

Practice Instant Challenges



Set C

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<http://mysite.verizon.net/vze2z83j/ic/>

Introduction

Purpose

I wrote these Instant Challenges to help Elementary Team Managers, although most Team Managers will find them helpful. When training a Destination Imagination team, practicing Instant Challenges is absolutely necessary. Especially with Elementary Level teams, it is essential that they are familiar with what kinds of challenges they may be asked to solve. In my experience, Elementary Level teams require intense training to become proficient at the Instant Challenge. Thus, in many cases, proficiency is not attained because many Team Managers either underestimate the importance of the Instant Challenge, overestimate the abilities of their team, or simply don't understand how best to train them. For the purposes of this book, I will assume that my audience has a basic knowledge of the Instant Challenge and what Destination Imagination says about training a team for the Instant Challenge.

I created my Instant Challenges to look as much like real Instant Challenges from Destination Imagination as possible. When teams practice Instant Challenges, it is important that what they are experiencing is as close to what will happen at the tournament as possible. While it is essential that the team develop the skills necessary to solve Instant Challenges, it helps their scores (or at least their confidence) if they aren't surprised by the format of the challenge. This includes not only the types of materials they may have to work with or the kinds of things for which they will typically be awarded points, but also details such as the font, organization, and length of the challenge.

In the spirit of that concept, I have studied about 200 Instant Challenges released by Destination Imagination and I tried to make my challenges as much like those as possible. However, the challenges released by Destination Imagination have changed formats over time; even two challenges in the same book may be structured differently. As Instant Challenges continue to evolve, my practice versions may become slightly outdated as far as the format is concerned.

My intent is not to replace the need to use Instant Challenges released by Destination Imagination. Nor is it to eliminate skill-building exercises that are not in the format of Instant Challenges. It is to give the Team Manager a library of Instant Challenges from which to choose for practices. My challenges are designed for use as a team is developing skills and experimenting with techniques. Once the team has fine-tuned their abilities, they should practice with official Instant Challenges. As a minimum, the team should practice the ten or so challenges released with the Program Materials annually.

Insight into the Regional and Affiliate Challenges

The challenges released each year are all categorized as Entry and Advanced Levels, and as far as I can tell, these are the challenges that were used at the regional and affiliate tournaments the year before. This is valuable information because it lends insight as to what types of challenges will be given to teams. This means that (at the regional and affiliate tournaments) any team has the possibility of getting a task-based challenge, a performance-based challenge, or a hybrid challenge.

It also means Elementary teams may be getting a challenge slightly above their skill level and High School teams may be getting a challenge slightly below their skill level. Of course, it doesn't matter how hard a challenge is because all teams competing against each other are given the same challenge, but it does give the Team Manager a good idea of what will be expected of the team.

This is not to imply that only a High School team could successfully do an Advanced Level Challenge. In fact, I believe that an Elementary team could potentially be trained to do Advanced Level Instant Challenges, if they spent enough time practicing. However, this extra time is not often available to Elementary Level teams that meet once a week.

Practicing vs. Training

There is a big difference between practicing Instant Challenges and training for the Instant Challenge. The average Elementary Team should see the Instant Challenge as something they should prepare for and do their best on, but they should not spend large amounts of time training for it because they also have a 300 point Central Challenge for which to prepare. One Instant Challenge per meeting is ideal for the team that wants to be moderately competitive, but not obsessively prepared.

Competitive teams who want to maximize their instant Challenge scores should spend 1 hour a week practicing Instant Challenges. These teams should focus on training the types of instant challenges that on which they routinely perform most weakly. More often than not, this type of challenge will be Task-Based. Most challenges that are exclusively Entry Level are Performance-based and most challenges that are exclusively Advanced Level are Task-Based. Since most teams need to train for a Task-Based Instant Challenge, and most of the Task-Based Challenges released by Destination Imagination call for some elaborate apparatus that would only appear at the Global Finals Tournament, I wrote many of these Instant Challenges with such teams in mind. It is my hope that these challenges help those teams that need more task-based challenges such as those that might appear at a regional or affiliate level tournament.

Disclaimer

It is important that I note that these Instant Challenges are meant only to mimic those released by Destination Imagination. These are not official Destination Imagination Instant Challenges. Also, the inspiration for these challenges came from a variety of sources, including www.spiritofchicago.org, a web site with hundreds of exercises meant to build the skills necessary to solve Instant Challenges.

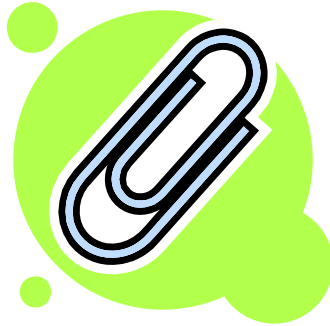
Preparing to Practice an Instant Challenge



After several years of bringing Instant Challenges to team meetings, I have developed a helpful system for preparing Instant Challenges for a team to practice. These are some things that I find helpful:

1. Keep each challenge in a gallon-sized plastic bag. The bag should include at least two copies of the challenge, any accompanying worksheets necessary, and the materials needed to work through the Instant Challenge. I reuse these plastic bags from week to week, and I find that they keep everything together and make for a quicker setup.
2. Select the Instant Challenge carefully. Make sure that it is at the team's level. Don't just go by the level stated at the top of the Appraiser's Copy—read it through and consider the team's actual abilities. You want something that will challenge the team so they can learn from it, but it is impossible to learn from a challenge that is too difficult.
3. It is essential that the team has experience with performance-based, task-based, and hybrid challenges, although it may not be necessary to practice the same amount of each type. If a team excels at performance-based challenges but needs work on task-based ones, you may need to give them more task-based ones to practice.
4. Read and re-read the challenge. Make sure you will be able to realistically practice the challenge. You may need more materials than the ones listed for the team to use. The challenge may call for an unrealistic apparatus or a tub of water you don't want to have to deal with.
5. Make challenge packing faster by having common Instant Challenge supplies gathered at a specific location. On the next page, there is a more detailed handout about the supplies you should have on hand.
6. Time permitting, pack more than one challenge at once. It will be one less thing to do before the next meeting.
7. If you will manage more teams in the future, it's good to develop a set of favorite Instant Challenges. Remember the challenges that teach teams the most or are easy to prepare for.

Instant Challenge Materials to Have on Hand



Whether this will be your last year as a Team Manager or you plan on managing many more teams, it is a good idea to have a bunch of the common Instant Challenge materials in one place. This will make it much faster and less frustrating when preparing for the next team meeting. The size and contents of your set of materials will vary depending on how many years you plan being a Team Manager and the amount of instant challenges you plan on practicing. Each year I buy everything necessary to do the challenges released in the Instant Challenge Practice Set. These challenges are the same ones from the regional and affiliate tournaments of the past year, so they are the best ones to use to gage your team's skill level.

The most basic materials are as follows:

Mailing Labels	Pencils
Chenille Sticks	Craft Sticks
Straws	Styrofoam Cups
Rubber Bands	Foil (Pre-cut sheets make it easy)
String	Index Cards
Paper Clips	Timer (for Appraiser)
Plain White Paper	Painter's Tape (for boundaries)

You may have these supplies already in your house, but having them in one place makes it much easier to prepare an individual challenge. As you do more Instant Challenges, you may find that other materials are common enough to be kept aside as well. I like to keep all of my Instant Challenge resources (released practice sets, books from Destination Imagination, printed program materials, challenges I've written, etc.) together with my materials. The containers for my materials are, themselves, materials as well. Whenever I do a water challenge, the tub comes in handy, and several older challenges list a trash can as a material. A growing collection of challenges and materials will help in future years to make preparation for practicing an Instant Challenge much easier.

Practicing an Instant Challenge with a Team



1. Set up the Instant Challenge(s) before the meeting begins. Tape any boundaries, lay out and sort the materials neatly, set the timer, and place copies of the challenge out for the team. This will allow for a quick transition when you're ready.
2. Read the entire Instant Challenge from the Appraiser's Copy to the team as they read along with the Team Copy. When finished with the Scoring section, reread the challenge section.
3. Begin time immediately. The team should be used to going headfirst into a Challenge because you never know how an appraiser may conduct the challenge at the tournament.
4. Do not share any information from the sheet marked "For Appraiser's Only" unless the team asks a specific question that is answered on the sheet.
5. Unless you are directed by the "For Appraisers Only" sheet, do not remind the team of any rules unless they specifically ask. If they ask, read straight from the challenge if at all possible.
6. Do not allow the team any leeway. If the challenge says that they must have something done in order to proceed, and the team does not have it done, do not allow them to proceed. If the team fails, let them do so. If they do not solve the challenge, end the challenge without trying to coax a solution out of them by giving them more time. Some of the best education is gained through failure.
7. Discuss the team's performance. DI has a list of ten things to discuss during this debriefing session. I simplify this into one major thing. Go through the scoring section and have the team (not you) score themselves on each of the things listed. Ask why they would give themselves that score. Ask if they can think of anything that would improve their score.
8. You may find it helpful to keep a running list of the things the team decides would improve their score. Review this list with the team before each Instant Challenge they do. If the team consistently forgets things on the list, assign specific team members to remember them for each challenge.
9. Now, if time allows and the team has discussed a better way of solving the challenge, give them more time to solve it. This ends the practice on a good note and it gives the team a great opportunity to develop skills.

Teamwork Exercise



I am forever coming up with new ways to teach teams how to succeed in the Instant Challenge. This activity takes some more extensive preparation and I haven't yet used it with a team, but I envision it being helpful to many Entry Level teams, especially those who have trouble on the Task-Based Challenges.

One very good way for the team to be prepared to solve a Task-Based Challenge efficiently is to practice as many different challenges as possible so they can apply the techniques they've learned were most effective in the past. But even this cannot be helpful in all situations because the Instant Challenge could very well involve materials the team has never worked with or require the team to use familiar materials in unfamiliar ways. In the vast majority of Task-Based Challenges, the team will be allowed to communicate while constructing their solution. I think that many teams could do much better at Task-Based Instant Challenges if they took part of the time to share ideas as a team. The trick to this is not to take too much time that they have no time left to use the materials, yet not to pick the first ideas that someone throws out.

Because is easier for an individual to have a clear idea of a solution than a group, begin the exercise by giving each team member an identical instant challenge and having them solve it alone. After each team member has presented his or her solution, make a list of the pros and cons about working alone. "Pros" should be defined as things that lead to a better solution, and "cons" should be defined as things that keep the solution from being spectacular. Keep this list written down on paper!

Next, put the team members into groups of two or three. When choosing the groups, do not try to put team members who you feel may work especially well together (or not well at all) together. Partner them so they're working with people they don't usually work with, but won't have a conflict with. Have each group solve an identical challenge as they did before. Create another list of pros and cons for working with a partner.

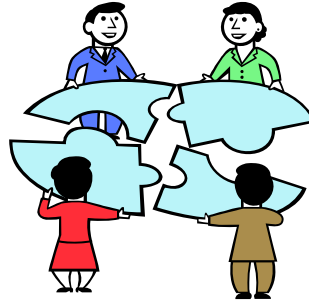
Repeat the above with groups of three and four. Be sure to make another list of pros and cons.

Now, do a challenge as a group. Make another list of pros and cons.

Have a team discussion. See if the team can come up with ways to apply the pros on each of the lists to challenges when working as a large group. Conversely, see if the team can come up with ways to avoid each of the cons on each of the lists. When conducting these discussions, accept all answers any team member puts forth (as long as they are being serious). It is the job of the rest of the team to decide if it is worth trying or not. Allow a constructive conversation. Under no circumstances should you ever tolerate shutdowns. No matter how seemingly dimwitted the idea is, if it was offered sincerely, allow it to be discussed. Never ask leading questions. Even if the team does not develop the "best" way to use teamwork to solve these challenges, any progress made will be theirs, allowing the learning process to fully take place. Allow the discussion to develop if it is still productive. You never know when the team may have a brilliant idea about how to work together. Make a list of every idea discussed. Have the team decide on the ones they feel are the best and denote them with a star.

Keep any lists of team ideas you make. If the team seems to need improvement during the season, have another discussion and use these lists as a starting point.

Instant Challenge Simulation Day



I have found that despite months of Instant Challenge Practice, the team can forget everything they learned just in time for the Tournament. To avoid this, try to simulate the challenge as exactly as possible.

1. Set up the Instant Challenge(s) just as you would do for a practice meeting. In my experience at tournaments, the team will be provided with two copies of the Team Copy, both in plastic sheet protectors. The materials list will be in a sheet protector taped to the table.
2. Have a set of “appraisers” with whom the team is not familiar. They should present the challenge just as you do when practicing with the team.
3. Hold the meeting in a new location, preferably a closed off room. This will hopefully provide new distractions and things to look at.
4. When the team enters the room, have the appraisers greet the team and introduce themselves.
5. Give each team member a slip of paper with the following typed on it:
“We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the Tournament. However, we can talk about it privately among our team and Team Manager(s)!”
The team and Team Managers should read this out loud before proceeding with the challenge.
6. An appraiser should read the following:
WELCOME to the *Instant Challenge* portion of our Tournament! Anything is possible here, and you will have the opportunity to demonstrate your creative, “thinking on your feet” skills. For every team who is competing in your *Team Challenge* at your competition level, we will be presenting this *Instant Challenge* today.
7. Proceed to present the Instant Challenge the same way you do at practices.
8. When the challenge is over, the appraisers should thank the team, and the team should leave the room. You can debrief in a private area later, however you will not have a copy of the challenge to look at while debriefing on the tournament day.

Instant Challenge Promise Slips

"We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the Tournament. However, we can talk about it privately among our team and Team Manager(s)!"

"We promise not to talk about ANYTHING that we see, hear, do or say in this room UNTIL AFTER GLOBAL FINALS. If we are heard or are found to have shared this Challenge with anyone, we will be disqualified from the Tournament. However, we can talk about it privately among our team and Team Manager(s)!"

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Table of Contents

CHALLENGE	TYPE	LEVEL	PAGE
Best Supporting Structure	Task-Based	Entry and Advanced	1
BuilDIng Blocks	Task-Based	Entry	5
BuilDIng Blocks	Task-Based	Advanced	11
Catch Them If You Can	Task-Based	Advanced	17
Chain Gang	Task-Based	Advanced	21
Crossover	Task-Based	Entry	25
Determining Initials	Performance-Based	Entry and Advanced	29
Extended Vacation	Performance-Based	Entry	33
Fair Competition	Performance-Based	Entry	37
Hang in There	Task-Based	Advanced	41
High Expectations	Performance-Based	Entry and Advanced	45
Historical figure	Hybrid	Entry	49
If You Can Make It There	Performance-Based	Advanced	53
Lights Out	Task-Based	Advanced	57
Marbleous	Task-Based	Entry	61
Marbleous	Task-Based	Advanced	65
Misnomer	Hybrid	Entry	69
Name that Flavor	Performance-Based	Entry	75
Pegged	Task-Based	Advanced	79
Phrase-ology	Performance-Based	Entry	83
Quotable	Performance-Based	Entry and Advanced	80
Reach for It	Task-Based	Entry	93
Rule Breakers	Performance-Based	Entry	97
Shoe-in	Performance-Based	Entry	101
Shoe-in	Performance-Based	Advanced	105
Sound Effects	Performance-Based	Entry	109
This Just In	Performance-Based	Entry	113
Three Wishes	Performance-Based	Entry	117
Time Traveler	Performance-Based	Entry and Advanced	121
Two DIMensional	Task-Based	Entry and Advanced	123
Umbrella	Task-Based	Entry and Advanced	127
Underwater Creature	Hybrid	Entry	131
Warm Up	Hybrid	Entry	135

Instant Challenge
Entry and Advanced Levels
Best Supporting Structure

Challenge: Your **TASK** is to create a structure that is as tall as possible and will support a baseball.

Time: You will have up to 5 minutes to use your IMAGINATION to create your structure and then up to 1 minute to add a baseball for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to build a tall structure to support a baseball. You may practice adding the baseball in Part One, however this will not receive score. In order to proceed to Part Two, you must have a structure within the taped square by the end of Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Add the baseball for score. **No team member may touch the structure during Part Two.** The structure must hold the ball without breaking for ten seconds to receive score. At the end of Part Two, the Appraisers will measure the height the ball is from the floor.

Materials:

12 toothpicks	5 Mailing Labels	6 Coffee Stirrers	3 Pieces of Paper
2 Pencils	3 Paper Clips	1 Glove	1 Plastic Bag
Scissors			

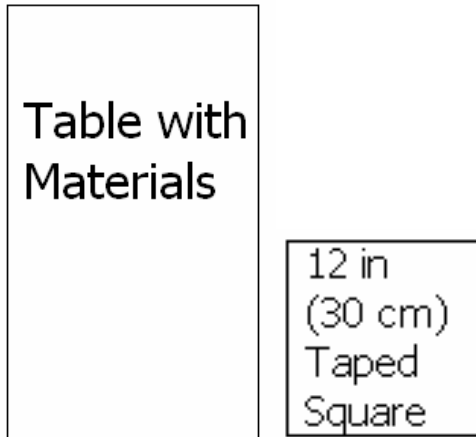
The mailing labels may NOT be attached to the floor. The scissors mat NOT be altered and may NOT be part of your structure.

Scoring: You will receive

- A. 1 point for each inch (2.5 cm) off the floor the baseball is held in Part Two.
- B. Up to 15 points for how creatively you use the materials.
- C. Up to 15 points for the design of your structure.
- D. Up to 20 points for how well your team works together.

Best Supporting Structure **For Appraisers Only:**

1. The set-up consists of a taped square. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches the structure during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Best Supporting Structure

Challenge: Your **TASK** is to create a structure that is as tall as possible and will support a baseball.

Time: You will have up to 5 minutes to use your IMAGINATION to create your structure and then up to 1 minute to add a baseball for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to build a tall structure to support a baseball.
- You may practice adding the baseball in Part One, however this will not receive score.
- In order to proceed to Part Two, you must have a structure within the taped square by the end of Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Add the baseball for score.
- **No team member may touch the structure during Part Two.**
- The structure must hold the ball without breaking for ten seconds to receive score.
- At the end of Part Two, the Appraisers will measure the height the ball is from the floor.

Scoring: You will receive

- A. 1 point for each inch (2.5 cm) off the floor the baseball is held in Part Two.
- B. Up to 15 points for how creatively you use the materials.
- C. Up to 15 points for the design of your structure.
- D. Up to 20 points for how well your team works together.

Best Supporting Structure

Materials:

(Tape to Table)

12 Toothpicks

5 Mailing Labels

6 Coffee Stirrers

3 Pieces of Paper

2 Pencils

3 Paper Clips

1 Glove

1 Plastic Bag

Scissors

The mailing labels may NOT be attached to the floor.
The scissors may NOT be altered and may NOT be part of your structure.

Instant Challenge
Entry Level
BuildIng Blocks

Challenge: Your **TASK** is to make a certain buildIng out of blocks without touching the blocks.

Time: You will have up to 5 minutes to use your IMAGINATION to create buildIng tools and then up to 2 minutes to make the buildIng for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to create buildIng tools. There is a sample buildIng to make so you may practice buildIng it within the taped square during Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): You will be given a new buildIng to make within the taped square for score. **No team member may touch the buildIng blocks during Part Two.** In order to receive score, the buildIng you make must be within the taped square, and nothing else may be within the taped square at the end of Part Two.

Materials:

3 Coffee Stirrers 1 Set of Chopsticks 1 Piece of Paper 1 Chenille Stick
1 Plastic Spoon 2 Mailing Labels 1 Piece of String 1 Craft Stick

The blocks may NOT be altered.

Scoring: You will receive

A. 5 points (50 points maximum) for each block in the correct place at the end of Part Two.

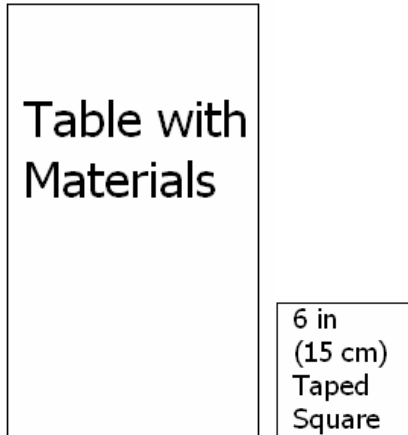
B. Up to 30 points for how creatively you use the materials

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

BuildIng Blocks

For Appraisers Only:

1. The set-up consists of a taped square. There is also a table with materials. 10 blocks should be available to the team.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches the blocks during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. If anything except the blocks is inside the taped square at the end of Part Two, they should be warned and any points the team may have gained as a result should not be awarded. The team is allowed to move things out of the square if time remains when they complete their structure.
5. The two examples of buildIng to make should be made of the same cube-shaped blocks the team is using. They should be glued together and the top and bottom should be clearly marked.
6. A block does not have to be exactly in place in order to receive score. As long as the structure strongly resembles the glued sample, the team may receive score.

BuildIng Blocks

Challenge: Your **TASK** is to make a certain buildIng out of blocks without touching the blocks.

Time: You will have up to 5 minutes to use your IMAGINATION to create buildIng tools and then up to 2 minutes to make the buildIng for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to create buildIng tools.
- There is a sample buildIng to make so you may practice buildIng it within the taped square during Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- You will be given a new buildIng to make within the taped square for score.
- **No team member may touch the buildIng blocks during Part Two.**
- In order to receive score, the buildIng you make must be within the taped square, and nothing else may be within the taped square at the end of Part Two.

Scoring: You will receive

- A. 5 points (50 points maximum) for each block in the correct place at the end of Part Two.
- B. Up to 30 points for how creatively you use the materials
- C. Up to 20 points for how well your team works together.

BuildIng Blocks

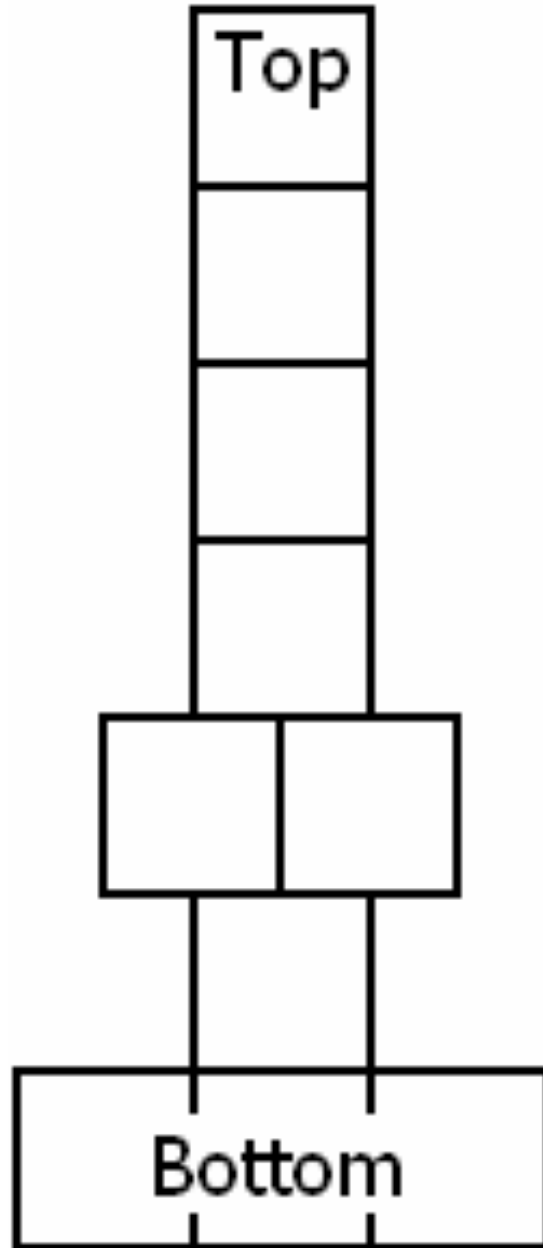
Materials:

(Tape to Table)

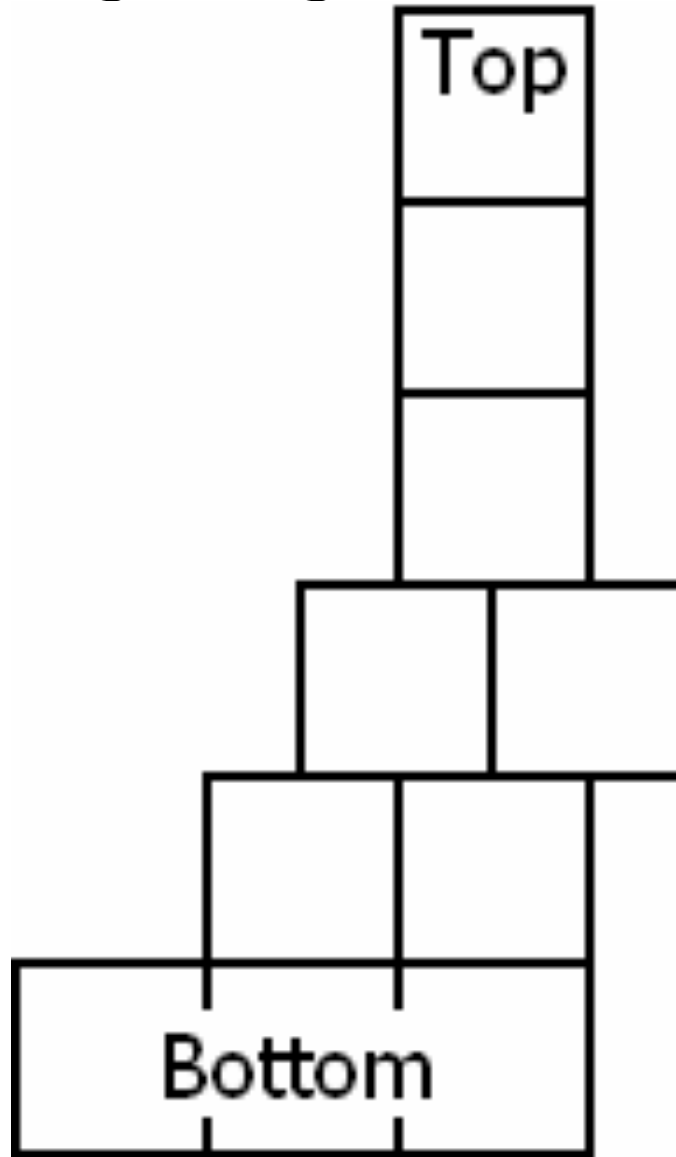
- 3 Coffee Stirrers
- 1 Set of Chopsticks
- 1 Piece of Paper
- 1 Chenille Stick
- 1 Plastic Spoon
- 2 Mailing Labels
- 1 Piece of String
- 1 Craft Stick

The blocks may NOT be altered.

Sample BuildIng Design:



BuildIng Design for Challenge:



Instant Challenge
Advanced Level
BuildIng Blocks

Challenge: Your **TASK** is to make a certain buildIng out of blocks without touching the blocks.

Time: You will have up to 5 minutes to use your IMAGINATION to create buildIng tools and then up to 2 minutes to make the buildIng for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to create buildIng tools. There is a sample buildIng to make so you may practice buildIng it within the taped square during Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): You will be given a new buildIng to make within the taped square for score. **No team member may touch the buildIng blocks during Part Two.** In order to receive score, the buildIng you make must be within the taped square, and nothing else may be within the taped square at the end of Part Two.

Materials:

3 Coffee Stirrers 1 Set of Chopsticks 1 Piece of Paper 1 Chenille Stick
1 Plastic Spoon 2 Mailing Labels 1 Piece of String 1 Craft Stick

The blocks may NOT be altered.

Scoring: You will receive

A. 2 points (50 points maximum) for each block in the correct place at the end of Part Two.

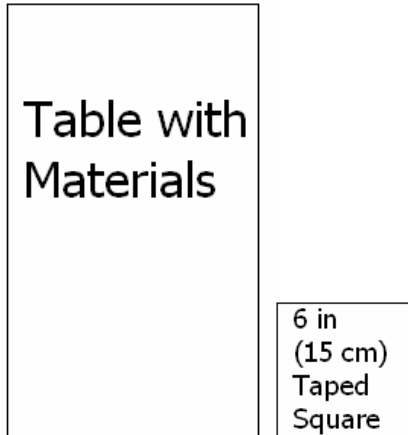
B. Up to 30 points for how creatively you use the materials

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

BuildIng Blocks

For Appraisers Only:

1. The set-up consists of a taped square. There is also a table with materials. 25 blocks should be available to the team.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches the blocks during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. If anything except the blocks is inside the taped square at the end of Part Two, they should be warned and any points the team may have gained as a result should not be awarded. The team is allowed to move things out of the square if time remains when they complete their structure.
5. The two examples of buildIng to make should be made of the same cube-shaped blocks the team is using. They should be glued together and the top and bottom should be clearly marked.
6. A block does not have to be exactly in place in order to receive score. As long as the structure strongly resembles the glued sample, the team may receive score.

BuildIng Blocks

Challenge: Your **TASK** is to make a certain buildIng out of blocks without touching the blocks.

Time: You will have up to 5 minutes to use your IMAGINATION to create buildIng tools and then up to 2 minutes to make the buildIng for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to create buildIng tools.
- There is a sample buildIng to make so you may practice buildIng it within the taped square during Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- You will be given a new buildIng to make within the taped square for score.
- **No team member may touch the buildIng blocks during Part Two.**
- In order to receive score, the buildIng you make must be within the taped square, and nothing else may be within the taped square at the end of Part Two.

Scoring: You will receive

- A. 2 points (50 points maximum) for each block in the correct place at the end of Part Two.
- B. Up to 30 points for how creatively you use the materials
- C. Up to 20 points for how well your team works together.

BuildIng Blocks

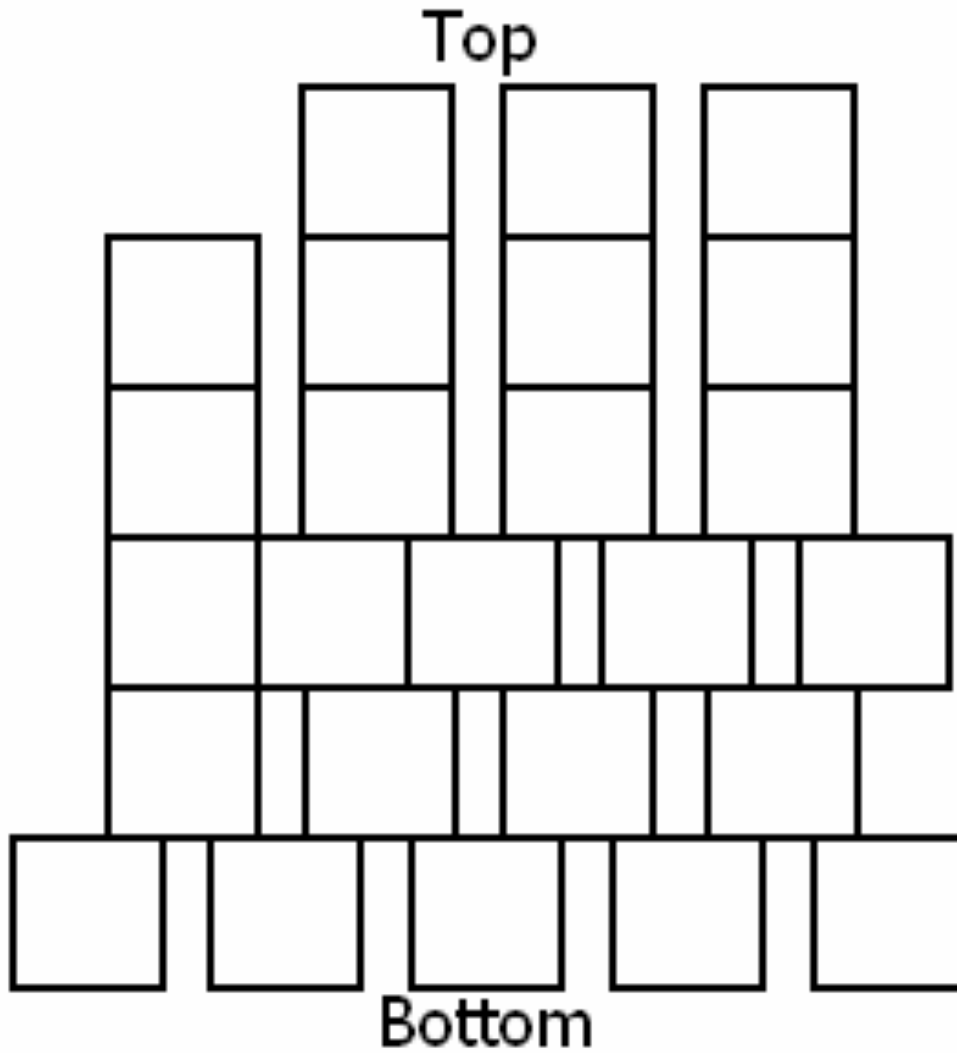
Materials:

(Tape to Table)

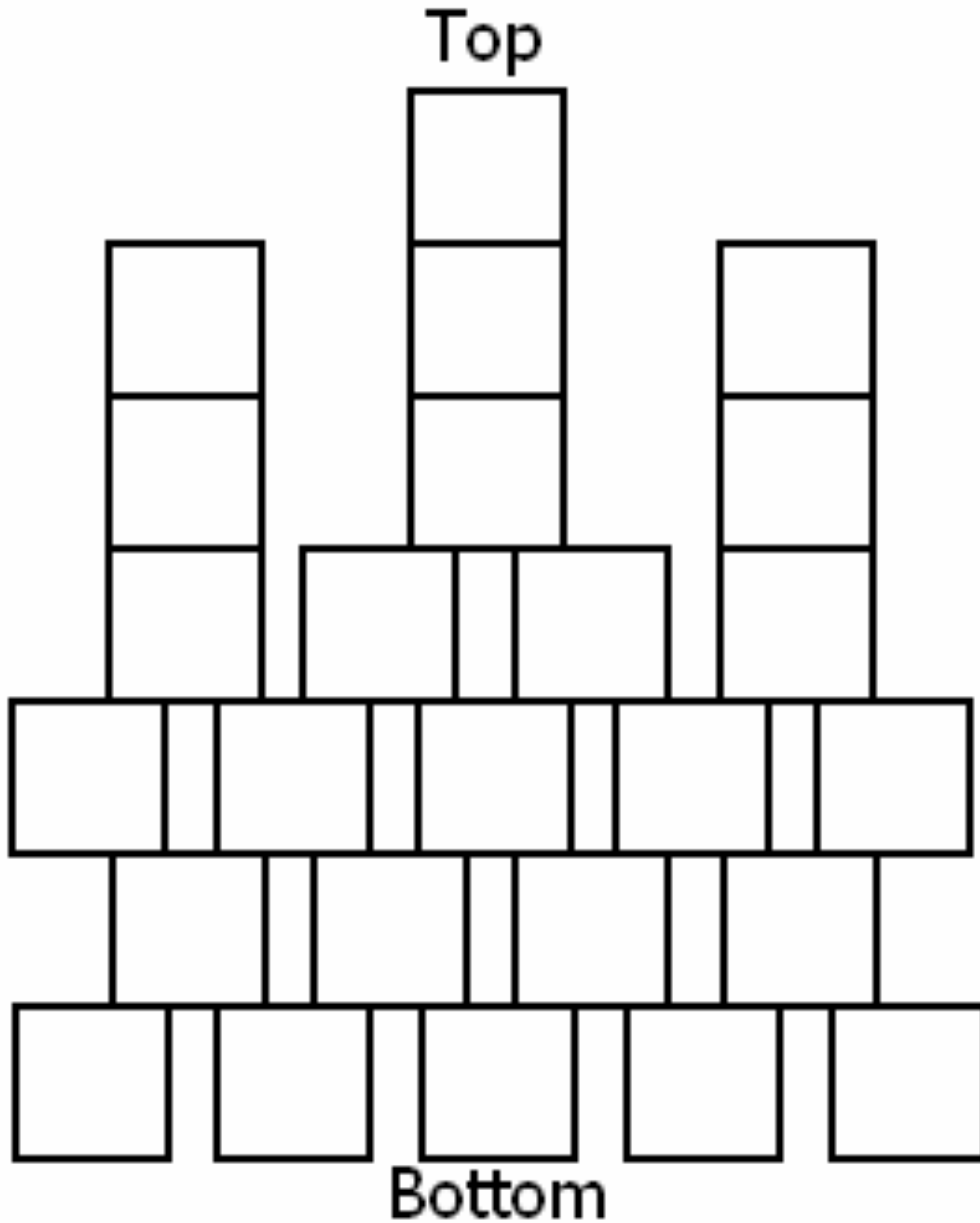
- 3 Coffee Stirrers
- 1 Set of Chopsticks
- 1 Piece of Paper
- 1 Chenille Stick
- 1 Plastic Spoon
- 2 Mailing Labels
- 1 Piece of String
- 1 Craft Stick

The blocks may NOT be altered.

Sample BuildIng Design:



BUILDING Design for Challenge:



Instant Challenge
Advanced Level
Catch Them If You Can

Challenge: Your **TASK** is to create a device that will catch ping pong balls and then release them.

Time: You will have up to 5 minutes to use your IMAGINATION to create your device, up to 2 minutes to catch ping pong balls for score, and then up to 1 minute to release them for score.

Set-up: In the middle of the room is a taped line and a slanted tube. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to create a device that will catch ping pong balls and then release them later. You may practice catching and releasing balls in Part One, however this will not receive score. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Catch ping pong balls for score. The balls should be rolled through the slanted tube. Each ball may be rolled only once. The slanted tube may not be moved. **No team member may cross the taped line during Part Two.** In order to proceed to Part Three your device must catch at least one ping pong ball during Part Two.

•**Part Three** (1 minute): Release the ping pong balls from the device for score. **No team member may cross the taped line during Part Three.**

Materials:

3 Coffee Stirrers 1 Piece of Paper 1 Plastic Bag 2 Chenille Sticks
1 Piece of Licorice 1 Glove 2 Clothes Pins 2 Mailing Labels

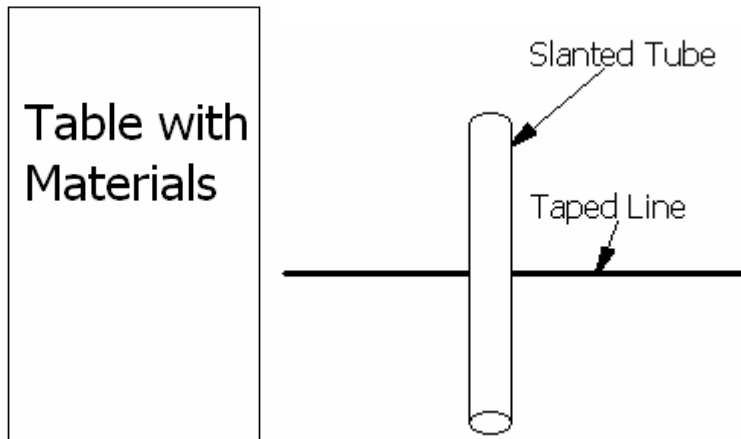
The mailing labels may NOT be attached to the floor or ping pong balls. The tube may NOT be altered, and no materials may touch the tube.

Scoring: You will receive

- A. 3 points (30 points maximum) for each ping pong ball your device catches in Part Two.
- B. 20 points if your device releases every ping pong ball it caught in Part Two during Part Three.
- C. Up to 30 points for how creatively you used the materials.
- D. Up to 20 points for how well your team works together.

Catch Them If You Can **For Appraisers Only:**

1. The set-up consists of a slanted tube and a taped line. There is also a table with materials. The lower end of the tube (on the side of the line the team may not cross to) should be about two feet off the ground. The tube should be taped to a chair, table, or ladder to hold it at a constant angle. 10 ping pong balls should also be available for the team.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member crosses the taped line during Part Two or Part Three, they should be warned and any points the team may have gained as a result should not be awarded.
4. The device does not need to be behind the taped line.
5. The team may receive score for B only if they have released every ball they caught and only if they caught at least one ball.

Catch Them If You Can

Challenge: Your **TASK** is to create a device that will catch ping pong balls and then release them.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create your device, up to 2 minutes to catch ping pong balls for score, and then up to 1 minute to release them for score.

Set-up: In the middle of the room is a taped line and a slanted tube. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to create a device that will catch ping pong balls and then release them later.
- You may practice catching and releasing balls in Part One, however this will not receive score.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Catch ping pong balls for score.
- The balls should be rolled through the slanted tube.
- Each ball may be rolled only once.
- The slanted tube may not be moved.
- **No team member may cross the taped line during Part Two.**
- In order to proceed to Part Three your device must catch at least one ping pong ball during Part Two.

Part Three (1 minute):

- Release the ping pong balls from the device for score.
- **No team member may cross the taped line during Part Three.**

Scoring: You will receive

- A. 3 points (30 points maximum) for each ping pong ball your device catches in Part Two.
- B. 20 points if your device releases every ping pong ball it caught in Part Two during Part Three.
- C. Up to 30 points for how creatively you used the materials.
- D. Up to 20 points for how well your team works together.

Catch Them If You Can

Materials:

(Tape to Table)

- 3 Coffee Stirrers
- 1 Piece of Paper
- 1 Plastic Bag
- 2 Chenille Sticks
- 1 Piece of Licorice
- 1 Glove
- 2 Clothes Pins
- 2 Mailing Labels

The mailing labels may NOT be attached to the floor or the ping pong balls. The tube may NOT be altered and no materials may touch the tube.

Instant Challenge
Advanced Level
Chain Gang

Challenge: Your **TASK** is to create chains that will connect team members.

Time: You will have up to 7 minutes to use your IMAGINATION to create one or more chains that will connect two or more team members for score.

Set-up: In the middle of the room are seven taped squares. In addition, there is a table with materials.

Procedure:

Use the materials to create one or more chains. You will be warned when you have one minute remaining and 30 seconds remaining. In order to receive score, a chain must touch exactly two team members, and must not touch the floor. Both team members must be standing within different taped squares. In order to receive score, no part of any team member's body may cross over the taped line. No team member may touch more than two chains. Two team members may not be connected by more than one chain. The chains will be scored when time ends or when any team member calls time.

Materials:

3 Sheets of Paper	4 Coffee Stirrers	7 Toothpicks	5 Raisins
4 Marshmallows	1 Ruler	3 Mailing Labels	2 Pencils
6 Cards	1 Piece of Cloth	2 Paper Plates	1 Paper Bag

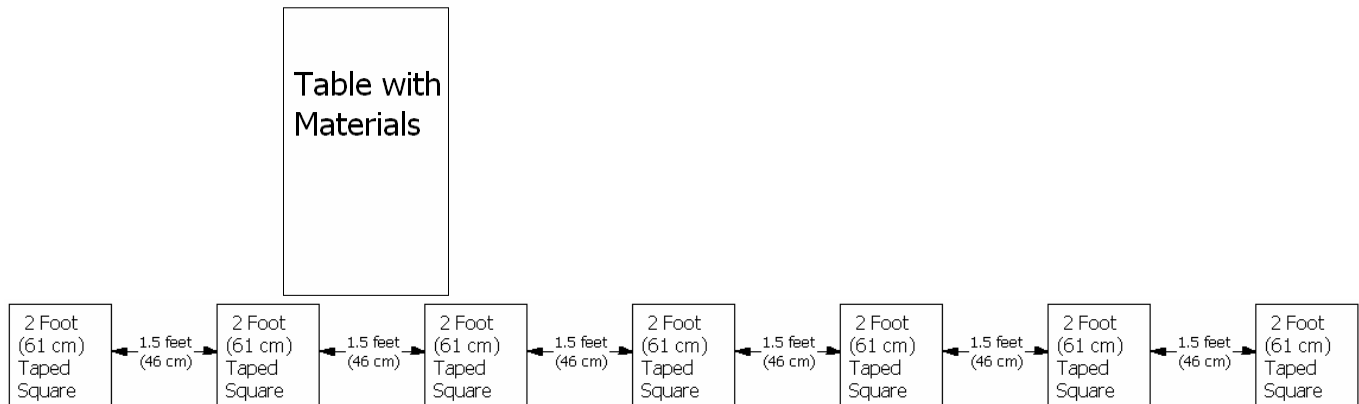
The mailing labels may NOT be attached to the ruler. The ruler may not be altered.

Scoring: You will receive

- A. 10 points (60 points maximum) for each chain that connects two team members.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

Chain Gang For Appraisers Only:

1. The set-up consists of seven taped squares. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining.
3. If a team member crosses a taped line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. The team should be reminded to reread the rules if any of their chains will not receive score and there is still time left.

Chain Gang

Challenge: Your **TASK** is to create chains that will connect team members.

Time: You will have up to 7 minutes to use your IMAGINATION to create one or more chains that will connect two or more team members for score.

Set-up: In the middle of the room are seven taped squares. In addition, there is a table with materials.

Procedure:

- Use the materials to create one or more chains.
- You will be warned when you have one minute remaining and 30 seconds remaining.
- In order to receive score, a chain must touch exactly two team members, and must not touch the floor.
- Both team members must be standing within different taped squares.
- In order to receive score, no part of any team member's body may cross over the taped line.
- No team member may touch more than two chains.
- Two team members may not be connected by more than one chain.

Scoring: You will receive

- A. 10 points (60 points maximum) for each chain that connects two team members.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

Chain Gang

Materials:

(Tape to Table)

3 Sheets of Paper

4 Coffee Stirrers

7 Toothpicks

5 Raisins

4 Marshmallows

1 Ruler

3 Mailing Labels

2 Pencils

6 Cards

1 Piece of Cloth

2 Paper Plates

1 Paper Bag

The mailing labels may NOT be attached to the ruler.
The ruler may not be altered.

Instant Challenge
Entry Level
Crossover

Challenge: Your **TASK** is to create a bridge that a ball can be rolled across.

Time: You will have up to 6 minutes to use your IMAGINATION to build your bridge and then up to 1 minute to roll the ball for score.

Set-up: In the middle of the room are two bricks. In addition, there is a table with materials.

Procedure:

•**Part One** (6 minutes): Use the materials to build a bridge between the two bricks. You may practice rolling the ball in Part One, however the roll will not receive score. In order to proceed to Part Two, you must have a bridge by the end of Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Roll the ball across the bridge for score. In order to receive score, the ball must cross from one brick to the other. **No team member may touch the bridge during Part Two.** The ball may be picked up and rolled again if it stops before reaching the other brick. In order to receive score for a roll, the ball may not be touched after it is let go after being rolled.

Materials:

6 Straws 4 Pencils 4 Chenille Sticks (Pipe Cleaners) 4 Index Cards
5 Paper Clips 4 Rubber Bands 3 Pieces of Paper 6 Mailing Labels

The mailing labels may NOT be attached to the bricks. The bricks may not be damaged.

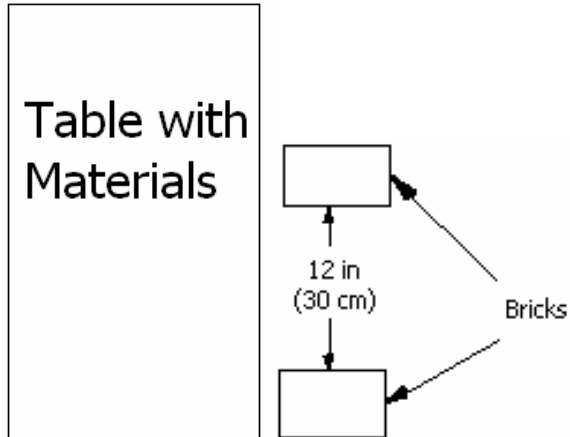
Scoring: You will receive

- A. 15 points if you have a bridge standing by itself at the end of Part One.
- B. 20 points if the ball successfully rolls across the bridge in Part Two.
- C. Up to 20 points for how well you design the bridge.
- D. Up to 25 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Crossover

For Appraisers Only:

1. The set-up consists of two bricks. There is also a table with materials. The ball used should be a tennis ball.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches the bridge during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Crossover

Challenge: Your **TASK** is to create a bridge that a ball can be rolled across.

Time: You will have up to 6 minutes to use your IMAGINATION to build your bridge and then up to 1 minute to roll the ball for score.

Set-up: In the middle of the room are two bricks. In addition, there is a table with materials.

Procedure:

Part One (6 minutes):

- Use the materials to build a bridge between the two bricks.
- You may practice rolling the ball in Part One, however the roll will not receive score.
- In order to proceed to Part Two, you must have a bridge by the end of Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Roll the ball across the bridge for score.
- In order to receive score, the ball must cross from one brick to the other.
- **No team member may touch the bridge during Part Two.**
- The ball may be picked up and rolled again if it stops before reaching the other brick.
- In order to receive score for a roll, the ball may not be touched after it is let go after being rolled.

Scoring: You will receive

- A. 15 points if you have a bridge standing by itself at the end of Part One.
- B. 20 points if the ball successfully rolls across the bridge in Part Two.
- C. Up to 20 points for how well you design the bridge.
- D. Up to 25 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Crossover

Materials:

(Tape to Table)

6 Straws

4 Pencils

4 Chenille Sticks (Pipe Cleaners)

4 Index Cards

5 Paper Clips

4 Rubber Bands

3 Pieces of Paper

6 Mailing Labels

The mailing labels may NOT be attached to the bricks. The bricks may not be damaged.

Instant Challenge
Entry and Advanced Levels

Determining Initials

Challenge: Randomly select three initials. Then, present a **PERFORMANCE** in which your team shows an organization whose name has these initials.

For the purposes of this challenge, an “initial” is the first letter of a word.

Time: You will have up to 1 minute to select three initials from a hat. Then, you will have up to 4 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Many organizations are referred to by their initials. What could the initials your team selects stand for?

- **Part One** (1 minute): Your team should randomly select three letters from the hat. Only one team member may select a letter at a time. The team member may not look in the hat while selecting a letter.
- **Part Two** (4 minutes): Create a **PERFORMANCE** where you show an organization whose name has the initials. Be sure to decide what the organization does. You will be given two copies of a sheet on which to write the name of the organization. Write this name on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of Part One.
- **Part Three** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the name of the organization in Part One. All props should be imaginary. 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 up to:

- 10 points (30 points maximum) for the creativity of what each letter stands for.
- 20 points for the creativity of the name of the organization.
- 30 points for the creativity of what your organization does.
- 20 points for how well your team works together.

Determining Initials

For Appraisers Only:

1. The letters selected by the team from the hat should be written on slips of paper and folded in half once. There should be one of each letter of the alphabet AND all of the following extra letters: 4 A's, 3 C's, 4 E's, 3 I's, 3 L's, 3 N's, 3 O's, 3 R's, 3 S's, 3 T's, and 3 U's.
2. The team may put the letters they draw in any order. They may be used more than once, as long as each letter is included as an initial of the name of the organization. The team may invent words that each letter stands for.
3. The only words in the name of the organization that do not need to be included in the initials are as follows: a, an, and, some, the, of, that, it, at, for.

Determining Initials

Challenge: Randomly select three initials. Then, present a **PERFORMANCE** in which your team shows an organization whose name has these initials.

For the purposes of this challenge, an “initial” is the first letter of a word.

Time: You will have up to 1 minute to select three initials from a hat. Then, you will have up to 4 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Many organizations are referred to by their initials. What could the initials your team selects stand for?

- **Part One** (1 minute): Your team should randomly select three letters from the hat. Only one team member may select a letter at a time. The team member may not look in the hat while selecting a letter.
- **Part Two** (4 minutes): Create a **PERFORMANCE** where you show an organization whose name has the initials. Be sure to decide what the organization does. You will be given two copies of a sheet on which to write the name of the organization. Write this name on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of Part One.
- **Part Three** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the name of the organization in Part One. All props should be imaginary. 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 up to:

- 10 points (30 points maximum) for the creativity of what each letter stands for.
- 20 points for the creativity of the name of the organization.
- 30 points for the creativity of what your organization does.
- 20 points for how well your team works together.

Determining Initials

Name of the Organization

Instant Challenge
Entry Level
Extended Vacation

Challenge: Present a **PERFORMANCE** in which your team takes an extended vacation in three different locations.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is taking a well-earned break from your everyday lives. You're going on a very long vacation in three different places.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team goes on vacation in three different places. You will be given two copies of a sheet on which to write the locations of your vacation. Write these on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the locations of your vacation in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of each of your locations.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Extended Vacation

Challenge: Present a **PERFORMANCE** in which your team takes an extended vacation in three different locations.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is taking a well-earned break from your everyday lives. You're going on a very long vacation in three different places.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team goes on vacation in three different places.
- You will be given two copies of a sheet on which to write the locations of your vacation.
- Write these on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the locations of your vacation in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of each of your locations.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Locations of Your Vacation:

1. _____

2. _____

3. _____

Instant Challenge
Entry Level
Fair Competition

Challenge: Present a **PERFORMANCE** in which your team competes at a fair.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE** and create props. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has found a strange new kind of competition at a booth at the fair.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team competes at a fair. You will be given two copies of a sheet on which to write the name of your competition. Write this name on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one. You should also use this time to create any props for your **PERFORMANCE**.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

1 Piece of Poster Board 5 Cotton Balls Colored Markers Scissors

You will be given two copies of the sheet on which to write the name of your competition in Part One. The scissors and colored markers may not be damaged and may not be part of your **PERFORMANCE**. A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

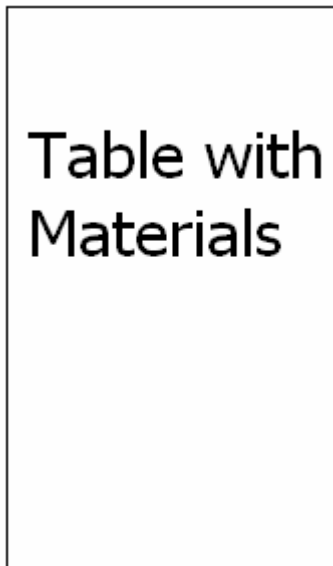
Scoring: You will receive up to:

- A. 20 points for the creativity of the name of your competition.
- B. 30 points for the creativity of the competition.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Fair Competition

For Appraisers Only:

1. The setup consists of a table with materials.



Fair Competition

Challenge: Present a **PERFORMANCE** in which your team competes at a fair.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE** and create props. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has found a strange new kind of competition at a booth at the fair.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team competes at a fair.
- You will be given two copies of a sheet on which to write the name of your competition.
- Write this name on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.
- You should also use this time to create any props for your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

1 Piece of Poster Board 5 Cotton Balls Colored Markers Scissors

You will be given two copies of the sheet on which to write the name of your competition in Part One. The scissors and colored markers may not be damaged and may not be part of your **PERFORMANCE**. 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 up to:

- 20 points for the creativity of the name of your competition.
- 30 points for the creativity of the competition.
- 30 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Fair Competition

Competition Name:

Instant Challenge
Advanced Level
Hang in There

Challenge: Your **TASK** is to create a structure that is as tall as possible and that can be hung upside down.

Time: You will have up to 6 minutes to use your IMAGINATION to create your structure and then up to 1 minute to hand it up for score.

Set-up: In the middle of the room is a taped square. There is also a hook hanging from the ceiling. In addition, there is a table with materials.

Procedure:

•**Part One** (6 minutes): Use the materials to create a structure that is as tall as possible. You may practice hanging your structure in Part One, however this practice will not receive score. In order to proceed to Part Two, you must have a structure within the taped square by the end of Part One. You will be warned when you have one minute remaining and 30 seconds remaining in Part One. At the end of Part One, the Appraisers will measure the height of your structure.

•**Part Two** (1 minute): Hang your structure from the hook for score. In order to receive score for hanging your structure, the structure must hang without being touched by any team member for 5 seconds. No part of the structure may fall off in Part Two in order to earn points for hanging the structure.

Materials:

3 Chenille Sticks (Pipe Cleaners)	6 Toothpicks	2 Mailing Labels	1 Cup
1 Piece of Paper	3 Paper Clips	2 Pencils	4 Straws

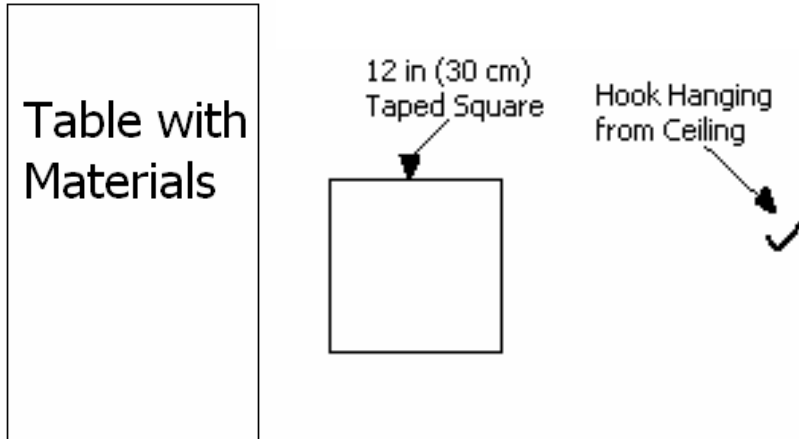
Scoring: You will receive

- A. 2 points (40 points maximum) for each inch of height of your structure at the end of Part One.
- B. 20 points if your structure is successfully hung in 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.

Hang in There

For Appraisers Only:

1. The set-up consists of a taped square on the floor and a hook hanging from the ceiling. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches the structure while it is hanging during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Hang in There

Challenge: Your **TASK** is to create a structure that is as tall as possible and that can be hung upside down.

Time: You will have up to 6 minutes to use your **IMAGINATION** to create your structure and then up to 1 minute to hand it up for score.

Set-up: In the middle of the room is a taped square. There is also a hook hanging from the ceiling. In addition, there is a table with materials.

Procedure:

Part One (6 minutes):

- Use the materials to create a structure that is as tall as possible.
- You may practice hanging your structure in Part One, however this practice will not receive score.
- In order to proceed to Part Two, you must have a structure within the taped square by the end of Part One.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.
- At the end of Part One, the Appraisers will measure the height of your structure.

Part Two (1 minute):

- Hang your structure from the hook for score.
- In order to receive score for hanging your structure, the structure must hang without being touched by any team member for 5 seconds.
- No part of the structure may fall off in Part Two in order to earn points for hanging the structure.

Scoring: You will receive

- A. 2 points (40 points maximum) for each inch of height of your structure at the end of Part One.
- B. 20 points if your structure is successfully hung in 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.

Hang In There

Materials:

(Tape to Table)

3 Chenille Sticks (Pipe Cleaners)

6 Toothpicks

2 Mailing Labels

1 Cup

1 Piece of Paper

3 Paper Clips

2 Pencils

4 Straws

Instant Challenge
Entry and Advanced Levels
High Expectations

Challenge: Present a **PERFORMANCE** in which your team meets the high expectations of your teacher.

For the purposes of this challenge, a “high expectation” is a task that s very hard to accomplish.

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

The Scene: Your teacher expects your team to do two things that seem impossible at first, but your team always finds ways of overcoming the challenge!

- **Part One** (4 minutes): Create a **PERFORMANCE** where your teacher asks you to do two tasks that are hard to accomplish. You will be given two copies of a sheet on which to write these high expectations. Write these high expectations on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the high expectations in Part One. All props should be imaginary. 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 up to:

- A. 15 points (30 points maximum) for the creativity of both of the high expectations.
- B. 15 points (30 points maximum) for the creativity of how your team accomplishes both of the tasks.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

High Expectations

Challenge: Present a **PERFORMANCE** in which your team meets the high expectations of your teacher.

For the purposes of this challenge, a “high expectation” is a task that is very hard to accomplish.

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

The Scene: Your teacher expects your team to do two things that seem impossible at first, but your team always finds ways of overcoming the challenge!

Part One (4 minutes):

- Create a **PERFORMANCE** where your teacher asks you to do two tasks that are hard to accomplish.
- You will be given two copies of a sheet on which to write these high expectations.
- Write these high expectations on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the high expectations in Part One. All props should be imaginary. 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 up to:

- A. 15 points (30 points maximum) for the creativity of both of the high expectations.
- B. 15 points (30 points maximum) for the creativity of how your team accomplishes both of the tasks.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

High Expectations:

1. _____

2. _____

Instant Challenge
Entry Level
Historical Figure

Challenge: Your **TASK** is to create a small statue of a historical figure. Your team should then present a **PERFORMANCE** in which you present funny trivia about the historical figure.

Time: You will have up to 5 minutes to use your IMAGINATION to create the small statue of the historical figure and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team was assigned to research a historical figure and find funny trivia about them. What kind of strange stories will you dig up?

•**Part One** (5 minutes): Choose a real or imaginary historical figure. Then, use the materials to create a small statue of your historical figure. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, be sure to show funny trivia about your historical figure.

Materials:

6 Marshmallows	3 Index Cards	2 Pieces of String	4 Mailing Labels
3 Marbles	4 Rubber Bands	1 Plastic Bag	1 Glove
3 Forks	1 Piece of Cloth	1 Can	1 Envelope

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

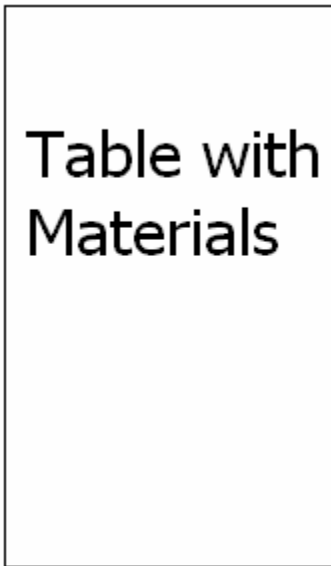
Scoring: You will receive up to

- A. 25 points for the creativity of your historical figure.
- B. 15 points for the creativity of your small statue of the historical figure
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 Points for how creatively you use the materials.
- E. 20 points for how well your team works together.

Historical Figure

For Appraisers Only:

1. The setup consists of a table with materials.



Historical Figure

Challenge: Your **TASK** is to create a small statue of a historical figure. Your team should then present a **PERFORMANCE** in which you present funny trivia about the historical figure.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create the small statue of the historical figure and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team was assigned to research a historical figure and find funny trivia about them. What kind of strange stories will you dig up?

Part One (5 minutes):

- Choose a real or imaginary historical figure.
- Then, use the materials to create a small statue of your historical figure.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, be sure to show funny trivia about your historical figure.

Scoring: You will receive up to

- A. 25 points for the creativity of your historical figure.
- B. 15 points for the creativity of your small statue of the historical figure
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 Points for how creatively you use the materials.
- E. 20 points for how well your team works together.

Historical Figure

Materials:

(Tape to Table)

- 6 Marshmallows
- 3 Index Cards
- 2 Pieces of String
- 4 Mailing Labels
- 3 Marbles
- 4 Rubber Bands
- 1 Plastic Bag
- 1 Glove
- 3 Forks
- 1 Piece of Cloth
- 1 Can
- 1 Envelope

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

Instant Challenge
Advanced Level

If You Can Make It There

Challenge: Present a **PERFORMANCE** in which your team members travel to a desDination in three different ways.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has agreed to meet at a certain desDination. Why are you meeting and how will you get there?

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team travels to a desDination in three different ways. You will be given two copies of a sheet on which to write the ways to travel. Write these ways to travel on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers. Be sure to include an explanation of where you are meeting and why you are meeting there.

Materials:

You will be given two copies of the sheet on which to write the ways to travel in Part One. All props should be imaginary. 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 up to:

- 15 points (45 points maximum) for the creativity of each of the methods of transportation.
- 10 points for the creativity of the desDination.
- 10 points for the creativity of why your team is meeting.
- 15 points for the creativity of your performance.
- 20 points for how well your team works together.

TEAM COPY

If You Can Make It There

Challenge: Present a **PERFORMANCE** in which your team members travel to a desDInation in three different ways.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has agreed to meet at a certain desDInation. Why are you meeting and how will you get there?

Part One (5 minutes):

- Create a **PERFORMANCE** where your team travels to a desDInation in three different ways.
- You will be given two copies of a sheet on which to write the ways to travel. Write these ways to travel on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.
- Be sure to include an explanation of where you are meeting and why you are meeting there.

Materials:

You will be given two copies of the sheet on which to write the ways to travel in Part One. All props should be imaginary. 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 up to:

- 15 points (45 points maximum) for the creativity of each of the methods of transportation.
- 10 points for the creativity of the desDInation.
- 10 points for the creativity of why your team is meeting.
- 15 points for the creativity of your performance.
- 20 points for how well your team works together.

If You Can Make It There

Ways to Travel

1. _____

2. _____

3. _____

Instant Challenge

Advanced Level

Lights Out

Challenge: Your **TASK** is to create a structure that will block light.

Time: You will have up to 6 minutes to use your IMAGINATION to create and test your structure.

Set-up: In the middle of the room is a flashlight on a brick. There is another brick on which to build your structure. There is a screen on the other side of the room. In addition, there is a table with materials.

Procedure:

Use the materials to create a structure on the brick that will block as much light from the flashlight as possible from shining on the screen. The structure must be built on the brick without the flashlight. The structure may not be attached to the brick. The bricks and the flashlight may not be moved. You may ask an appraiser to turn out the lights to test your structure **ONCE** before it is tested for score. When any team member says "Lights out, please!" the appraiser will turn the lights off for 10 seconds. You will be warned when you have one minute remaining and 30 seconds remaining to build your structure. When time ends, the Appraisers will turn out the lights again to score your structure.

Materials:

3 Cotton Balls	5 Straws	4 Coffee Stirrers
4 Chenille Sticks (Pipe Cleaners)	4 Craft Sticks	2 Index Cards
5 Mailing Labels	3 Feathers	4 Paper Clips
1 Plastic Bag	1 Paper Cup	3 Clothes Pins

The materials may NOT be attached to the brick.

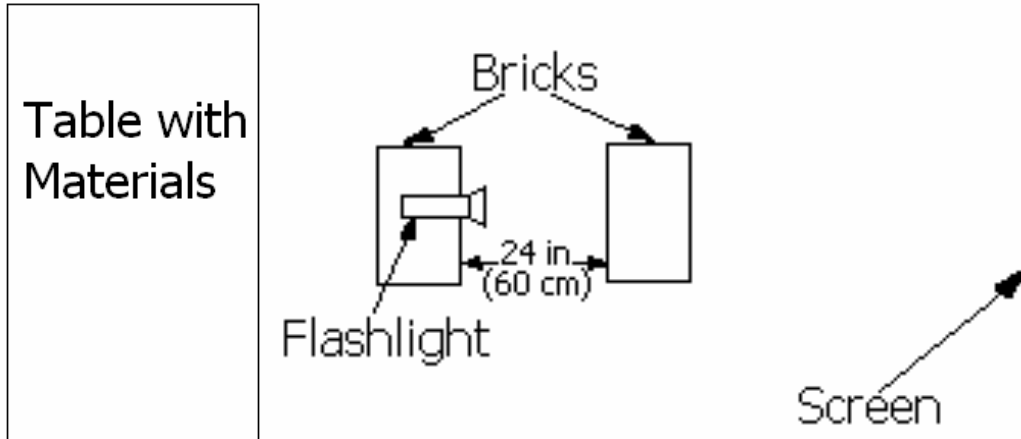
Scoring: You will receive up to:

- A. 30 points for how well your structure blocks light.
- B. 30 points for how creatively you use the materials.
- C. 20 points for the design your structure.
- D. 20 points for how well your team works together.

Lights Out

For Appraisers Only:

1. The set-up consists of two bricks, one with a flashlight on it, and a screen. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining.
3. The structure does not need to be built on the brick.

Lights Out

Challenge: Your **TASK** is to create a structure that will block light.

Time: You will have up to 6 minutes to use your IMAGINATION to create and test your structure.

Set-up: In the middle of the room is a flashlight on a brick. There is another brick on which to build your structure. There is a screen on the other side of the room. In addition, there is a table with materials.

Procedure:

- Use the materials to create a structure on the brick that will block as much light from the flashlight as possible from shining on the screen.
- The structure must be built on the brick without the flashlight.
- The structure may not be attached to the brick.
- The bricks and the flashlight may not be moved.
- You may ask an appraiser to turn out the lights to test your structure **ONCE** before it is tested for score.
- When any team member says "Lights out, please!" the appraiser will turn the lights off for 10 seconds.
- You will be warned when you have one minute remaining and 30 seconds remaining to build your structure.
- When time ends, the Appraisers will turn out the lights again to score your structure.

Scoring: You will receive up to:

- A. 30 points for how well your structure blocks light.
- B. 30 points for how creatively you use the materials.
- C. 20 points for the design your structure.
- D. 20 points for how well your team works together.

Lights Out

Materials:

(Tape to Table)

3 Cotton Balls

5 Straws

4 Coffee Stirrers

4 Chenille Sticks (Pipe Cleaners)

4 Craft Sticks

2 Index Cards

5 Mailing Labels

3 Feathers

4 Paper Clips

1 Plastic Bag

1 Paper Cup

3 Clothes Pins

The materials may NOT be attached to the brick.

Instant Challenge
Entry Level
Marbleous

Challenge: Your **TASK** is to move marbles into bottle caps without crossing a taped line.

Time: You will have up to 5 minutes to use your IMAGINATION to build one or more marble movers and then up to 2 minutes to move marbles for score.

Set-up: In the middle of the room is a taped square with bottle caps inside it. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to build one or more marble movers. You may practice moving marbles in Part One, however the marbles placed in bottle caps will not receive score. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Move marbles into the bottle caps for score. **No team member may cross a taped line during Part Two.**

Materials:

1 Set of Chopsticks	3 Chenille Sticks	4 Coffee Stirrers	2 Pieces of String
3 Mailing Labels	1 Piece of Foil	2 Paper Clips	3 Straws

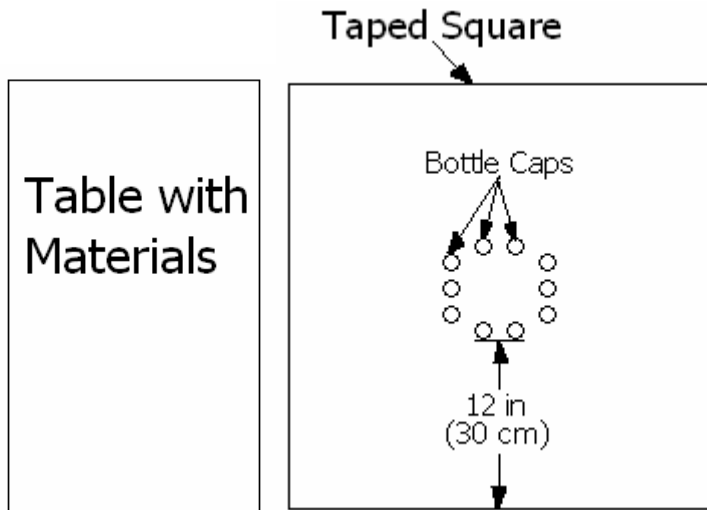
Scoring: You will receive

- A. 5 points (50 points maximum) for each marble in a bottle cap at the end of Part Two.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

Marbleous

For Appraisers Only:

1. The set-up consists of a taped square and ten bottle caps. The bottle caps should be taped down so they do not move, with the open side facing up. There should be 10 marbles available. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member crosses a taped line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Marbleous

Challenge: Your **TASK** is to move marbles into bottle caps without crossing a taped line.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build one or more marble movers and then up to 2 minutes to move marbles for score.

Set-up: In the middle of the room is a taped square with bottle caps inside it. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to build one or more marble movers.
- You may practice moving marbles in Part One, however the marbles placed in bottle caps will not receive score.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Move marbles into the bottle caps for score.
- **No team member may cross a taped line during Part Two.**

Scoring: You will receive

- A. 5 points (50 points maximum) for each marble in a bottle cap at the end of Part Two.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

Marbleous

Materials:

(Tape to Table)

- 1 Set of Chopsticks
- 3 Chenille Sticks
- 4 Coffee Stirrers
- 2 Pieces of String
- 3 Mailing Labels
- 1 Piece of Foil
- 2 Paper Clips
- 3 Straws

Instant Challenge

Advanced Level

Marbleous

Challenge: Your **TASK** is to flip bottle caps and then move marbles into bottle caps without crossing a taped line.

Time: You will have up to 5 minutes to use your IMAGINATION to build one or more tools to solve the challenge and then up to 2 minutes to move marbles for score.

Set-up: In the middle of the room is a taped square with bottle caps inside it. In addition, there is a table with materials.

Procedure:

•**Part One** (5 minutes): Use the materials to build one or more tools to solve the challenge. You may practice flipping bottle caps and moving marbles in Part One, however neither will receive score. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): Flip the bottle caps and move marbles into the bottle caps for score. If a bottle cap crosses over the taped line at any point in Part Two, it will not be eligible to receive score. **No team member may cross a taped line during Part Two.**

Materials:

1 Set of Chopsticks	3 Chenille Sticks	4 Coffee Stirrers	2 Pieces of String
3 Mailing Labels	1 Piece of Foil	2 Paper Clips	3 Straws

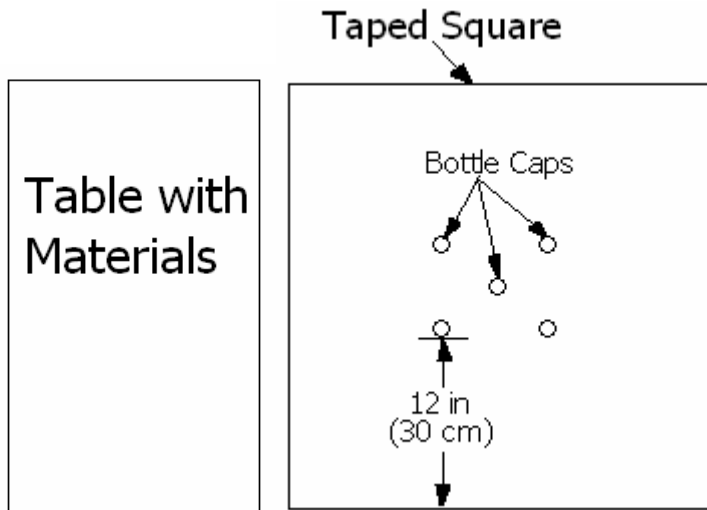
Scoring: You will receive

- A. 5 points (25 points maximum) for each bottle cap flipped during Part Two.
- B. 5 points (25 points maximum) for each marble in a bottle cap at the end of Part Two.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Marbleous

For Appraisers Only:

1. The set-up consists of a taped square and Five bottle caps. The bottle caps should begin the challenge with the open side touching the floor. There should be 5 marbles available. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member crosses a taped line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Marbleous

Challenge: Your **TASK** is to flip bottle caps and then move marbles into bottle caps without crossing a taped line.

Time: You will have up to 5 minutes to use your **IMAGINATION** to build one or more tools to solve the challenge and then up to 2 minutes to move marbles for score.

Set-up: In the middle of the room is a taped square with bottle caps inside it. In addition, there is a table with materials.

Procedure:

Part One (5 minutes):

- Use the materials to build one or more tools to solve the challenge.
- You may practice flipping bottle caps and moving marbles in Part One, however neither will receive score.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- Flip the bottle caps and move marbles into the bottle caps for score.
- If a bottle cap crosses over the taped line at any point in Part Two, it will not be eligible to receive score.
- **No team member may cross a taped line during Part Two.**

Scoring: You will receive

- A. 5 points (25 points maximum) for each bottle cap flipped during Part Two.
- B. 5 points (25 points maximum) for each marble in a bottle cap at the end of Part Two.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

Marbleous

Materials:

(Tape to Table)

- 1 Set of Chopsticks
- 3 Chenille Sticks
- 4 Coffee Stirrers
- 2 Pieces of String
- 3 Mailing Labels
- 1 Piece of Foil
- 2 Paper Clips
- 3 Straws

Instant Challenge
Entry Level
Misnomer

Challenge: Your **TASK** is to create a statue with a misnomer. Your team should then present a **PERFORMANCE** in which someone is confused by the misnomer.

For the purposes of this challenge, a “misnomer” is a misleading name that gives people the wrong idea about something.

Time: You will have up to 5 minutes to use your IMAGINATION to create a statue and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Someone on your team is surprised when they realize that the statue they were going to see was misnamed. This is your chance to confuse your team member with a misnomer!

•**Part One** (5 minutes): Use the materials to create a statue. You should also use this time to plan your **PERFORMANCE**. You will be given two copies of a sheet on which to write the misnomer. Give one copy of the sheet to the appraisers at the end of Part One.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, one of your team members should be surprised by a misnomer.

Materials:

3 Mailing Labels	4 Coffee Stirrers	1 Piece of Foil	1 Cup	1 Spoon
1 Piece of Paper	1 Envelope	1 Plastic Bag	1 Piece of Cloth	

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

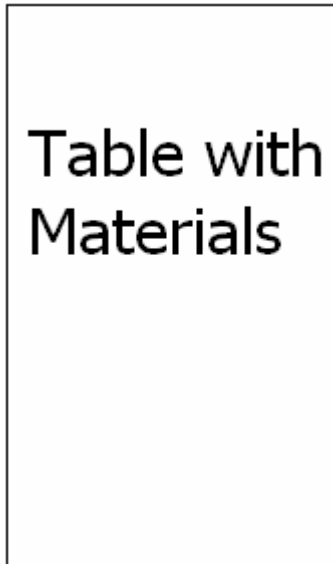
Scoring: You will receive up to

- A. 30 points for the creativity of your misnomer.
- B. 30 points for the creativity of your statue.
- C. 20 points for the creativity of your performance.
- D. 20 points for how well your team works together.

Misnomer

For Appraisers Only:

1. The setup consists of a table with materials.



Misnomer

Challenge: Your **TASK** is to create a statue with a misnomer. Your team should then present a **PERFORMANCE** in which someone is confused by the misnomer.

For the purposes of this challenge, a “misnomer” is a misleading name that gives people the wrong idea about something.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create a statue and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Someone on your team is surprised when they realize that the statue they were going to see was misnamed. This is your chance to confuse your team member with a misnomer!

Part One (5 minutes):

- Use the materials to create a statue.
- You should also use this time to plan your **PERFORMANCE**.
- You will be given two copies of a sheet on which to write the misnomer.
- Give one copy of the sheet to the appraisers at the end of Part One.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, one of your team members should be surprised by a misnomer.

Scoring: You will receive up to

- A. 30 points for the creativity of your misnomer.
- B. 30 points for the creativity of your statue.
- C. 20 points for the creativity of your performance.
- D. 20 points for how well your team works together.

Misnomer

Materials:

(Tape to Table)

- 3 Mailing Labels
- 4 Coffee Stirrers
- 1 Piece of Foil
- 1 Cup
- 1 Spoon
- 1 Piece of Paper
- 1 Envelope
- 1 Plastic Bag
- 1 Piece of Cloth

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

Misnomer

Statue's Misnomer:

Instant Challenge
Entry Level
Name that Flavor

Challenge: Present a **PERFORMANCE** in which your team introduces three new ice cream flavors.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team was put in charge of creating three new ice cream flavors as a special snack for a DI competition. All you've decided on so far is the colors of each flavor.

- **Part One** (5 minutes): Create a **PERFORMANCE** where you introduce three new ice cream flavors. The colors of these three new flavors of ice cream are purple, brown, and red. Be sure to explain why your flavors are the best new ice cream flavors. You will be given two copies of a sheet on which to write what these new ice cream flavors taste like. Write these new flavors on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the new ice cream flavors in Part One. All props should be imaginary. 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 up to:

- 10 points (30 points maximum) for the creativity of each new flavor
- 20 points for the creativity of your performance.
- 30 points for how convincing your performance is.
- 20 points for how well your team works together.

TEAM COPY

Name that Flavor

Challenge: Present a **PERFORMANCE** in which your team introduces three new ice cream flavors.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team was put in charge of creating three new ice cream flavors as a special snack for a DI competition. All you've decided on so far is the colors of each flavor.

Part One (5 minutes):

- Create a **PERFORMANCE** where you introduce three new ice cream flavors.
- The colors of these three new flavors of ice cream are purple, brown, and red.
- Be sure to explain why your flavors are the best new ice cream flavors.
- You will be given two copies of a sheet on which to write what these new ice cream flavors taste like.
- Write these new flavors on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the new ice cream flavors in Part One. All props should be imaginary. 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 up to:

- 10 points (30 points maximum) for the creativity of each new flavor
- 20 points for the creativity of your performance.
- 30 points for how convincing your performance is.
- 20 points for how well your team works together.

Name that Flavor

Flavors of Ice Cream:

1. Purple:

2. Brown:

3. Red:

Instant Challenge

Advanced Level

Pegged

Challenge: Your **TASK** is to create a device that will knock down as many pegs as possible.

Time: You will have up to 6 minutes to use your IMAGINATION to create your device and then up to 1 minute to knock down pegs for score.

Set-up: In the middle of the room are a taped line and some pegs. In addition, there is a table with materials.

Procedure:

•**Part One** (6 minutes): Use the materials to build your device. You may practice knocking down pegs in Part One, however the pegs knocked down will not receive score. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (1 minute): Knock down pegs for score. **No team member may cross the taped line during Part Two.** Once any part of the device moves over the taped line, no team member may touch any part of the device.

Materials:

1 Plastic Bag	5 Spaghetti Noodles	3 Mailing Labels	5 Coffee Stirrers
1 Golf Ball	2 Pieces of Paper	2 Rubber Bands	3 Feathers
3 Pencils	4 Clothes Pins		

The mailing labels may NOT be attached to the floor, the clothes pins, or the golf ball. The golf ball and clothes pins may NOT be damaged.

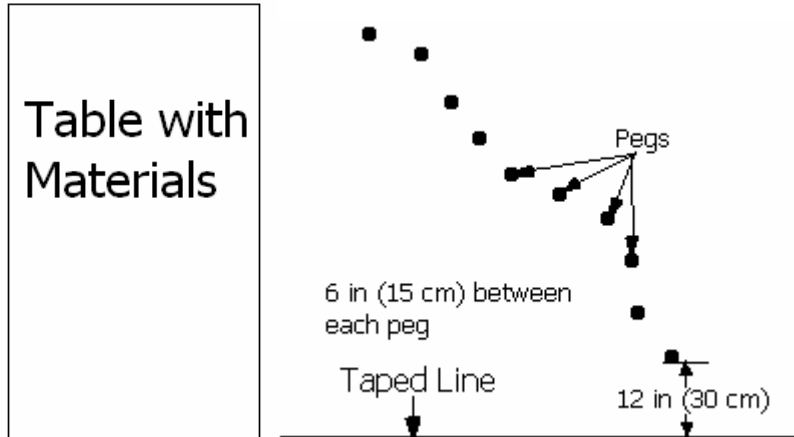
Scoring: You will receive

- A. 5 points (50 points maximum) for each peg your device knocks down during Part Two.
- B. Up to 30 points for how creatively you use the materials
- C. Up to 20 points for how well your team works together.

Pegged

For Appraisers Only:

1. The set-up consists of a taped line and ten pegs. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member crosses the taped line during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. The team may place materials on both sides of the taped line during Part One and leave them there during Part Two. As long as the team does not touch the device after any part of it moves from either side of the taped line to the other, it should receive score. Tell the team this information if they ask.

Pegged

Challenge: Your **TASK** is to create a device that will knock down as many pegs as possible.

Time: You will have up to 6 minutes to use your IMAGINATION to create your device and then up to 1 minute to knock down pegs for score.

Set-up: In the middle of the room are a taped line and some pegs. In addition, there is a table with materials.

Procedure:

Part One (6 minutes):

- Use the materials to build your device.
- You may practice knocking down pegs in Part One, however the pegs knocked down will not receive score.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (1 minute):

- Knock down pegs for score.
- **No team member may cross the taped line during Part Two.**
- Once any part of the device moves over the taped line, no team member may touch any part of the device.

Scoring: You will receive

- A. 5 points (50 points maximum) for each peg your device knocks down during Part Two.
- B. Up to 30 points for how creatively you use the materials
- C. Up to 20 points for how well your team works together.

Pegged

Materials:

(Tape to Table)

- 1 Plastic Bag
- 5 Spaghetti Noodles
- 3 Mailing Labels
- 5 Coffee Stirrers
- 1 Golf Ball
- 2 Pieces of Paper
- 2 Rubber Bands
- 3 Feathers
- 3 Pencils
- 4 Clothes Pins

The mailing labels may NOT be attached to the floor, the clothes pins, or the golf ball. The golf ball and clothes pins may NOT be damaged

Instant Challenge
Entry Level
Phrase-ology

Challenge: Create three sentences from a list of phrases. Then, present a **PERFORMANCE** in which each of these phrases is used two different ways.

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

The Scene: Your team is a group of phrase-ology experts. You are able to find multiple meanings of any sentence!

- **Part One** (6 minutes): Create three sentences from the list of phrases. Each sentence must be made up of at least two phrases, and no phrase may be used in more than one sentence. You will be given two copies of a sheet on which to write the sentences. Write these sentences on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one. You should also use this time to create a **PERFORMANCE** where each sentence is used in two completely different ways.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the sentences in Part One. You will also be given two copies of a list of phrases to use. All props should be imaginary. 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 up to:

- 10 points (30 points maximum) for the creativity of each of your sentences.
- 5 points (30 points maximum) for the creativity of each of the two ways each of the three sentences is used.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Phrase-ology

For Appraisers Only:

1. The team may use extra “connector” words and articles to make their sentences make sense if they want to. They may also conjugate verbs or make words singular or plural.
2. The sentences and the uses of the sentences do not need to make sense in order to be scored.

Phrase-ology

Challenge: Create three sentences from a list of phrases. Then, present a **PERFORMANCE** in which each of these phrases is used two different ways.

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

The Scene: Your team is a group of phrase-ology experts. You are able to find multiple meanings of any sentence!

Part One (6 minutes):

- Create three sentences from the list of phrases.
- Each sentence must be made up of at least two phrases, and no phrase may be used in more than one sentence.
- You will be given two copies of a sheet on which to write the sentences.
- Write these sentences on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.
- You should also use this time to create a **PERFORMANCE** where each sentence is used in two completely different ways.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the sentences in Part One. You will also be given two copies of a list of phrases to use. All props should be imaginary. 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 up to:

- 10 points (30 points maximum) for the creativity of each of your sentences.
- 5 points (30 points maximum) for the creativity of each of the two ways each of the three sentences is used.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Phrases

outside the box	cell phone
on Saturday	I always
quite often	before it
never eat	up a tree
complete	aboard the ship
there is a	purchase
when you're having fun	falsified
packaged	edible
please	feed
seventeen	plant
has not stopped	create
destination	double check
dentist	creative
at 3:00	bucket
try to	table
tape	computer
organize	always
soldier	with children
sketch	avoid
pay	build
teacher	play
reading	frame

Sentences

1. _____

2. _____

3. _____

Instant Challenge
Entry and Advanced Levels
Quotable

Challenge: Present a **PERFORMANCE** in which you show the three most important things someone has ever said.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: After interviewing a person of your choice, your team has determined the most important thing they have ever said.

- **Part One** (5 minutes): Choose one person from the list of people. Then, create a **PERFORMANCE** where you show the three most important things they have ever said. You will be given two copies of a sheet on which to write the three quotes. Write these quotes on both copies of the sheet. Give one copy of the sheet to the Appraisers at the end of Part One.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the quotes in Part One. All props should be imaginary. 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 up to:

- 20 points (60 points maximum) for the creativity of each quote.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Quotable

Challenge: Present a **PERFORMANCE** in which you show the three most important things someone has ever said.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: After interviewing a person of your choice, your team has determined the most important thing they have ever said.

Part One (5 minutes):

- Choose one person from the list of people.
- Then, create a **PERFORMANCE** where you show the three most important things they have ever said.
- You will be given two copies of a sheet on which to write the three quotes.
- Write these quotes on both copies of the sheet.
- Give one copy of the sheet to the Appraisers at the end of Part One.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the quotes in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of each quote.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Quotable

List of People

1. Doctor
2. Bricklayer
3. Teacher
4. Scientist
5. Writer
6. Engineer
7. Musician
8. Bus Driver
9. Painter
10. Accountant

Quotable

Quotes

1. " _____

_____ "

2. " _____

_____ "

3. " _____

_____ "

Instant Challenge
Entry Level
Reach for It

Challenge: Your **TASK** is to create a structure on top of a brick that reaches as far across a taped line as possible.

Time: You will have up to 7 minutes to use your IMAGINATION to create your structure.

Set-up: In the middle of the room are a brick and a taped line. In addition, there is a table with materials.

Procedure:

Use the materials to create a structure on top of a brick that will reach as far across a taped line as possible. The structure may only touch the brick. The structure may not touch the floor. You will be warned when you have one minute remaining and 30 seconds remaining to build your structure. When seven minutes is over, or when the team chooses to end time, an Appraiser will measure the distance the structure reaches over the taped line.

Materials:

3 Straws 4 Chenille Sticks 2 Cups 3 Paper Clips 4 Mailing Labels
1 Paper Plate 1 Piece of Paper 1 Glove 2 Index Cards 3 Craft Sticks

The mailing labels may NOT be attached to the brick. The brick may not be damaged.

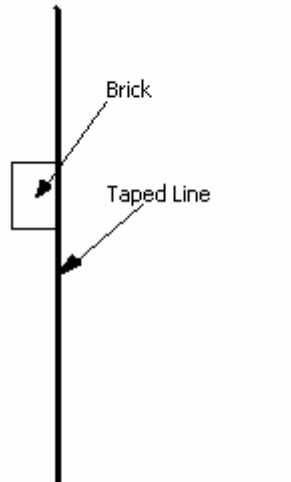
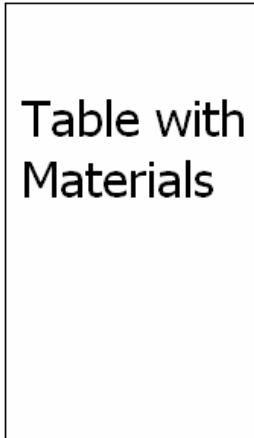
Scoring: You will receive

- A. 2 points (50 Points maximum) for each inch (2.5 cm) your structure reaches past the taped line.
- B. Up to 30 points for how creatively your team uses the materials.
- C. Up to 20 points for how well your team works together.

Reach for It

For Appraisers Only:

1. The set-up consists of a brick and a taped line. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining to build the structure.

Reach for It

Challenge: Your **TASK** is to create a structure on top of a brick that reaches as far across a taped line as possible.

Time: You will have up to 7 minutes to use your **IMAGINATION** to create your structure.

Set-up: In the middle of the room are a brick and a taped line. In addition, there is a table with materials.

Procedure:

- Use the materials to create a structure on top of a brick that will reach as far across a taped line as possible.
- The structure may only touch the brick.
- The structure may not touch the floor.
- You will be warned when you have one minute remaining and 30 seconds remaining to build your structure.
- When seven minutes is over, or when the team chooses to end time, an Appraiser will measure the distance the structure reaches over the taped line.

Scoring: You will receive

A. 2 points (50 Points maximum) for each inch (2.5 cm) your structure reaches past the taped line.

B. Up to 30 points for how creatively your team uses the materials.

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

Reach for It

Materials:

(Tape to Table)

3 Straws

4 Chenille Sticks

2 Cups

3 Paper Clips

4 Mailing Labels

1 Paper Plate

1 Piece of Paper

1 Glove

2 Index Cards

3 Craft Sticks

The mailing labels may NOT be attached to the brick.
The brick may not be damaged.

Instant Challenge
Entry Level
Rule Breakers

Challenge: Present a humorous **PERFORMANCE** in which your team breaks three rules.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Sometimes, rules just need to be broken. But what happens when you break them?

- **Part One** (5 minutes): Create a humorous **PERFORMANCE** where your team breaks three rules. You will be given two copies of a list of rules to break. Circle the three rules your team chooses on both copies of the list. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to circle the rules your team will break in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of what happens when your team breaks each rule.
- B. 20 points for how well your **PERFORMANCE** tells a story.
- C. 20 points for how well your team works together.

Rule Breakers

Challenge: Present a humorous **PERFORMANCE** in which your team breaks three rules.

Time: You will have up to 5 minutes to use your **IMAGINATION** to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Sometimes, rules just need to be broken. But what happens when you break them?

Part One (5 minutes):

- Create a humorous **PERFORMANCE** where your team breaks three rules.
- You will be given two copies of a list of rules to break.
- Circle the three rules your team chooses on both copies of the list.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to circle the rules your team will break in Part One. All props should be imaginary. 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 up to:

- 20 points (60 points maximum) for the creativity of what happens when your team breaks each rule.
- 20 points for how well your **PERFORMANCE** tells a story.
- 20 points for how well your team works together.

List of Rules:

1. Brush your teeth after eating.
2. Make your bed each morning.
3. Eat dinner before dessert.
4. Say 'please' and 'thank you'.
5. Recycle paper, plastic, and aluminum.
6. Pay attention in school.
7. Don't jump in puddles.
8. Share your toys.
9. Do your homework each night.
10. Don't slam the door.

Instant Challenge
Entry Level
Shoe-in

Challenge: Present a **PERFORMANCE** in which your team demonstrates the features of a new shoe you have invented for teachers.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has been hired by the DI shoe company to create a new shoe for teachers. The shoe should have three features that would be useful to teachers.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team tells about a new shoe you have invented. You will be given two copies of a sheet on which to write the features of the shoe. Write these on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of Part One.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers. During your performance, you should demonstrate the features of the shoe.

Materials:

You will be given two copies of the sheet on which to write the features of the shoe in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of each feature of the shoe.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Shoe-in

Challenge: Present a **PERFORMANCE** in which your team demonstrates the features of a new shoe you have invented for teachers.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has been hired by the DI shoe company to create a new shoe for teachers. The shoe should have three features that would be useful to teachers.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team tells about a new shoe you have invented.
- You will be given two copies of a sheet on which to write the features of the shoe.
- Write these on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of Part One.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.
- During your performance, you should demonstrate the features of the shoe.

Materials:

You will be given two copies of the sheet on which to write the features of the shoe in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of each feature of the shoe.
- B. 20 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

Shoe-in

Features of Your Shoe:

1. _____

2. _____

3. _____

Instant Challenge

Advanced Level

Shoe-in

Challenge: Present a **PERFORMANCE** in which your team tells about a new shoe you have invented for a specific target market.

For the purposes of this challenge, a “target market” is a group of people who would want to buy your product.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has been hired by the DI shoe company to create a new shoe for a specific target market. The shoe should have three features that would be useful to the people in your target market.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team tells about a new shoe you have invented. You will be given two copies of a sheet on which to write the target market and the features of the shoe. Write these on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers. During your performance, you should tell what your target market is and demonstrate the features of the shoe.

Materials:

You will be given two copies of the sheet on which to write the target market and the features of the shoe in Part One. All props should be imaginary. 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 up to:

- 20 points for the creativity of your target market.
- 15 points (45 points maximum) for the creativity of each feature of the shoe.
- 15 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Shoe-in

Challenge: Present a **PERFORMANCE** in which your team tells about a new shoe you have invented for a specific target market.

For the purposes of this challenge, a “target market” is a group of people who would want to buy your product.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has been hired by the DI shoe company to create a new shoe for a specific target market. The shoe should have three features that would be useful to the people in your target market.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team tells about a new shoe you have invented.
- You will be given two copies of a sheet on which to write the target market and the features of the shoe.
- Write these on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.
- During your performance, you should tell what your target market is and demonstrate the features of the shoe.

Materials:

You will be given two copies of the sheet on which to write the target market and the features of the shoe in Part One. All props should be imaginary. 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 up to:

- A. 20 points for the creativity of your target market.
- B. 15 points (45 points maximum) for the creativity of each feature of the shoe.
- C. 15 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

Shoe-in

Target Market for Your Shoe:

Features of Your Shoe:

1. _____

2. _____

3. _____

Instant Challenge
Entry Level
Sound Effects

Challenge: Present a **PERFORMANCE** in which something strange happens when your team hears a sound.

Time: You will have up to 5 minutes to use your IMAGINATION to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: It seemed like a normal day until your team heard a sound. Then, something very strange happened, but what?

•**Part One** (5 minutes): Use the materials to create sound effects. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, be sure to use sound effects to enhance the action.

Materials:

2 Pieces of Paper	3 Nails	4 Mailing Labels	2 Paper Plates
6 Rubber Bands	2 Pencils	2 Plastic Bags	7 Paper Plates
1 Piece of Foil	4 Cups	2 Plastic Containers	4 Marbles

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

Scoring: You will receive up to

A. 30 points for how well your team uses sound effects to enhance the action in your **PERFORMANCE**.

B. 30 points for how creatively you use the materials.

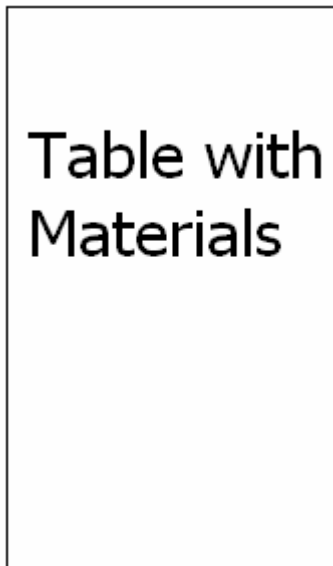
C. 20 points for the creativity of your **PERFORMANCE**.

D. 20 points for how well your team works together.

Sound Effects

For Appraisers Only:

1. The setup consists of a table with materials.



Sound Effects

Challenge: Present a **PERFORMANCE** in which something strange happens when your team hears a sound.

Time: You will have up to 5 minutes to use your IMAGINATION to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: It seemed like a normal day until your team heard a sound. Then, something very strange happened, but what?

Part One (5 minutes):

- Use the materials to create sound effects.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, be sure to use sound effects to enhance the action.

Scoring: You will receive up to
A. 30 points for how well your team uses sound effects to enhance the action in your **PERFORMANCE**.

B. 30 points for how creatively you use the materials.

C. 20 points for the creativity of your **PERFORMANCE**.

D. 20 points for how well your team works together.

Sound Effects

Materials:

(Tape to Table)

2 Pieces of Paper

3 Nails

4 Mailing Labels

2 Paper Plates

6 Rubber Bands

2 Pencils

2 Plastic Bags

7 Paper Clips

1 Piece of Foil

4 Cups

2 Plastic Containers

4 Marbles

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

Instant Challenge
Entry Level
This Just In

Challenge: Present a **PERFORMANCE** in which your team presents three shocking news stories.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: It is a slow news day and your team needs to do something to make the news more interesting. Shocking news stories will get people to watch your news station.

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team presents three shocking news stories. You will be given two copies of a sheet on which to write three surprising headlines. Write these headlines on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the three headlines in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of each shocking news story.
- B. 20 points for the creativity of the performance.
- C. 20 points for how well your team works together.

This Just In

Challenge: Present a **PERFORMANCE** in which your team presents three shocking news stories.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: It is a slow news day and your team needs to do something to make the news more interesting. Shocking news stories will get people to watch your news station.

Part One (5 minutes):

- Create a **PERFORMANCE** where your team presents three shocking news stories.
- You will be given two copies of a sheet on which to write three surprising headlines.
- Write these headlines on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials:

You will be given two copies of the sheet on which to write the three headlines in Part One. All props should be imaginary. 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 up to:

- A. 20 points (60 points maximum) for the creativity of each shocking news story.
- B. 20 points for the creativity of the performance.
- C. 20 points for how well your team works together.

This Just In

Surprising Headlines

1. _____

2. _____

3. _____

Instant Challenge
Entry Level
Three Wishes

Challenge: Present a **PERFORMANCE** in which your team finds a magic object that grants three wishes.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has found a magic object. What kind of wishes can it grant?

- **Part One** (5 minutes): Create a **PERFORMANCE** where your team finds a magic object and makes three wishes. You will be given two copies of a sheet on which to write your wishes and your magic object. Write these on both copies of the sheet. Give one copy of the sheet to the appraisers at the end of part one.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers.

Materials: (may MOT be damaged)

1 Stuffed Animal 1 Ruler 1 Plastic Container 1 Book 1 Bag 1 Hat
1 Piece of Cloth 1 Chair 2 Rubber Ducks 3 Cups 1 Flashlight

You will be given two copies of the sheet on which to write your wishes and your magic object in Part One. 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. Up to 15 points (45 points maximum) for the creativity of each of your wishes
- B. Up to 10 points for the creativity of your magic object.
- C. 10 points if your performance tells a story with a beginning, middle, and end.
- D. Up to 15 points for the creativity of your performance.
- D. Up to 20 points for how well your team works together.

Three Wishes

Challenge: Present a **PERFORMANCE** in which your team finds a magic object that grants three wishes.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team has found a magic object. What kind of wishes can it grant?

Part One (5 minutes):

- Create a **PERFORMANCE** where your team finds a magic object and makes three wishes.
- You will be given two copies of a sheet on which to write your wishes and your magic object.
- Write these on both copies of the sheet.
- Give one copy of the sheet to the appraisers at the end of part one.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.

Materials: (may NOT be damaged)

1 Stuffed Animal 1 Ruler 1 Plastic Container 1 Book 1 Bag 1 Hat
1 Piece of Cloth 1 Chair 2 Rubber Ducks 3 Cups 1 Flashlight

You will be given two copies of the sheet on which to write your wishes and your magic object in Part One. 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:

- Up to 15 points (45 points maximum) for the creativity of each of your wishes
- Up to 10 points for the creativity of your magic object.
- 10 points of your performance tells a story with a beginning, middle, and end.
- Up to 15 points for the creativity of your performance.
- Up to 20 points for how well your team works together.

Magic Object:

Wishes:

1. _____

2. _____

3. _____

Instant Challenge
Entry and Advanced Levels
Time Traveler

Challenge: Present a humorous **PERFORMANCE** set in the past or the future in which your team throws a party.

Time: You will have up to 5 minutes to use your **IMAGINATION** to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is throwing a party in a different time period! What kind of jokes will you make during the celebration?

- **Part One** (5 minutes): Create a humorous **PERFORMANCE** set in the past or the future where your team throws a party. Decide what kind of party your team is throwing.
- **Part Two** (2 minutes): Present your **PERFORMANCE** to the appraisers. Remember to show the time period through your dialogue or actions. Be sure to make your **PERFORMANCE** humorous.

Materials:

All props should be imaginary. 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 up to:

- 20 points for how well you show the time period of your **PERFORMANCE**.
- 20 points for the creativity of the type of party your team is throwing.
- 20 points for the humor of your **PERFORMANCE**.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Time Traveler

Challenge: Present a humorous **PERFORMANCE** set in the past or the future in which your team throws a party.

Time: You will have up to 5 minutes to use your IMAGINATION to plan your **PERFORMANCE**. You then will have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is throwing a party in a different time period! What kind of jokes will you make during the celebration?

Part One (5 minutes):

- Create a humorous **PERFORMANCE** set in the past or the future where your team throws a party.
- Decide what kind of party your team is throwing.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the appraisers.
- Remember to show the time period through your dialogue or actions.
- Be sure to make your **PERFORMANCE** humorous.

Materials:

All props should be imaginary. 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 up to:

- A. 20 points for how well you show the time period of your **PERFORMANCE**.
- B. 20 points for the creativity of the type of party your team is throwing.
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for the creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

Instant Challenge
Entry and Advanced Levels
Two Dimensional

Challenge: Your **TASK** is to create a structure that is both wide and tall.

Time: You will have up to 7 minutes to use your IMAGINATION to build your structure for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

Use the materials to build a structure that is both tall and wide. The structure may only touch the floor within the taped square, but it may be anywhere in the air above the taped square. You will be warned when you have one minute remaining and 30 seconds remaining in Part One. When time ends, all team members must stop touching the structure. Then, the appraisers will measure the structure's height and width.

Materials:

5 Dried Spaghetti Noodles	3 Mailing Labels	2 Pencils	1 Piece of Cloth
1 Adhesive Bandage	1 Piece of Foil	2 Feathers	3 Coffee Stirrers
3 Pieces of String	2 Straws		

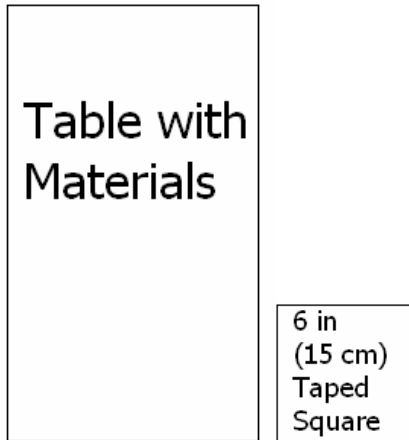
The mailing labels and adhesive bandage may NOT be attached to the floor.

Scoring: You will receive

- A. 1 point for each inch (2.5 cm) tall the structure is.
- B. 1 point for each inch (2.5 cm) wide the structure is.
- C. Up to 15 points for how creatively you use the materials.
- D. Up to 15 points for the design of your structure.
- E. Up to 20 points for how well your team works together.

Two Dimensional **For Appraisers Only:**

1. The set-up consists of a taped square. There is also a table with materials.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. The width should be measured as the longest horizontal straight line (parallel to the floor) between two points on the structure.
4. If a team member touches the structure after time ends, they should be warned and any points they may have gained as a result should not be awarded.
5. If the structure touches the floor outside the taped area, no score should be awarded for A and B.

Two Dimensional

Challenge: Your **TASK** is to create a structure that is both wide and tall.

Time: You will have up to 7 minutes to use your IMAGINATION to build your structure for score.

Set-up: In the middle of the room is a taped square. In addition, there is a table with materials.

Procedure:

- Use the materials to build a structure that is both tall and wide.
- The structure may only touch the floor within the taped square, but it may be anywhere in the air above the taped square.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.
- When time ends, all team members must stop touching the structure.
- Then, the appraisers will measure the structure's height and width.

Scoring: You will receive

- A. 1 point for each inch (2.5 cm) tall the structure is.
- B. 1 point for each inch (2.5 cm) wide the structure is.
- C. Up to 15 points for how creatively you use the materials.
- D. Up to 15 points for the design of your structure.
- E. Up to 20 points for how well your team works together.

Two Dimensional

Materials:

(Tape to Table)

- 5 Dried Spaghetti Noodles
- 3 Mailing Labels
- 2 Pencils
- 1 Piece of Cloth
- 1 Adhesive Bandage
- 1 Piece of Foil
- 2 Feathers
- 3 Coffee Stirrers
- 3 Pieces of String
- 2 Straws

The mailing labels and adhesive bandage may NOT be attached to the floor.

Instant Challenge
Entry and Advanced Levels
Umbrella

Challenge: Your **TASK** is to create a device that will keep a tissue dry.

Time: You will have up to 6 minutes to use your IMAGINATION to create your device and then up to 2 minutes to pour water for score.

Set-up: In the middle of the room is a tub of water with a brick in it. There is a plastic container with holes in the bottom hanging over the brick. In addition, there is a table with materials and a cup of water.

Procedure:

•**Part One** (6 minutes): Use the materials to create a device that will keep a tissue dry. You may practice pouring water in Part One, however the water poured will not receive score. In order to proceed to Part Two, you must create a device by the end of Part One. In order to receive score, the device may not cover any part of the tissue. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

•**Part Two** (2 minutes): The tissue will be replaced. Pour the water into the plastic container for score. **No team member may touch anything except the cup of water during Part Two.** In order to receive score, the entire cup of water should be poured.

Materials:

2 Pencils	1 Piece of Paper	4 Chenille Sticks (Pipe Cleaners)
1 Piece of Cloth	1 Paper Cup	2 Mailing Labels
3 Rubber Bands	3 Cards	5 Cotton Balls

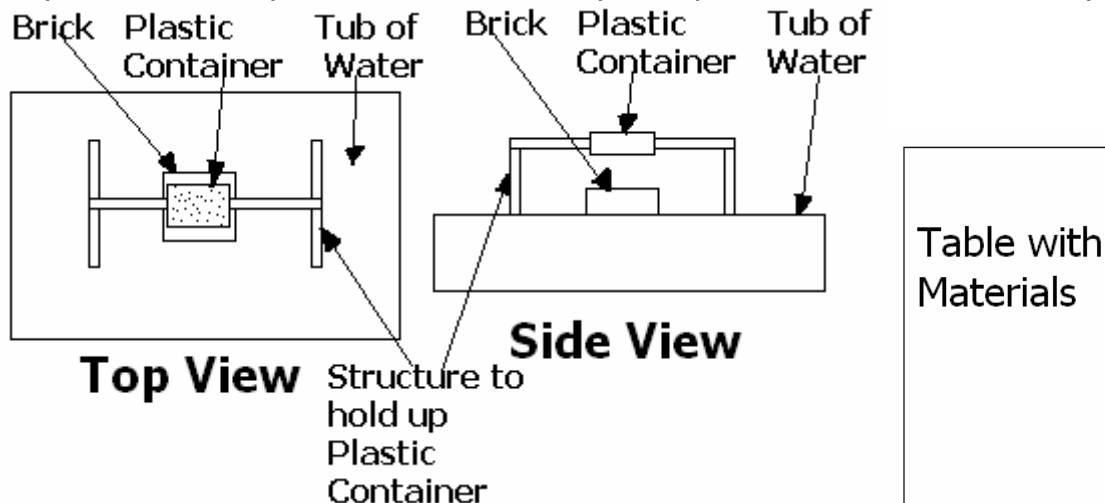
Scoring: You will receive

- A. Up to 10 points for the creativity of the design of your structure.
- B. Up to 20 points for how well your device withstands the water.
- C. Up to 20 points for how dry the tissue is at the end of Part Two.
- D. Up to 30 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Umbrella

For Appraisers Only:

1. The set-up consists of a brick in a tub of water. Above the brick there is a plastic container with holes in the bottom supported by a structure. There should be about 12 inches (30 cm) between the brick and the plastic container. There is also a table with materials and a cup of water. To keep the brick dry, it may be covered in plastic so the cover may be replaced as often as necessary.



2. Be sure to warn the team when there is 1 minute remaining and 30 seconds remaining in Part One.
3. If a team member touches anything except the cup of water during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.
4. The team should replace the tissue after Part One.

Umbrella

Challenge: Your **TASK** is to create a device that will keep a tissue dry.

Time: You will have up to 6 minutes to use your IMAGINATION to create your device and then up to 2 minutes to pour water for score.

Set-up: In the middle of the room is a tub of water with a brick in it. There is a plastic container with holes in the bottom hanging over the brick. In addition, there is a table with materials and a cup of water.

Procedure:

Part One (6 minutes):

- Use the materials to create a device that will keep a tissue dry.
- You may practice pouring water in Part One, however the water poured will not receive score.
- In order to proceed to Part Two, you must create a device by the end of Part One.
- In order to receive score, the device may not cover any part of the tissue.
- You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

Part Two (2 minutes):

- The tissue will be replaced.
- Pour the water into the plastic container for score.
- **No team member may touch anything except the cup of water during Part Two.**
- In order to receive score, the entire cup of water should be poured.

Scoring: You will receive

- A. Up to 10 points for the creativity of the design of your structure.
- B. Up to 20 points for how well your device withstands the water.
- C. Up to 20 points for how dry the tissue is at the end of Part Two.
- D. Up to 30 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

Umbrella

Materials:

(Tape to Table)

2 Pencils

1 Piece of Paper

4 Chenille Sticks (Pipe Cleaners)

1 Piece of Cloth

1 Paper Cup

2 Mailing Labels

3 Rubber Bands

3 Cards

5 Cotton Balls

Instant Challenge
Entry Level
Underwater Creature

Challenge: Your **TASK** is to create an underwater creature. Your team should then present a **PERFORMANCE** in which your team presents a story about your creature.

Time: You will have up to 5 minutes to use your IMAGINATION to create your underwater creature and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team was exploring underwater when you discovered a strange new underwater creature! What kinds of things has this creature done?

•**Part One** (5 minutes): Use the materials to create your underwater creature. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, you should tell a story about your underwater creature.

Materials:

**1 Piece of Cloth 3 Emory Boards 2 Cups 1 Fork 3 Mailing Labels
1 Pair of Scissors**

The scissors may NOT be damaged and may not be part of your underwater creature. A piece of paper and a sharpened pencil also will be available for your team to use as you plan your **PERFORMANCE**.

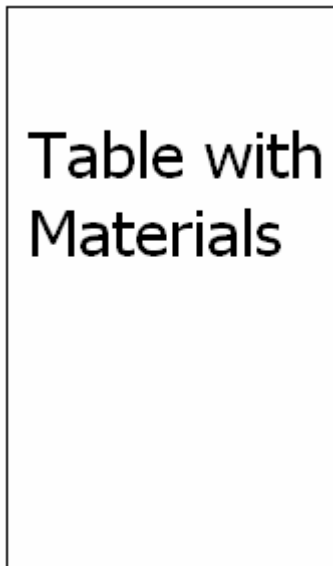
Scoring: You will receive up to

- A. 20 points for the creativity of your underwater creature.
- B. 20 points for how creatively you use the materials.
- C. 20 points for the creativity of your story about your underwater creature.
- D. 20 points for the creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

Underwater Creature

For Appraisers Only:

1. The setup consists of a table with materials.



Underwater Creature

Challenge: Your **TASK** is to create an underwater creature. Your team should then present a **PERFORMANCE** in which your team presents a story about your creature.

Time: You will have up to 5 minutes to use your **IMAGINATION** to create your underwater creature and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team was exploring underwater when you discovered a strange new underwater creature! What kinds of things has this creature done?

Part One (5 minutes):

- Use the materials to create your underwater creature.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, you should tell a story about your underwater creature.

Scoring: You will receive up to

- 20 points for the creativity of your underwater creature.
- 20 points for how creatively you use the materials.
- 20 points for the creativity of your story about your underwater creature.
- 20 points for the creativity of your **PERFORMANCE**.
- 20 points for how well your team works together.

Underwater Creature

Materials:

(Tape to Table)

- 1 Piece of Cloth
- 3 Emery Boards
- 2 Cups
- 1 Fork
- 3 Mailing Labels
- 1 Pair of Scissors

The scissors may NOT be damaged and may not be part of your underwater creature. A piece of paper and a sharpened pencil also will be available for your team to use as you plan your **PERFORMANCE**.

Instant Challenge
Entry Level
Warm Up

Challenge: Your **TASK** is to create a device that will keep you warm in a snowstorm. Your team should then present a **PERFORMANCE** in which you explain how your device works to the Appraisers.

Time: You will have up to 5 minutes to use your IMAGINATION to create your device and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is stranded in a snowstorm! Quick! Using only the materials you could find offhand, make a device that will keep one or more of your team members warm.

•**Part One** (5 minutes): Use the materials to create a device that will keep one or more of your team members warm in a snowstorm. You should also use this time to plan your **PERFORMANCE**.

•**Part Two** (2 minutes): Present your **PERFORMANCE** to the Appraisers. During your **PERFORMANCE**, be sure to explain how your device works.

Materials:

3 Cups 1 Piece of Foil 1 Piece of String 2 Pieces of Paper 3 Straws
1 Pencil 4 Mailing Labels 5 Paper Clips 1 Styrofoam Ball 1 Glove

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

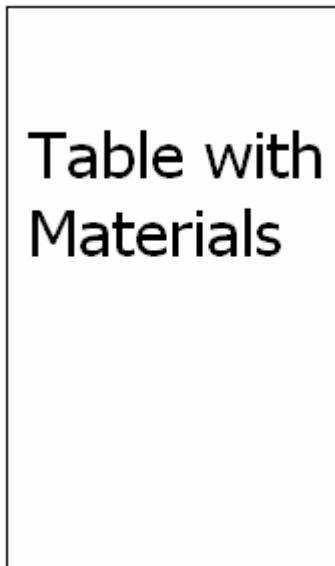
Scoring: You will receive up to

- A. 30 points for the creativity of how your device works.
- B. 25 points for the creativity of your **PERFORMANCE**.
- C. 25 points for how creatively you used the materials.
- D. 20 points for how well your team works together.

Warm Up

For Appraisers Only:

1. The setup consists of a table with materials.



Warm Up

Challenge: Your **TASK** is to create a device that will keep you warm in a snowstorm. Your team should then present a **PERFORMANCE** in which you explain how your device works to the Appraisers.

Time: You will have up to 5 minutes to use your IMAGINATION to create your device and to practice your **PERFORMANCE**. Your team will then have up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: Your team is stranded in a snowstorm! Quick! Using only the materials you could find offhand, make a device that will keep one or more of your team members warm.

Part One (5 minutes):

- Use the materials to create a device that will keep one or more of your team members warm in a snowstorm.
- You should also use this time to plan your **PERFORMANCE**.

Part Two (2 minutes):

- Present your **PERFORMANCE** to the Appraisers.
- During your **PERFORMANCE**, be sure to explain how your device works.

Scoring: You will receive up to

- A. 30 points for the creativity of how your device works.
- B. 25 points for the creativity of your **PERFORMANCE**.
- C. 25 points for how creatively you used the materials.
- D. 20 points for how well your team works together.

Warm Up

Materials:

(Tape to Table)

3 Cups

1 Piece of Foil

1 Piece of String

2 Pieces of Paper

3 Straws

1 Pencil

4 Mailing Labels

5 Paper Clips

1 Styrofoam Ball

1 Glove

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

PERFORMANCE.