

Create Your Own *Instant Challenges*

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 *Instant Challenge* you would like to create (i.e., Performance-Based, Task-Based, or a 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 rest of 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 *Instant Challenge*.) We encourage you to experiment!
 - **Task-Based Challenge:** RANDOMLY choose one or more items from A, and one item from B and C.

	A: MATERIALS	B: MAKE A ...	C: THAT WILL...	D: PLACE	SITUATION
1.	Cereal box	Cleaning tool	Move	Middle of a highway	Talking to a fish
2.	Newspaper	Vehicle	Make a job easier	Outer space	Late!
3.	Plastic shopping bag	Aircraft	Keep us healthy	Top of a mountain	Lost all your money!
4.	Linguini	Kitchen tool	Make people laugh	Basement	Selling furniture
5.	Cotton balls	Sculpture	Appeal to a grandfather	Wild, scary jungle	Cleaning the kitchen
6.	Rope	Device	Scare people	Desert	Discovered a new species of snake
7.	Aluminum foil	Tower	Hold a tennis ball	Concert	Making a fancy meal
8.	Posterboard	Shelter	Protect an egg	On top of a spaghetti	Lost your homework
9.	Yard (meter) stick	Cosmetic item	Make noise	In the clothes washer	Caught in the rain
10.	Paper plate	Carrier	Hit a target	Under the ocean	Are very, very hungry
11.	Clay	Fancy dress	Hold a brick	Storybook Land	Trying to fly
12.	Straws	Container	Signal	Treehouse	Cannot stop giggling
13.	Toothpicks	Game	Make people angry	Rainforest	Trying to dance
14.	Deck of cards	Pincher	Shake	Antarctica	Riding a racecar

Destination ImagiNation *Instant Challenge*

Challenge

Your Challenge is to _____

Time

You will have up to _____ minutes to _____

Setup

Procedure

Materials

Scoring: You will receive

- A. _____
- B. _____
- C. _____
- D. _____
- E. Up to 20 points for how well your team works together.