. At the end of Part Two, you will receive additional score for each weight successfully supported by your bridge.

Materials:

12 in (30 cm) of String
1 Sheet of Newspaper

1 Piece of Paper
1 Chenille Stick (Pipe Cleaner)

4 Craft Sticks
1 Can of Soup

1 Paper Clip
1 Ruler

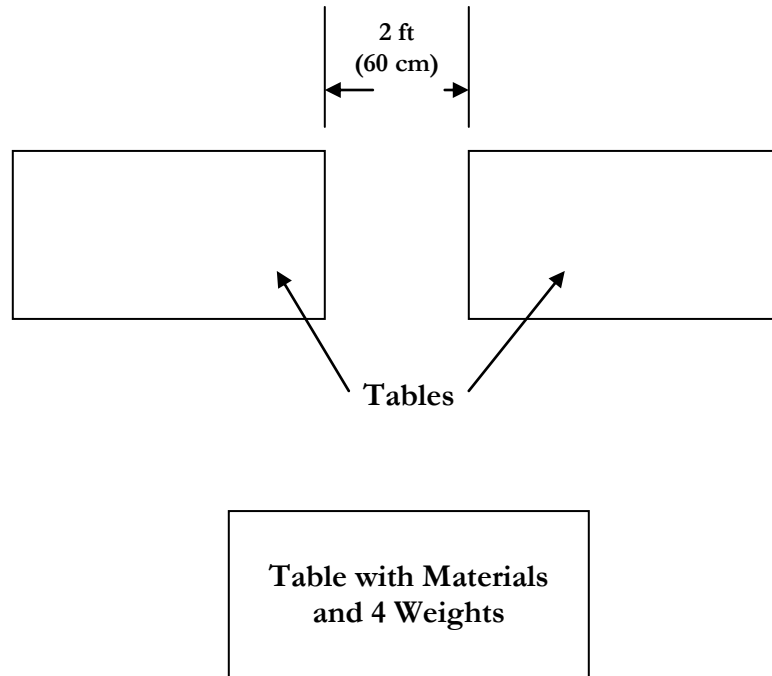
The ruler and the can of soup may NOT be damaged.

Scoring: You will receive

- A. 10 points (40 points maximum) for each type of material that your team does NOT use.
- B. 5 points (20 points maximum) for each weight that your bridge successfully holds at the end of Part Two.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of 2 tables in the center of the room, placed 2 ft (60 cm) apart. There is also a 2nd table with materials and 4 weights.



2. The weights consist of two 6 in (15 cm) nails connected by a rubber band.

Destination Imagination

LACK OF CONNECTION

Challenge: Your **TASK** is to create a bridge that holds weight using the fewest materials possible.

Time: You will have up to 5 minutes to use your **IMAGINATION** to design, build and test a bridge and up to 1 minute to place weight on the bridge for score.

Setup: In the center of the room are 2 tables with a gap between them. On the other side of the room is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials on the table to build a bridge that spans the gap between the 2 tables.
- The bridge may **NOT** be attached to the table and may only rest on top of the table.
- There are 8 types of materials on the table.
- You will receive extra score for not using all the different types of materials.

Part Two (1 minute):

- Place weight on the bridge for score.
- At the end of Part Two, you will receive additional score for each weight successfully supported by your bridge.

Scoring: You will receive

- A. 10 points (40 points maximum) for each type of material that your team does **NOT** use.
- B. 5 points (20 points maximum) for each weight that your bridge successfully holds at the end of Part Two.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

LACK OF CONNECTION

Materials:

(Tape to Table)

- 12 in (30 cm) of String
- 1 Piece of Paper
- 4 Craft Sticks
- 1 Paper Clip
- 1 Sheet of Newspaper
- 1 Chenille Stick (Pipe Cleaner)
- 1 Can of Soup
- 1 Ruler

The ruler and the can of soup may NOT be damaged.

Destination Imagination
Instant Challenge
LACK OF CONNECTION
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

| Points | 1 – 5 | 6 – 10 | 11 – 15 | 16 – 20 |
|-----------|---|---|--|---|
| Qualities | <ul style="list-style-type: none"> Some of the materials are used in common ways | <ul style="list-style-type: none"> Almost all materials are used, but few in unusual ways. | <ul style="list-style-type: none"> Almost all materials are used, several in unusual ways | <ul style="list-style-type: none"> Most materials are used in unusual ways |

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 |

Destination Imagination

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

LACK OF CONNECTION

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|--|----------------------------------|------------|
| A. # of materials NOT used to create bridge | ____ X 10 (Number: 4 Maximum) | |
| B. # of weights supported by bridge at the end of Part Two | ____ X 5 (Number: 4 Maximum) | |
| C. Creativity of material use | 1 – 20 | |
| D. Teamwork | 1 – 20 | |
| Total | | |

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

If computerized scoring is being utilized, fill-in only the shaded boxes.

Destination Imagination

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

LACK OF CONNECTION

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.

Destination Imagination
Instant Challenge

Entry Level Version

Focus: STEM

Task Oriented

NUMBER-CRAZY!

Challenge: Your **TASK** is to arrange numbers in taped boxes for score.

Time: You will have up to 5 minutes to use your IMAGINATION to work together to put numbers in taped boxes for score.

Set-up: In the center of the room are 9 taped boxes. There are also cards with numbers on them that you can put in the boxes.

Procedure: (5 minutes): Place numbers in the taped boxes for score. You will be given a list of ways you can put numbers in taped boxes to receive score. Try to place the numbers so that you do as many things on the list as you can. The numbers in the taped boxes at the end of time will be scored. Only one number should go in each box.

Scoring: You will receive

- A. 10 points (80 points maximum) for each of the things on the list that you are able to do.
- B. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of 9 taped boxes in a 3 X 3 grid.

| | | |
|--|--|--|
| | | |
| | | |
| | | |

2. There should be 12 cards with numbers as follows:

| | | | | | |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | 2 | 3 | 4 | 5 | 6 |

TEAM COPY

Destination Imagination

NUMBER-CRAZY!

Challenge: Your **TASK** is to arrange numbers in taped boxes for score.

Time: You will have up to 5 minutes to use your **IMAGINATION** to work together to put numbers in taped boxes for score.

Set-up: In the center of the room are 9 taped boxes. There are also cards with numbers on them that you can put in the boxes.

Procedure: (5 minutes):

- Place numbers in the taped boxes for score.
- You will be given a list of ways you can put numbers in taped boxes to receive score.
- Try to place the numbers so that you do as many things on the list as you can.
- The numbers in the taped boxes at the end of time will be scored.
- Only one number should go in each box.

Scoring: You will receive

- A. 10 points (80 points maximum) for each of the things on the list that you are able to do.
- B. Up to 20 points for how well your team works together.

Destination Imagination
Instant Challenge
NUMBER-CRAZY!
APPRAISER RUBRICS

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 |

Ways of Placing Numbers

Note that 1,3,5,7,9,11,13,15,17,19, etc. are ODD numbers.
2,4,6,8,10,12,14,16,18,etc. are EVEN numbers.

1. All boxes have a number in them.
2. No even numbers are next to each other.
3. The sum of each of the columns (up and down) is even.
4. The sum of each of the rows (right to left) is odd.
5. There are more odd numbers in the boxes than even numbers.
6. The sum of all the numbers in the boxes is more than 25.
7. No row (left to right) has the same number.
8. The number in the middle box is 4.
9. Numbers in each of the corners are 3 or less.
10. The bottom row (left to right) is the sum of the top 2 rows.

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

Appraiser's Name: _____

NUMBER-CRAZY!

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|--|----------------------------------|------------|
| A. # of things on the list successfully done | ____ X 10 (Number: 8 Maximum) | |
| B. Teamwork | 1 – 20 | |
| Total | | |

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

If computerized scoring is being utilized, fill in only the outlined boxes.

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

NUMBER-CRAZY!

INSTANT CHALLENGE MASTER SCORE SHEET

| Appraiser's Name | Total Score |
|-----------------------------|-------------|
| 1. | |
| 2. | |
| 3. | |
| 4. | |
| Add 1 + 2 + 3 + 4 | C. |
| Divide C by # of Appraisers | D. |

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

INSTANT CHALLENGE SCORE

E.

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.

Destination Imagination
Instant Challenge

Entry Level Version

Focus: STEM

Task Oriented

STACK THE DECK

Challenge: Your **TASK** is to build a free-standing tower that is as tall as possible.

For the purpose of this Challenge, “free-standing” means that the tower is not attached to anything.

Time: You will have up to 1 minute to use your IMAGINATION to discuss strategy and then up to 5 minutes to build your tower.

Setup: In the center of the room is a taped square within which you must build your tower. There is also a table with materials you may use to build your tower.

Procedure:

•**Part One** (2 minutes): Discuss strategy. During this part of the Challenge, you may NOT touch the materials.

•**Part Two** (5 minutes): Use the materials to build a free-standing tower that is as tall as possible.

Materials:

1 Deck of Playing Cards

3 Rubber Bands

6 Paper Clips

4 Mailing Labels

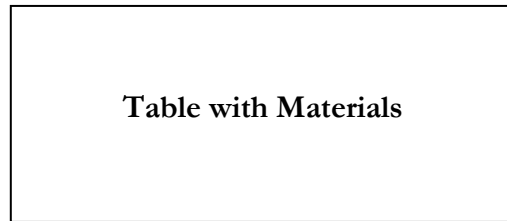
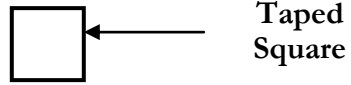
A pair of scissors and a ruler will be available for your team to use but may NOT be part of your tower.

Scoring: You will receive

- A. 3 points (60 points maximum) for each inch (2.5 cm) of height of your tower at the end of Part Two.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of 12 in X 12 in (30 cm X 30 cm) taped square in the center of the room.
There is also a table with materials.



TEAM COPY

Destination Imagination

STACK THE DECK

Challenge: Your **TASK** is to build a free-standing tower that is as tall as possible.

For the purpose of this Challenge, “free-standing” means that the tower is not attached to anything.

Time: You will have up to 1 minute to use your **IMAGINATION** to discuss strategy and then up to 5 minutes to build your tower.

Setup: In the center of the room is a taped square within which you must build your tower. There is also a table with materials you may use to build your tower.

Procedure:

Part One (2 minutes):

- Discuss strategy.
- During this part of the Challenge, you may **NOT** touch the materials.

Part Two (5 minutes):

- Use the materials to build a free-standing tower that is as tall as possible.

Scoring: You will receive

- A. 3 points (60 points maximum) for each inch (2.5 cm) of height of your tower at the end of Part Two.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

STACK THE DECK

Materials:

(Tape to Table)

1 Deck of Playing Cards

3 Rubber Bands

6 Paper Clips

4 Mailing Labels

A pair of scissors and a ruler will be available for your team to use but may NOT be part of your tower.

Destination Imagination
Instant Challenge
STACK THE DECK
APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

| Points | 1 – 5 | 6 – 10 | 11 – 15 | 16 – 20 |
|-----------|---|---|--|---|
| Qualities | <ul style="list-style-type: none"> Some of the materials are used in common ways | <ul style="list-style-type: none"> Almost all materials are used, but few in unusual ways. | <ul style="list-style-type: none"> Almost all materials are used, several in unusual ways | <ul style="list-style-type: none"> Most materials are used in unusual ways |

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 |

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

Appraiser's Name: _____

STACK THE DECK

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

| Score Element | Range | Team Score |
|---|---|------------|
| A. # of inches (2.5 cm) in the height of the tower at the end of Part Two | <div style="border: 2px solid black; padding: 5px; margin: 0 auto; width: 80%;"> _____ X 3 (Number: 20 Maximum) </div> | |
| B. Creativity of material use | 1 – 20 | |
| C. Teamwork | 1 – 20 | |
| Total | | |

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

If computerized scoring is being utilized, fill-in only the outlined boxes.

Destination Imagination

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

STACK THE DECK

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.

| |
|--------------------------------|
| <i>INSTANT CHALLENGE SCORE</i> |
| 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.