This set of Practice Instant Challenges is provided as a companion to the Destination ImagiNation® Team Challenges and Rules of the Road. It is important for your DI team to practice IC at every meeting.

Teams and individuals using these Instant Challenges must hold a 2007-08 membership. The Destination ImagiNation membership is a license to compete in sanctioned Tournaments and/or to use the Destination ImagiNation Team Challenges, Instant Challenges, Rules of the Road, and materials for educational purposes within your school or organization.

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**Instant Challenge: Goals, Methods, Assessment**

**Goals**
- To put team’s creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven Challenge.
- Develop creative problem solving abilities
- Develop performance techniques
- Develop improvisational skills
- Learn to analyze resources and use materials in new ways
- Improve time management skills
- Promote self-realization: Recognize and make the most of strengths
- Promote team-realization: Recognize and make the most of a team’s diverse strengths

**Methods**
- Teams will use provided materials to create a solution within the time limit and present the solution to Appraisers.
- Teams will analyze the Challenge and any available materials and determine how best to use them in the solution.
- Teams will use their collective and individual abilities and strengths to best advantage in solving the Challenge.
- Teams will keep track of time during the solution and presentation phases of the Challenge.

**Assessment**
- Each Instant Challenge includes a non-intrusive scoring system that is completed by Appraisers to give team feedback on their solution. Feedback can also be provided by Team Managers and other supporters during practice sessions.
- These Challenges are similar to Challenges used in Destination ImagiNation Tournaments and can be used to provide teams with “Tournament-like” conditions. Teams may choose to have an outside party, such as a Team Manager, evaluate their solutions in the categories within the Challenge. Feedback can and should be provided to the team when practicing with these Challenges.

**How to Use these Practice Challenges**
This set of Instant Challenges has been provided to help teams prepare for the Instant Challenge portion of their Tournament. Each Challenge is presented as it would appear at the Tournament.

For each Challenge, you will find:
- **An Appraiser’s Copy:** This is the copy that is read to the team
- **A Team Copy:** This copy should be placed where the team can read it as the Appraiser reads aloud.

In addition, some Challenges have additional pages:
- **Materials List:** In some Challenges a set of materials would be on a table, and this list would be with the materials.
- **For Appraisers Only (not all Challenges):** For some Challenges set up is required, and this page explains how the site should be set up.
What is Instant Challenge?
At your Tournament, your team will be scheduled to do an Instant Challenge in addition to your Team Challenge. Instant Challenges are confidential until the day of the Tournament, so your team will not know anything about the specific Instant Challenge it will be asked to solve until you are escorted to your Instant Challenge competition room.

The Instant Challenge portion of the competition is usually between five and ten minutes in duration, and is worth a total possible score of 100 points. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for teamwork and the uniqueness and creativity of the team’s solution.

Types of Instant Challenges
Instant Challenges can be loosely divided into two types, Performance-Based and Task-Based. However, many Instant Challenges are a blend of these two basic types. You will not know which type of Instant Challenge your team will receive until you enter the competition room.

1. **Performance-Based**: The focus of a Performance-Based Instant Challenge is on your team working together to create and perform a theatrically-oriented solution for the Appraisers. In this type of Challenge you will be scored on the creativity of your performance, your presentation, and/or use of materials, along with teamwork. Your team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Teams may be given real or imaginary materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.

2. **Task-Based**: The focus of a Task-Based Instant Challenge is on your team working together to move, build, change, or protect materials they are given in order to complete a task. Your team may also be asked to communicate information. Teams will be scored on how well they work together to design the solution, on the creativity of their final project, and on their success in completing the task. Team members may or may not be allowed to talk during the Challenge.

Additional IC Resources
- Be sure to read the sections on Instant Challenge in the Rules of the Road.

Practicing Instant Challenges
After each Instant Challenge: Debrief!
ALWAYS be sure to Debrief at the end of each Instant Challenge or set of ICs. Keep your questions friendly and not judgmental (defer judgement). Allow the TEAM to answer the questions and draw their own conclusions.

Ten Important Questions to ask after every Instant Challenge Activity:
1. How do you think you did as a team? What did you learn about teamwork by doing this Challenge?
2. How well did you manage your time? How might you have used your time more effectively?
3. What were some strengths of your solution? What worked well?
4. If you were to start the Challenge over again, what might you do differently?
5. Did your team use any CPS tools? If so, which ones? If not, which ones might you have used?
6. How well do you feel you utilized the materials you were given? How might you have used the materials differently? Were there materials the participants did NOT use? If not, why not? How might they have been used?

7. How well did you create your solution to fit the emphasis in the scoring? Would you do anything differently?

8. If the solution did not work, what could you have done to make the solution work?

9. Could your solution have been more creative, novel, or unique? What might you have done to make that happen?

10. Finally, most important: WHAT DID YOU LEARN?

Tips for Instant Challenge Team Managers
There are many different things you can do to help your team improve their Instant Challenge skills. Some ideas you might try are listed below.

1. Ask the team to generate ideas about which team jobs they might assign themselves so they can be better organized in their approach to Instant Challenges. Some of these jobs might be:
   - Timekeeper: makes the team aware of the time left for them to work on their Challenge
   - Scorer: makes sure the team is mindful of what is important in the Challenge scoring
   - Story: helps to organize the performance, if one is required
   - Technical: helps to organize the technical element, if one is required

2. Have the team members switch jobs for each practice session so they become familiar with all of them.

3. Videotape the team as they practice Instant Challenge. Then, as the tape is replayed, have the team critique what they see. This is especially valuable for developing teamwork skills.

4. In order to encourage fluidity and to discourage the team from thinking there is only one “correct” solution to a Challenge, have them do the same Instant Challenge several times, each time requiring a different solution.

5. Have them do the same Task-Based Challenge several times and remove an important material each time they do it.

6. When they have completed an Instant Challenge, don’t retire it permanently. Have the team do it again several weeks later. Discuss with the team whether they are approaching the Challenge differently than they did before; if it is different have them discuss what they had learned that made them change their approach.
IC 1: Animal Masks

APPRAISER COPY

Destination ImagiNation® Instant Challenge

Entry Level

ANIMAL MASKS

Challenge:
Your TASK is to make 2 animal masks and then to present a PERFORMANCE in which some of your teammates are animals at a zoo.

Time:
You will have up to 5 minutes to use your IMAGINATION to make your 2 masks, as well as plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
Funny things happen at a zoo! You are to use the materials to make 2 animal masks. You should then present a PERFORMANCE in which some of your team mates wear the masks you have made and pretend to be animals at a zoo.

Materials:
• 4 Pieces of Colored Paper
• 6 Chenille Sticks (Pipe Cleaners)
• 10 Sticky Dots
• 2 Plastic Masks
• 2 Pairs of Scissors
• 1 Sheet of Newspaper
• 12 in (30 cm) of String
• 6 Mailing Labels
• 5 Colored Markers

The markers and scissors may NOT be damaged and may NOT be part of your masks or PERFORMANCE. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to
A. 20 points (40 points maximum) for the creativity of each of your masks.
B. 20 points for how creatively the animals are shown.
C. 20 points for the creativity of the PERFORMANCE.
D. 20 points for how well your team works together.
TEAM COPY
Destination ImagiNation®

ANIMAL MASKS

Challenge:
Your TASK is to make 2 animal masks and then to present a PERFORMANCE in which some of your teammates are animals at a zoo.

Time:
You will have up to 5 minutes to use your IMAGINATION to make your 2 masks, as well as plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
• Funny things happen at a zoo!

• You are to use the materials to make 2 animal masks.

• You should then present a PERFORMANCE in which some of your team mates wear the masks you have made and pretend to be animals at a zoo.

Scoring: You will receive up to
A. 20 points (40 points maximum) for the creativity of each of your masks.
B. 20 points for how creatively the animals are shown.
C. 20 points for the creativity of the PERFORMANCE.
D. 20 points for how well your team works together.
ANIMAL MASKS

Materials:
(Tape to Table)

4 Pieces of Colored Paper

6 Chenille Sticks (Pipe Cleaners)

10 Sticky Dots

2 Plastic Masks

1 Sheet of Newspaper

12 in (30 cm) of String

6 Mailing Labels

2 Pairs of Scissors

5 Colored Markers

The markers and scissors may NOT be damaged and may NOT be part of your masks or PERFORMANCE. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.
IC 2: Answering Machine

APPRAISER COPY
Destination ImagiNation® Instant Challenge

Advanced Level
ANSWERING MACHINE

Challenge:
Your TASK is to create 3 rhyming messages that could be used on answering machines and then present a PERFORMANCE in which you show what you have created.

Time:
You will have up to 6 minutes to use your IMAGINATION to create your messages and plan your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
• Part One (6 minutes): Answering machines are very common and there is always a need for creative messages. Your team is to choose 3 different people from a list you will be given and create a short message that each could use on their answering machine. Each message must contain at least one rhyme. You will be given 2 sheets for each message. You should write down your messages on the sheets the Appraisers will give you. At the end of Part One, you will give one copy of each of these sheets to the Appraisers. You should also use Part One to plan your PERFORMANCE in which you present your messages.

• Part Two (2 minutes): Present your PERFORMANCE to the Appraisers.

Materials:
All materials are imaginary. A piece of paper and 4 pencils will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive
E. 5 points (15 points maximum) for each of your messages that contains at least one rhyme and that is given to the Appraisers at the end of Part One.
F. Up to 15 points (45 points maximum) for the creativity of each of your messages.
G. Up to 20 points for the creativity of your PERFORMANCE.
H. Up to 20 points for how well your team works together.
TEAM COPY
Destination ImagiNation®

ANSWERING MACHINE

Challenge:
Your TASK is to create 3 rhyming messages that could be used on answering machines and then present a PERFORMANCE in which you show what you have created.

Time:
You will have up to 6 minutes to use your IMAGINATION to create your messages and plan your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
Part One (6 minutes):
- Answering machines are very common and there is always a need for creative messages.
- Your team is to choose 3 different people from a list you will be given and create a short message that each could use on their answering machine.
- Each message must contain at least one rhyme.
- You will be given 2 sheets for each message.
- You should write down your messages on the sheets the Appraisers will give you.
- At the end of Part One, you will give one copy of each of these sheets to the Appraisers.
- You should also use Part One to plan your PERFORMANCE in which you present your messages.

Part Two (2 minutes):
- Present your PERFORMANCE to the Appraisers.

Materials:
All materials are imaginary. A piece of paper and 4 pencils will be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive
A. 5 points (15 points maximum) for each of your messages that contains at least one rhyme and that is given to the Appraisers at the end of Part One.
B. Up to 15 points (45 points maximum) for the creativity of each of your messages.
C. Up to 20 points for the creativity of your PERFORMANCE.
D. Up to 20 points for how well your team works together.
LIST OF PEOPLE

1. A Lumberjack
2. An Astronaut
3. A Deep Sea Diver
4. A Movie Star
5. A Chef
6. A Ballet Dancer
7. A Game Show Host
8. A Park Ranger
9. Mother Goose
10. A Musician
IC 3: Quilt

APPRAISER COPY
Destination ImagiNation® Instant Challenge
Entry and Advanced Levels

QUILT

Challenge:
Your TASK is to design a quilt that tells a story and then to present a PERFORMANCE in which you act out the story of the quilt.

For the purpose of this Challenge, a “quilt” is something you could put on top of a bed.

Time:
You will have up to 5 minutes to use your IMAGINATION to make the design for your quilt, as well as plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE.

The Scene:
Quilts not only can have beautiful patterns, they also can tell a story. You are to create a design for a quilt. You will be given some markers and a large piece of paper divided into 4 parts. You should divide your story into 4 parts and draw something about each part of the story in one of the 4 spaces on the piece of paper. After you have made the design for your quilt, you are to present a PERFORMANCE in which you act out the story of the quilt.

Materials:
• 1 Large Sheet of Paper Divided into 4 Parts
• 8 Markers

A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to
I. 15 points (60 points maximum) for the creativity of each of the 4 parts of your story.
J. 20 points for the creativity of the PERFORMANCE.
K. 20 points for how well your team works together.
For Appraisers Only:

1. The team should receive a piece of paper about 3 ft X 3 ft (90 cm X 90 cm). The paper should be divided into 4 parts as shown.

2. In score element A, the team should be appraised on creativity, not artistic talent.
QUILT

Challenge:  
Your TASK is to design a quilt that tells a story and then to present a PERFORMANCE in which you act out the story of the quilt.

For the purpose of this Challenge, a “quilt” is something you could put on top of a bed.

Time:  
You will have up to 5 minutes to use your IMAGINATION to make the design for your quilt, as well as plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE.

The Scene:  
- Quilts not only can have beautiful patterns, they also can tell a story.

- You are to create a design for a quilt.

- You will be given some markers and a large piece of paper divided into 4 parts.

- You should divide your story into 4 parts and draw something about each part of the story in one of the 4 spaces on the piece of paper.

- After you have made the design for your quilt, you are to present a PERFORMANCE in which you act out the story of the quilt.

Materials:  
- 1 Large Sheet of Paper Divided into 4 Parts  
- 8 Markers

A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to  
A. 15 points (60 points maximum) for the creativity of each of the 4 parts of your story.  
B. 20 points for the creativity of the PERFORMANCE.  
C. 20 points for how well your team works together.
IC 4: Join the Circus

APPRRAISER COPY
Destination ImagiNation® Instant Challenge
Entry Level

JOIN THE CIRCUS

Challenge:
Your team is to present a PERFORMANCE in which you perform 3 new circus acts.

Time:
You will have up to 5 minutes to use your IMAGINATION to create your circus acts and to plan your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE.

The Scene:
Circuses around the world are well known for their amazing acts that impress and amuse the crowd. The DI Circus is in trouble, however! They need 3 new acts for their big show and they have hired your team to create them. First, you must create your acts, and then you need to present them to the Appraisers. You will be given 2 sheets of paper to list your 3 new acts. Give 1 of the sheets of paper to the Appraisers before beginning your PERFORMANCE.

Materials:
All props are imaginary. Your team will have a piece of paper and pencil to use as you plan and present your PERFORMANCE.

Scoring:
You will receive up to
A. 20 points (60 points maximum) for the creativity of each of your circus acts
B. 20 points for the creativity of your PERFORMANCE.
C. 20 points for how well your team works together.
JOIN THE CIRCUS

Challenge:
Your team is to present a PERFORMANCE in which you perform 3 new circus acts.

Time:
You will have up to 5 minutes to use your IMAGINATION to create your circus acts and to plan your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE.

The Scene:
• Circuses around the world are well known for their amazing acts that impress and amuse the crowd.

• The DI Circus is in trouble, however! They need 3 new acts for their big show and they have hired your team to create them.

• First, you must create your acts, and then you need to present them to the Appraisers.

• You will be given 2 sheets of paper to list your 3 new acts.

• Give 1 of the sheets of paper to the Appraisers before beginning your PERFORMANCE.

Materials:
All props are imaginary. Your team will have a piece of paper and pencil to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to
A. 20 points (60 points maximum) for the creativity of each of your circus acts
B. 20 points for the creativity of your PERFORMANCE.
C. 20 points for how well your team works together.
IC 5: The Choice is Yours

APPRAISER COPY

Destination ImagiNation® Instant Challenge
Advanced Level

THE CHOICE IS YOURS

Challenge:
Your team is to present a PERFORMANCE in which you choose 3 different ways for team members to act in your skit.

Time:
You will have up to 4 minutes to use your IMAGINATION to plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
Now is your chance. Your team is to put on a PERFORMANCE in which you choose 3 different ways for team members to act in your skit. You will be given a list of possible actions from which to choose 3. Circle the 3 that you will use in your PERFORMANCE and give the list back to the Appraisers before you begin. Be sure to use some imaginary props in your PERFORMANCE.

Materials:
All props are imaginary. You will be given a list of possible actions from which to choose 3. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring: You will receive up to
A. 15 points (45 points maximum) for how creatively you use each of the actions in your PERFORMANCE.
B. 15 points for how creatively you use the imaginary props.
C. 20 points for the creativity of the PERFORMANCE.
D. 20 points for how well your team works together.
THE CHOICE IS YOURS

Challenge:
Your team is to present a PERFORMANCE in which you choose 3 different ways for team members to act in your skit.

Time:
You will have up to 4 minutes to use your IMAGINATION to plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
- Now is your chance. Your team is to put on a PERFORMANCE in which you choose 3 different ways for team members to act in your skit.
- You will be given a list of possible actions from which to choose 3.
- Circle the 3 that you will use in your PERFORMANCE and give the list back to the Appraisers before you begin.
- Be sure to use some imaginary props in your PERFORMANCE.

Materials:
All props are imaginary. You will be given a list of possible actions from which to choose 3. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring:
You will receive up to
A. 15 points (45 points maximum) for how creatively you use each of the actions in your PERFORMANCE.
B. 15 points for how creatively you use the imaginary props.
C. 20 points for the creativity of the PERFORMANCE.
D. 20 points for how well your team works together.
ACTION CHOICES
(Choose Three)

1. One team member may not move.

2. One team member can only sing.

3. Two team members are glued together.

4. One team member can only walk backwards.

5. All team members are 80 years old.

6. One team member has 4 arms.
IC 6: A Canned Skit

APPRAISER COPY

Destination ImagiNation® Instant Challenge
Entry and Advanced Levels

A CANNED SKIT

Challenge:
Your team is to think of 5 creative uses for garbage cans and then present a PERFORMANCE in which you create a skit and show these uses.

Time:
You will have up to 5 minutes to use your IMAGINATION to think of 5 creative uses for garbage cans and plan your PERFORMANCE and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
DI Surplus has come across a large number of garbage cans and your team has been hired to help figure out how these garbage cans could be used for something other than holding garbage. You are to write down 5 creative uses for the garbage cans on the lists the Appraisers will give you and then hand one list back to the Appraisers before giving a PERFORMANCE in which you create a skit that shows these uses.

Materials:
• 1 Large Metal Garbage Can with Lid
• 3 Large Plastic Garbage Cans with Lids
• 3 Medium Plastic Garbage Cans
• 3 Small Plastic Garbage Cans

None of the garbage cans or lids may be damaged. A piece of paper and a pencil will also be available for your team to use as you plan and present your PERFORMANCE.

Scoring:
You will receive up to
A. 10 points (50 points maximum) for the creativity of each of the uses of the garbage cans.
B. 30 points for the creativity of the PERFORMANCE.
C. 20 points for how well your team works together.
TEAM COPY
Destination ImagiNation®

A CANNED SKIT

Challenge:
Your team is to think of 5 creative uses for garbage cans and then present a PERFORMANCE in which you create a skit and show these uses.

Time:
You will have up to 5 minutes to use your IMAGINATION to think of 5 creative uses for garbage cans and plan your PERFORMANCE and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
• DI Surplus has come across a large number of garbage cans and your team has been hired to help figure out how these garbage cans could be used for something other than holding garbage.
• You are to write down 5 creative uses for the garbage cans on the lists the Appraisers will give you and then hand one list back to the Appraisers before giving a PERFORMANCE in which you create a skit that shows these uses.

Scoring: You will receive up to
A. 10 points (50 points maximum) for the creativity of each of the uses of the garbage cans.
B. 30 points for the creativity of the PERFORMANCE.
C. 20 points for how well your team works together.
USES FOR GARBAGE CANS

1. ________________________________

2. ________________________________

3. ________________________________

4. ________________________________

5. ________________________________
IC 7: Ball Removal

APPRAISER COPY

Destination ImagiNation® Instant Challenge
Entry Level

BALL REMOVAL

Challenge:
Your TASK is to remove balls from the top of cardboard tubes.

Time:
You will have up to 2 minutes to use your IMAGINATION to discuss strategy, up to 4 minutes to create a device or devices to remove balls and practice, and then up to 2 minutes to remove balls for score.

Set-up:
In the center of the room are 5 balls balanced on cardboard tubes. The tubes and balls are surrounded by a taped rectangle. There is also a table with materials that you may use to remove the balls.

Procedure:
• Part One (2 minutes): Discuss strategy. During this part of the Challenge, you may NOT touch any of the materials, tubes or balls.

• Part Two (4 minutes): Use the materials on the table to create a device or devices that will allow you to remove the balls from the taped area without knocking over the tubes. When removing a ball, no part of a team member’s body may cross over the taped line and the balls may NOT touch the ground. During Part Two, you may practice removing balls but at the end of Part Two, the balls will be returned to their original positions. All materials must also be returned to the table.

• Part Three (2 minutes): Remove balls for score. During this part of the Challenge, no part of a team member’s body may cross over any of the taped lines. During Part Three, if a tube falls over, the ball on that tube will NOT receive score.

Materials:
• 2 Plastic Spoons
• Two 12 in (30 cm)
• 1 Pair of Tongs
• 2 Rulers
• 1 Sheet of Newspaper
• Pieces of String
• 4 Straws
• 4 Chenille Sticks (Pipe Cleaners)

None of the balls, cardboard tubes, tongs, rulers or metal rings may be damaged.

Scoring:
You will receive
A. 10 points each (20 points maximum) for removing the basketball or the soccer ball.
B. 15 points each (30 points maximum) for removing the softball or the racquet ball.
C. 20 points for removing the billiard ball.
D. Up to 10 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 24 in X 48 in (60 cm X 120 cm) taped rectangle in the center of the room. Inside the taped rectangle are 5 cardboard tubes standing on end. On top of each cardboard tube is a ball: a basketball, a soccer ball, a softball, a racquet ball and a billiard ball. On one side of the room is a table with materials.

2. In Part Three, if any part of a team member’s body crosses a taped line, the team member should be warned. If crossing the taped line results in a ball being removed, that ball should not receive score.
BALL REMOVAL

Challenge:
Your TASK is to remove balls from the top of cardboard tubes.

Time:
You will have up to 2 minutes to use your IMAGINATION to discuss strategy, up to 4 minutes to create a device or devices to remove balls and practice, and then up to 2 minutes to remove balls for score.

Set-up:
In the center of the room are 5 balls balanced on cardboard tubes. The tubes and balls are surrounded by a taped rectangle. There is also a table with materials that you may use to remove the balls.

Procedure:
Part One (2 minutes):
• Discuss strategy.
• During this part of the Challenge, you may NOT touch any of the materials, tubes or balls.

Part Two (4 minutes):
• Use the materials on the table to create a device or devices that will allow you to remove the balls from the taped area without knocking over the tubes.
• When removing a ball, no part of a team member’s body may cross over the taped line and the balls may NOT touch the ground.
• During Part Two, you may practice removing balls but at the end of Part Two, the balls will be returned to their original positions.
• All materials must also be returned to the table.

Part Three (2 minutes):
• Remove balls for score.
• During this part of the Challenge, no part of a team member’s body may cross over any of the taped lines.
• During Part Three, if a tube falls over, the ball on that tube will NOT receive score.

Scoring: You will receive
A. 10 points each (20 points maximum) for removing the basketball or the soccer ball.
B. 15 points each (30 points maximum) for removing the softball or the racquet ball.
C. 20 points for removing the billiard ball.
D. Up to 10 points for how creatively you use the materials.
E. Up to 20 points for how well your team works together.
BALL REMOVAL

Materials:
(Tape to Table)

2 Plastic Spoons

1 Sheet of Newspaper

4 Rubber Bands

Two 12 in (30 cm) Pieces of String

1 Piece of Foil

4 Chenille Sticks (Pipe Cleaners)

1 Pair of Tongs

4 Straws

1 Plastic Bag

2 Rulers

2 Metal Rings

None of the balls, cardboard tubes, tongs, rulers or metal rings may be damaged.
IC 8: Materials Up for Grabs
APPRAISER COPY

Destination ImagiNation® Instant Challenge

Advanced Level
MATERIALS UP FOR GRABS

Challenge:
Your TASK is to retrieve materials and then build a bridge that is as long as possible.

Time:
You will have up to 2 minutes to use your IMAGINATION to discuss strategy and then up to 6 minutes to recover materials and then build a bridge with them.

Set-up:
On one side of the room is a taped line. Behind the taped line are materials you may use to build a bridge that is as long as possible. On the other side of the taped line is a table with materials you may use to retrieve the materials. Also on the table are 2 blocks. You are to build your bridge between these 2 blocks.

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

• Part Two (6 minutes): Use the items on the table to retrieve materials from behind the taped line. When retrieving materials, no part of a team member’s body may cross over the taped line. Materials that are retrieved may be used to build a bridge between the 2 blocks. The bridge may NOT be attached to blocks and may only touch the tops of the blocks. You may move the blocks as far apart as you want. The longer the bridge, the more points you will receive. You will be warned when you have 1 minute remaining and 30 seconds remaining in Part Two. At the end of Part Two, if you have a bridge spanning the distance between the 2 blocks, the Appraisers will measure the distance between the 2 blocks.

Materials: (items to be used in retrieving bridge materials)
• 2 Pieces of Foil
• 1 Yardstick (meterstick)
• 1 Trash Bag
• 4 Paper Clips
• 2 Sheets of Newspaper
• Two 3 ft (90 cm) Pieces of Rope

The yardstick (meterstick) and the rope may NOT be damaged. In addition, none of these materials may be used in building your bridge.

Scoring: You will receive:
A. 5 points (30 points maximum) for each different type of material you retrieve in Part Two (for example, one of the rubber bands).
B. 1 point (30 points maximum) for each inch (2.5 cm) between the 2 blocks spanned by your bridge.
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 a taped line on one side of the room. Three ft (90 cm) beyond the taped line are 6 different items: 2 chenille sticks (pipe cleaners), 4 rubber bands, 2 pencils, 1 piece of paper, 4 mailing labels, and one 12 in (30 cm) piece of string. On the other side of the taped line is a table with materials that may be used to retrieve these items, including a yardstick (meterstick) and two 3 ft (90 cm) pieces of rope. The yardstick (meterstick) should have a hole drilled in each end that the ropes may pass through. In addition, there are two 4 in X 4 in X 12 in (10 cm X 10 cm X 30 cm) wooden blocks on the table.

2. In Part Two, if any part of a team member’s body crosses a taped line, the team member should be warned. If crossing the taped line results in a material being retrieved, that material may NOT be used in building the bridge.
MATERIALS UP FOR GRABS

Challenge:
Your TASK is to retrieve materials and then build a bridge that is as long as possible.

Time:
You will have up to 2 minutes to use your IMAGINATION to discuss strategy and then up to 6 minutes to recover materials and then build a bridge with them.

Set-up:
On one side of the room is a taped line. Behind the taped line are materials you may use to build a bridge that is as long as possible. On the other side of the taped line is a table with materials you may use to retrieve the materials. Also on the table are 2 blocks. You are to build your bridge between these 2 blocks.

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

Part Two (6 minutes):
• Use the items on the table to retrieve materials from behind the taped line.
• When retrieving materials, no part of a team member’s body may cross over the taped line.
• Materials that are retrieved may be used to build a bridge between the 2 blocks.
• The bridge may NOT be attached to blocks and may only touch the tops of the blocks.
• You may move the blocks as far apart as you want.
• The longer the bridge, the more points you will receive.
• You will be warned when you have 1 minute remaining and 30 seconds remaining in Part Two.
• At the end of Part Two, if you have a bridge spanning the distance between the 2 blocks, the Appraisers will measure the distance between the 2 blocks.

Scoring: You will receive
A. 5 points (30 points maximum) for each different type of material you retrieve in Part Two (for example, one of the rubber bands).
B. 1 point (30 points maximum) for each inch (2.5 cm) between the 2 blocks spanned by your bridge.
C. Up to 20 points for how creatively you use the materials.
D. Up to 20 points for how well your team works together.
MATERIALS UP FOR GRABS

Materials:
(Tape to Table)
(Items to be used to retrieve bridge materials)

2 Pieces of Foil

1 Yardstick (Meterstick)

1 Trash Bag

4 Paper Clips

2 Sheets of Newspaper

Two 3 ft (90 cm) Pieces of Rope

The yardstick (meterstick) and the rope may NOT be damaged. In addition, none of these materials may be used in building your bridge.
IC 9: Dropping in the Tubes

APPRAISER COPY

Destination ImagiNation® Instant Challenge

Entry and Advanced Levels

DROPPING IN THE TUBES

Challenge:
Your TASK is to drop Ping-Pong balls and golf balls into tubes.

Time:
You will have up to 2 minutes to use your IMAGINATION to discuss strategy, up to 4 minutes to create a device or devices to drop balls and practice your solution, and then up to 2 minutes to drop balls for score.

Set-up:
In the center of the room are 5 plastic tubes standing on end. There is a number written on the side of each tube. The tubes are surrounded by a taped rectangle. There is also a table with 5 Ping-Pong balls and 5 golf balls, as well as materials that you may use to drop the balls into the tubes.

Procedure:
• Part One (2 minutes): Discuss strategy. During this part of the Challenge, you may NOT touch any of the materials, tubes or balls.

• Part Two (4 minutes): Use the materials on the table to create a device or devices that will allow you to drop the Ping-Pong balls and golf balls into the tubes. When dropping balls, no part of a team member’s body may cross over the taped line. At the end of Part Two, all of the balls will be returned to the table.

• Part Three (2 minutes): Drop balls for score. During this part of the Challenge, no part of a team member’s body may cross over the taped lines. You will get additional score if each tube has at least one ball in it.

Materials:
• 2 Plastic Spoons
• 1 Sheet of Newspaper
• 4 Rubber Bands
• 1 Piece of Foil
• 2 Chenille Sticks (Pipe Cleaners)
• 1 Pair of Tongs
• 2 12 in (30 cm) Pieces of String
• 4 Straws

In addition, you will have 5 Ping-Pong balls and 5 golf balls. None of the balls or the tongs may be damaged.

Scoring:
You will receive
A. 20 points if each tube has a ball inside of it at the end of Part Three.
B. The number of points on the outside of each tube times the number of Ping-Pong balls inside that tube at the end of Part Three.
C. Two times the number of points on the outside of each tube times the number of golf balls inside that tube at the end of Part Three.
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 an 18 in X 36 in (45 cm X 90 cm) taped rectangle in the center of the room. Inside the taped rectangle are 5 pieces of PVC pipe of varying diameters and lengths (See Table). The pipes are taped to the floor. Each piece of PVC pipe is labeled with a number. On one side of the room is a table with materials, 5 Ping-Pong balls and 5 golf balls.

<table>
<thead>
<tr>
<th>PVC Pipe</th>
<th>Length</th>
<th>Diameter</th>
<th>Label</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>36 in (90 cm)</td>
<td>4 in (10 cm)</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>24 in (60 cm)</td>
<td>3 in (7.5 cm)</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>18 in (45 cm)</td>
<td>2 in (5 cm)</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>12 in (30 cm)</td>
<td>3 in (7.5 cm)</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>6 in (15 cm)</td>
<td>2 in (5 cm)</td>
<td>4</td>
</tr>
</tbody>
</table>

2. In Part Three, if any part of a team member’s body crosses a taped line, the team member should be warned. If crossing the taped line results in a ball being put into a tube, that ball should not receive score.

3. Team members are allowed to retrieve balls in the taped area, as long as they don’t cross the taped line.

4. If a tube falls outside the taped line, it may NOT be replaced in the taped rectangle.
DROPPING IN THE TUBES

Challenge:
Your TASK is to drop Ping-Pong balls and golf balls into tubes.

Time:
You will have up to 2 minutes to use your IMAGINATION to discuss strategy, up to 4 minutes to create a device or devices to drop balls and practice, and then up to 2 minutes to drop balls for score.

Set-up:
In the center of the room are 5 plastic tubes standing on end. There is a number written on the side of each tube. The tubes are surrounded by a taped rectangle. There is also a table with 5 Ping-Pong balls and 5 golf balls, as well as materials that you may use to drop the balls into the tubes.

Procedure:
Part One (2 minutes):
• Discuss strategy.
• During this part of the Challenge, you may NOT touch any of the materials, tubes or balls.

Part Two (4 minutes):
• Use the materials on the table to create a device or devices that will allow you to drop the Ping-Pong balls and golf balls into the tubes.
• When dropping balls, no part of a team member’s body may cross over the taped line.
• At the end of Part Two, all of the balls will be returned to the table.

Part Three (2 minutes):
• Drop balls for score.
• During this part of the Challenge, no part of a team member’s body may cross over the taped lines.
• You will get additional score if each tube has at least one ball in it.

Scoring: You will receive
A. 20 points if each tube has a ball inside of it at the end of Part Three.
B. The number of points on the outside of each tube times the number of Ping-Pong balls inside that tube at the end of Part Three.
C. Two times the number of points on the outside of each tube times the number of golf balls inside that tube at the end of Part Three.
D. Up to 20 points for how creatively you use the materials.
E. Up to 20 points for how well your team works together.
DROPPING IN THE TUBES

Materials:
(Tape to Table)

2 Plastic Spoons

1 Sheet of Newspaper

4 Rubber Bands

2 12 in (30 cm) Pieces of String

1 Piece of Foil

2 Chenille Sticks (Pipe Cleaners)

1 Pair of Tongs

4 Straws

In addition, you will have 5 Ping-Pong balls and 5 golf balls. None of the balls or the tongs may be damaged.
Create Your Own ICs

**Purpose**
- To teach teams to create their own *Instant Challenges* from the table below.
- To give teams additional practice in *Instant Challenge*.
- To introduce the Morphological Matrix Creative Problem Solving Tool

**Procedure:**
1. Gather the materials in Column A (or substitute whatever is handy!).
2. Decide which type of IC you would like to create: Performance-Based, Task-Based, or Combination, then follow the directions below.
3. Appoint two team members to act as Appraisers. Be sure one serves as a Timekeeper.
4. Appoint one or more team members to act as observers. Have them make notes about the ‘team’ as they solve the Challenge.
5. Don’t forget to DEBRIEF using the 10 questions on page 1!

   - **Performance-Based Challenge:** RANDOMLY choose one or more items from A and one item from D and E
   - **Combination Challenge:** RANDOMLY choose one or more items from A, and one item from one or more of the other columns (you MAY skip Column B, for example, and still have a great IC). We encourage you to experiment!
   - **Task-Based Challenge:** RANDOMLY choose one or more items from A and one item from B and C.

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Materials</strong></td>
<td><strong>Make a</strong></td>
<td><strong>That will..</strong></td>
<td><strong>Place</strong></td>
<td><strong>Situation</strong></td>
</tr>
<tr>
<td>1. Shoe Box</td>
<td>Communication Device</td>
<td>Climb</td>
<td>Mountain top</td>
<td>Talking to a bird</td>
</tr>
<tr>
<td>2. Wrapping paper</td>
<td>Vehicle</td>
<td>Make a job easier</td>
<td>Mars</td>
<td>A day too early!</td>
</tr>
<tr>
<td>3. Paper bag</td>
<td>Aircraft</td>
<td>Appeal to a young child</td>
<td>Deep pit</td>
<td>Lost all your money</td>
</tr>
<tr>
<td>4. Fettuccini</td>
<td>Fence</td>
<td>Make people laugh</td>
<td>Treetop</td>
<td>Selling sea shells</td>
</tr>
<tr>
<td>5. Tissues</td>
<td>Sculpture</td>
<td>Appeal to a grandparent</td>
<td>Wild forest</td>
<td>Cleaning the basement</td>
</tr>
<tr>
<td>6. Kite String</td>
<td>Device</td>
<td>Scare people</td>
<td>Seashore</td>
<td>Discovered a new species of animal</td>
</tr>
<tr>
<td>7. Aluminum foil</td>
<td>Tower</td>
<td>Hold a basketball</td>
<td>Amusement Park</td>
<td>Doing a science experiment</td>
</tr>
<tr>
<td>8. Poster Board</td>
<td>Shelter</td>
<td>Protect</td>
<td>On top of a pizza</td>
<td>Lost your homework</td>
</tr>
<tr>
<td>9. Yardstick (Meterstick)</td>
<td>Piece of Footwear</td>
<td>Signal</td>
<td>In the dishwasher</td>
<td>Trying to borrow money</td>
</tr>
<tr>
<td>10. Paper Plate</td>
<td>Kitchen Tool</td>
<td>Hit a target</td>
<td>Igloo</td>
<td>Playing a new game</td>
</tr>
<tr>
<td>11. Gum drops</td>
<td>Article of Clothing</td>
<td>Hold as many nails as possible</td>
<td>Fish bowl</td>
<td>In an Olympic event</td>
</tr>
<tr>
<td>12. Straws</td>
<td>Container</td>
<td>Make more than one noise</td>
<td>Theater in the round</td>
<td>Are stuffed full of food</td>
</tr>
<tr>
<td>13. Coffee stir-sticks</td>
<td>Game</td>
<td>Make people happy</td>
<td>Under the ocean</td>
<td>Trying to fly</td>
</tr>
<tr>
<td>14. Index cards</td>
<td>Crane</td>
<td>Keep you safe</td>
<td>The North Pole</td>
<td>Riding a scary ride</td>
</tr>
</tbody>
</table>

The key to *Instant Challenge* is to practice, practice, practice.

Have your team create their own *Instant Challenges* using this matrix and template.

ShopDI has a full slate of additional resources for *Instant Challenge*.
Challenge: Your Challenge is to ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

Time: You will have up to ____ minutes to use your IMAGINATION to ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

Set-up: ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

Procedure: ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

 ______________________________________

Scoring: You will receive

A. ______________________________________

B. ______________________________________

C. ______________________________________

D. ______________________________________

E. Up to 20 points for how well your team works together.