

# *Instant Challenge*

**Welcome to Instant Challenge. This CD contains the following:**

- General Information about *Instant Challenge*
- Two Types of *Instant Challenges*
- What Happens in *Instant Challenge* at a Tournament?
- *Instant Challenge* Tips

## **General Information about *Instant Challenge***

- *Instant Challenge* provides a chance for a team to show off its creative problem solving skills in a short, unrehearsed presentation to Appraisers. Although each *Instant Challenge* has different requirements, all *Instant Challenges* reward teams for teamwork and the uniqueness and creativity of the team's solution.
- *Instant Challenges* are between five and ten minutes in length and worth up to 100 points.
- Each team that competes in a specific *Central Challenge* in a specific Level will receive the same *Instant Challenge*.
- All teams will be scheduled to do an *Instant Challenge* in addition to their *Central Challenge*.
- The nature and content of each *Instant Challenge* is kept confidential until the day of the Tournament.
- All seven team members may participate in the *Instant Challenge*, however, not less than five team members must participate in solving the *Instant Challenge*. If a team has fewer than five members, all team members must participate and contribute to the solution.
- Teams will need to make a decision about which team members will be participating before being taken to the competition room. Teams will NOT be told anything about the Challenge, including the type of *Instant Challenge* they will be facing prior to making this decision.

## **Two Types of *Instant Challenges***

- ***Performance-Based:*** A performance-based Challenge involves the team “performing” a solution for the Appraisers. Teams may be judged on the creativity of their solution, presentation, and/or use of materials, along with teamwork. The team may be asked to use words, conversation, and/or dramatic characterizations to solve the Challenge. Language may or may not be involved in the performance. Teams may or may not be given time to practice their solution before presenting it to the Appraisers. Materials may be real or imaginary.
- ***Task-Based:*** A task-based Challenge requires the team to use materials to communicate or to build, move, change or protect objects. Teams may be scored on how well they work together to design the solution and the creativity of their final project. Team members may also receive points for accomplishing a task. Team members may or may not be allowed to talk during this type of Challenge.

## What Happens in *Instant Challenge* at a Tournament?

- Each team will report to a designated Holding Area 15 minutes prior to their scheduled *Instant Challenge*. The team will check in with the Appraiser in the Holding Area and give him/her one copy of their completed *Declaration of Independence* form.
- An Appraiser will escort the team to the *Instant Challenge* room. One Team Manager may accompany the team to the *Instant Challenge* room, but that Team Manager may not advise, signal or communicate with the team during the *Instant Challenge* competition. Team members make the decision of whether the Team Manager will accompany the team to the *Instant Challenge* room.
- Timing devices that beep or make a sound signifying an elapse of time may not be brought into the *Instant Challenge* room, since they may confuse the Appraisers.
- When the team has entered the *Instant Challenge* competition room, they will be asked to repeat this solemn promise:

We promise not to talk about ANYTHING that we see, hear, do or say in this room. 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 ourselves!

- The Team Manager and any team member who chooses not to participate will be seated out of the way where they may observe the team working on its solution.
- The Team Manager must turn off all electronic devices he/she may have, such as cell phones, beepers, pagers, timing devices, etc. Failure to do this may result in a deduction for Interference.
- Neither the Team Manager nor any non-participating team member may speak or motion in any way to the team or it will be considered Interference, and a deduction will be assessed.
- An Official will read:

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.

- The *Instant Challenge* will then be presented to the team. Each team in your *Team Challenge* and competition level will be given the same *Instant Challenge* by the same Appraisers.
  - If the Challenge is task-based, unless otherwise stated, taped or marked areas may not be altered in any way.
  - If the Appraisers feel that the team is working under an obvious misconception, they will attempt to clarify the Challenge without adding in the solution.
- When the team has finished its *Instant Challenge*, an Appraiser will escort them back to the Holding Area.
- Scores for the *Instant Challenge* will not be revealed until after the Award Ceremony.

## ***Instant Challenge Tips***

- Teams should make *Instant Challenge* practice a regular part of their meetings.
- Practice all types of *Instant Challenges*.
- Listen to instructions carefully. Ask questions if the instructions are not clear.
- Know where the points are and direct your solution to the points.
- Never argue with an official or argue with a teammate in front of an official.
- Always keep Teamwork in mind.
  - Help each other be right – not wrong.
  - Look for ways to make new ideas work – not reasons why they won't work.
  - Help each other achieve and take pride in each other's progress and growth.
  - Try to maintain a positive mental attitude – no matter what the circumstances.
  - Do everything with enthusiasm – it is contagious.
  - Have FUN!

### **Performance-Based *Instant Challenges*:**

- Listen to your teammates when making up your skit. Relax and go with the flow!
- Don't make unnecessarily long speeches. Give everyone a chance to add to the solution.
- Practice giving everyone a part.
- Practice:
  - Talking yourself out of a jam when your mind goes blank.
  - Saving a teammate whom cannot think of a line or reaction.
  - Using exaggerated movements and expressions.
  - Using props in different ways
  - Using part of the pros one time and the rest of them a second time.
  - Changing the prop into something else - take it apart, bend it, make it bigger/smaller, etc.
  - Developing multiple uses for the same prop
  - Creating a combination of materials
  - Developing skits with all three components: a beginning, a middle, and an ending

### **Task-Based *Instant Challenges*:**

- Teamwork is critical (see Teamwork discussion above)
- Look for unusual and different uses the materials
- Most of the materials fall into one or more types:
  - They will extend (across a space or up or out) and/or
  - They will connect things together and/or
  - They will control something (round materials/light-weight materials)
- Listen very carefully to the Challenge as it is being read.
- Take a minute before you start handling the materials and ask yourselves -
  - What are we supposed to do?
  - If we are to extend (with something rigid) - which of the given materials will do that?
  - If we have to connect two items together - which of the given materials will do that?
  - If we have to control something - which of the given materials will do that?
- Then, start to work.
- Be aware of time. If you are given 5 minutes to accomplish a task - try spending 1-2 minutes developing your idea and 3-4 minutes accomplishing the task.
- If possible, divide the tasks to be accomplished.

**INSTANT CHALLENGES ON CD**  
**VOLUME 5**  
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**Destination ImagiNation®**  
***Instant Challenge***  
**Entry and Advanced Levels**  
**AUNT DI'S PRESENT**

**Challenge:** Your **TASK** is to create your own birthday present and present a **PERFORMANCE** where you show what it is and how it's used.

**Time:** You will have up to 4 minutes to use your IMAGINATION to complete your **TASK** of creating your gift and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** It's your birthday. Your Aunt DI has given you her usual present, a gift-wrapped box with lots of assorted stuff in it. You were hoping for something different for a change, but you decide to make the best of it and show your Aunt DI how creative you are! Use the materials on the table to create your present and then show the Appraisers what it is and how it's used.

**Materials from Aunt DI that you can use to build your present:**

**May NOT be damaged:**

5 Assorted Pieces of $\frac{3}{4}$ in (2 cm)	3 9 in (23 cm) Pieces of $\frac{3}{4}$ in	1 Plastic Bottle
PVC Pipe	(2 cm) PVC Pipe	
36 in X 36 in (90 cm X 90 cm) Piece of Plain Fabric	1 Plunger	3 Marbles

**May be changed:**

1 Balloon	1 Sheet of Newspaper	3 Rubber Bands
6 Paper Clips	2 12 in (30 cm) Pieces of String	2 Large Craft Sticks

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

**Scoring:** You will receive up to

- A. 30 points for how creatively you use the materials to make your present.
- B. 30 points for the creativity of what the present is and how it's used.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## Destination ImagiNation® AUNT DI'S PRESENT

**Challenge:** Your **TASK** is to create your own birthday present and present a **PERFORMANCE** where you show what it is and how it's used.

**Time:** You will have up to 4 minutes to use your IMAGINATION to complete your **TASK** of creating your gift and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** It's your birthday. Your Aunt DI has given you her usual present, a gift-wrapped box with lots of assorted stuff in it. You were hoping for something different for a change, but you decide to make the best of it and show your Aunt DI how creative you are! Use the materials on the table to create your present and then show the Appraisers what it is and how it's used.

### **Materials from Aunt DI that you can use to build your present:**

#### **May NOT be damaged:**

5 Assorted Pieces of $\frac{3}{4}$ in (2 cm)	3 9 in (23 cm) Pieces of $\frac{3}{4}$ in	1 Plastic Bottle
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#### **May be changed:**

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

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- A. 30 points for how creatively you use the materials to make your present.
- B. 30 points for the creativity of what the present is and how it's used.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## **PROP INFORMATION:**

Possible PVC pieces are listed below. These can be purchased at most hardware stores. Pipe of different dimensions may be used, as long as the pieces fit together easily.

1. 3 9 in (23 cm) pieces of  $\frac{3}{4}$  in (2 cm) PVC pipe
2. 1 PVC p-trap:  $\frac{3}{4}$  in (2 cm)
3. 2 PVC elbow:  $\frac{3}{4}$  in (2 cm) (45 Degrees)
4. 1 PVC elbow side outlet:  $\frac{3}{4}$  in X  $\frac{3}{4}$  in X 2 in (2 cm X 2 cm X 5 cm) (90 Degrees)
5. 1 PVC adaptor:  $\frac{1}{2}$  in X  $\frac{3}{4}$  in (1.25 cm X 2 cm)

**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**BODY RESCUE**

**Challenge:** Present a **PERFORMANCE** in which members of your team become Super Doctors and get rid of a disease.

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

**The Scene:** The time is the future. One or more members of your team are Super Doctors. In this Challenge, your team will present a **PERFORMANCE** in which the Super Doctors go inside a patient and get rid of a disease.

•Part One (5 minutes): Plan your **PERFORMANCE**. Include the 5 items listed on the sheet on the table in your **PERFORMANCE**. These items will NOT be provided. Decide who will be the Super Doctors and who will be the Disease. At least one team member must play each. Other team members may play any other roles that you want.

**In this Challenge, the disease may be present in the heart, stomach or knee of the patient.**

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

**Imaginary Items You Must Use in Your PERFORMANCE:**

Frying Pan  
Broom

Plunger  
Hula Hoop

Rope

In addition, four folding chairs will be available for you to use in your **PERFORMANCE** if you wish. However, no points will be awarded for use of the folding chairs. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

**Scoring:** You will receive up to

- A. 15 points for the creativity of the Super Doctor(s).
- B. 15 points for the creativity of the Disease(s).
- C. 4 points (20 points maximum) for how creatively you use and show each of the imaginary items in the **PERFORMANCE**.
- D. 30 points for the overall creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.



## Destination ImagiNation® BODY RESCUE

**Challenge:** Present a **PERFORMANCE** in which members of your team become Super Doctors and get rid of a disease.

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

**The Scene:** The time is the future. One or more members of your team are Super Doctors. In this Challenge, your team will present a **PERFORMANCE** in which the Super Doctors go inside a patient and get rid of a disease.

•Part One (5 minutes): Plan your **PERFORMANCE**. Include the 5 items listed on the sheet on the table in your **PERFORMANCE**. These items will NOT be provided. Decide who will be the Super Doctors and who will be the Disease. At least one team member must play each. Other team members may play any other roles that you want.

**In this Challenge, the disease may be present in the heart, stomach or knee of the patient.**

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

### **Imaginary Items You Must Use in Your PERFORMANCE:**

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Plunger  
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Rope

In addition, four folding chairs will be available for you to use in your **PERFORMANCE** if you wish. However, no points will be awarded for use of the folding chairs. A piece of paper and a pencil also will be available for your team to use as you plan your **PERFORMANCE**.

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- B. 15 points for the creativity of the Disease(s).
- C. 4 points (20 points maximum) for how creatively you use and show each of the imaginary items in the **PERFORMANCE**.
- D. 30 points for the overall creativity of your **PERFORMANCE**.
- E. 20 points for how well your team works together.

# **IMAGINARY ITEMS TO USE IN YOUR PERFORMANCE:**

1. Frying Pan
2. Plunger
3. Rope
4. Broom
5. Hula Hoop

**Destination ImagiNation®**  
***Instant Challenge***  
Entry Level  
**BUILDING CREATIVITY**

**Challenge:** Your **TASK** is to make a model of a new building and present a **PERFORMANCE** where you sell the design to the City Council.

**Time:** You will have up to 5 minutes to use your **IMAGINATION** to make a model of a new building and prepare a presentation, and up to 2 minutes to present a **PERFORMANCE** where you sell your design to the City Council.

**The Scene:** Your City Council is about to choose a company to build a new art museum. They are looking for creative ideas and have asked your team to submit an entry. You are to use the materials on the table to complete the **TASK** of building a model of an art museum that is as creative as possible, and then present a **PERFORMANCE**, where you convince the City Council that they should use your design. Here's your chance to improve your city!

**Items to Be Used in Building Your Model:**

15 Paper Plates  
6 Straws

15 Paper Cups  
6 Mailing Labels

A piece of paper and a pencil will also be available for your team to use as you prepare your **PERFORMANCE**, but may NOT be used as part of your model.

**Scoring:** You will receive up to

- A. 30 points for the creativity of the model, including how creatively you use the materials.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how convincing you are.
- D. 20 points for how well your team works together.

## **Destination ImagiNation® BUILDING CREATIVITY**

**Challenge:** Your **TASK** is to make a model of a new building and present a **PERFORMANCE** where you sell the design to the City Council.

**Time:** You will have up to 5 minutes to use your IMAGINATION to make a model of a new building and prepare a presentation, and up to 2 minutes to present a **PERFORMANCE** where you sell your design to the City Council.

**The Scene:** Your City Council is about to choose a company to build a new art museum. They are looking for creative ideas and have asked your team to submit an entry. You are to use the materials on the table to complete the **TASK** of building a model of an art museum that is as creative as possible, and then present a **PERFORMANCE**, where you convince the City Council that they should use your design. Here's your chance to improve your city!

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A piece of paper and a pencil will also be available for your team to use as you prepare your **PERFORMANCE**, but may NOT be used as part of your model.

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- A. 30 points for the creativity of the model, including how creatively you use the materials.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how convincing you are.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**CHARACTER DIBATE**

**Challenge:** Present a **PERFORMANCE** in which two of your team members pretend that they are well-known CHARACTERS and participate in a debate and the rest of your team acts as “judges” deciding who won the debate.

For the purpose of this Challenge, a debate is defined as two individuals responding to a yes/no question that has no clear answer. One person presents reasons the answer is “yes;” the other presents reasons the answer is “no.”

**Time:** You will have up to 3 minutes to use your IMAGINATION to choose 2 CHARACTERS and plan your debate and up to 4 minutes to present your **PERFORMANCE**, in which each CHARACTER has 1 minute to present arguments and the rest of the team acting as “judges” has 2 minutes to decide which CHARACTER won the debate.

**The Scene:** For this Challenge, two of your team members are to become different well-known CHARACTERS, either real or made-up. Your team should then choose ONE of the three questions on the table in front of you and prepare for these two CHARACTERS to debate whether the answer to the question is “yes” or “no.” After 3 minutes, each of the CHARACTERS will tell who they are and then each will be given 1 minute to present a **PERFORMANCE**, where they try to convince the other team members that their answer is correct. When debating, the two team members must stay in CHARACTER! The rest of the team will then have 2 minutes to continue the **PERFORMANCE**, acting as “judges” and deciding who won the debate.

Five folding chairs will be available for your team. In addition, two pieces of paper and two pencils will be available for your team to use as you prepare your **PERFORMANCE**.

**Scoring:** You will receive up to

- A. 15 points each (30 points maximum) for the creativity of the **PERFORMANCE** of each of your CHARACTERS.
- B. 40 points for the creativity of the **PERFORMANCE** of the judges.
- C. 10 points for how convincing the “yes” and “no” arguments are.
- D. 20 points for how well your team works together.

## **Destination ImagiNation® CHARACTER DIBATE**

**Challenge:** Present a **PERFORMANCE** in which two of your team members pretend that they are well-known **CHARACTERS** and participate in a debate and the rest of your team acts as “judges” deciding who won the debate.

For the purpose of this Challenge, a debate is defined as two individuals responding to a yes/no question that has no clear answer. One person presents reasons the answer is “yes;” the other presents reasons the answer is “no.”

**Time:** You will have up to 3 minutes to use your **IMAGINATION** to choose 2 **CHARACTERS** and plan your debate and up to 4 minutes to present your **PERFORMANCE**, in which each **CHARACTER** has 1 minute to present arguments and the rest of the team acting as “judges” has 2 minutes to decide which **CHARACTER** won the debate.

**The Scene:** For this Challenge, two of your team members are to become different well-known **CHARACTERS**, either real or made-up. Your team should then choose **ONE** of the three questions on the table in front of you and prepare for these two **CHARACTERS** to debate whether the answer to the question is “yes” or “no.” After 3 minutes, each of the **CHARACTERS** will tell who they are and then each will be given 1 minute to present a **PERFORMANCE**, where they try to convince the other team members that their answer is correct. When debating, the two team members must stay in **CHARACTER**! The rest of the team will then have 2 minutes to continue the **PERFORMANCE**, acting as “judges” and deciding who won the debate.

Five folding chairs will be available for your team. In addition, two pieces of paper and two pencils will be available for your team to use as you prepare your **PERFORMANCE**.

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- A. 15 points each (30 points maximum) for the creativity of the **PERFORMANCE** of each of your **CHARACTERS**.
- B. 40 points for the creativity of the **PERFORMANCE** of the judges.
- C. 10 points for how convincing the “yes” and “no” arguments are.
- D. 20 points for how well your team works together.

ARE COWS THE PERFECT  
ANIMALS?

SHOULD BEACHES BE  
COVERED IN SAND?

IS A TELEPHONE A  
LUXURY?

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry and Advanced Levels**  
**DIANIMAL**

**Challenge:** Your **TASK** is to make an animal that might exist in the future and is a combination of two animals, and present a **PERFORMANCE** in which you tell the Appraisers about it.

**Time:** You will have up to 4 minutes to use your IMAGINATION to make your animal and up to 2 minutes to tell the Appraisers about it.

**The Scene:** Your Biology class has been asked to give a presentation about an animal that might exist in the future. This animal should be a combination of two animals that exist right now or have existed in the past.

•Part One (4 minutes): Use the materials on the table to make a model of your new animal. You should also use this time to prepare your **PERFORMANCE**.

•Part Two (2 minutes): Present a **PERFORMANCE** in which you tell the Appraisers about your new animal, including:

- 1) what its name is
- 2) where it would live
- 3) what it might eat
- 4) what it needs to live
- 5) why it developed this way

**Materials You May Use to Make Your Animal:**

4 Sheets of Colored Paper	1 Sheet of Newspaper	6 Mailing Labels
8 Paper Clips	4 Rubber Bands	1 Paper Plate
4 Toothpicks	1 Paper Cup	2 Straws
18 in (45 cm) of String	1 Balloon	2 Marshmallows

You will also have 2 pairs of scissors, 5 markers, and 2 sharpened pencils to use, but these items cannot be included as part of your animal. In addition, a piece of paper and a pencil 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 animal, including your model.
- B. 6 points (30 points maximum) for the creativity of the answers to each of the 5 questions in Part 2.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.



## **Destination ImagiNation® DIANIMAL**

**Challenge:** Your **TASK** is to make an animal that might exist in the future and is a combination of two animals, and present a **PERFORMANCE** in which you tell the Appraisers about it.

**Time:** You will have up to 4 minutes to use your IMAGINATION to make your animal and up to 2 minutes to tell the Appraisers about it.

**The Scene:** Your Biology class has been asked to give a presentation about an animal that might exist in the future. This animal should be a combination of two animals that exist right now or have existed in the past.

•Part One (4 minutes): Use the materials on the table to make a model of your new animal. You should also use this time to prepare your **PERFORMANCE**.

•Part Two (2 minutes): Present a **PERFORMANCE** in which you tell the Appraisers about your new animal, including:

- 6) what its name is
- 7) where it would live
- 8) what it might eat
- 9) what it needs to live
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### **Materials You May Use to Make Your Animal:**

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- B. 6 points (30 points maximum) for the creativity of the answers to each of the 5 questions in Part 2.
- C. 20 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## **PART TWO QUESTIONS:**

- 1. WHAT IS THE ANIMAL'S NAME?**
- 2. WHERE WOULD THE ANIMAL LIVE?**
- 3. WHAT DOES THE ANIMAL EAT?**
- 4. WHAT DOES THE ANIMAL NEED TO LIVE?**
- 5. WHY DID THE ANIMAL DEVELOP THIS WAY?**

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry Level**  
**DILAND**

**Challenge:** Make up a song and dance that will promote tourism in the new country of Diland and present a **PERFORMANCE** that will encourage people to visit.

**Time:** You will have up to 4 minutes to use your IMAGINATION to make up a song and dance and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** A new piece of land has been discovered and has been given to Destination ImagiNation®. It is called Diland. Your team has been asked by the Department of Tourism to develop a song and dance that will encourage people to visit Diland and then to present a **PERFORMANCE** that highlights your creations. Your **PERFORMANCE** should mention 3 good things about Diland.

A piece of paper and a pencil 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 song.
- B. 25 points for the creativity of your dance.
- C. 10 points (30 points maximum) for the creativity of each good thing about Diland.
- D. 20 points for how well your team works together.

## **FOR APPRAISERS ONLY:**

1. In this Challenge, Appraisers are NOT evaluating “talent,” but rather how **CREATIVELY** a team uses its collective abilities and skills to solve the Challenge. Scoring has nothing to do with “musical ability.”

## **Destination ImagiNation®** **DILAND**

**Challenge:** Make up a song and dance that will promote tourism in the new country of Diland and present a **PERFORMANCE** that will encourage people to visit.

**Time:** You will have up to 4 minutes to use your IMAGINATION to make up a song and dance and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** A new piece of land has been discovered and has been given to Destination ImagiNation®. It is called Diland. Your team has been asked by the Department of Tourism to develop a song and dance that will encourage people to visit Diland and then to present a **PERFORMANCE** that highlights your creations. Your **PERFORMANCE** should mention 3 good things about Diland.

A piece of paper and a pencil 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 song.
- B. 25 points for the creativity of your dance.
- C. 10 points (30 points maximum) for the creativity of each good thing about Diland.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**DI MUSEUM OF FAME**

**Challenge:** Choose a well-known person to be put into the DI Museum of Fame. Your **TASK** is to design a sculpture that shows why this person should be honored. You then are to present a **PERFORMANCE** to the Appraisers convincing them that this person should be honored and showing them the design for your sculpture.

**Time:** You will have up to 5 minutes to use your IMAGINATION to choose your person, plan your presentation and to complete your **TASK** of designing a sculpture and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** Your team has been asked to select the next person who will be put in the DI Museum of Fame. This museum honors well-known people who have used their creativity to help society. You should choose a person whom you think has shown a good example of how we may use creativity to make a difference.

•Part One (5 minutes): Choose a person to be put into the DI Museum of Fame and use the paper and markers on the table to complete the **TASK** of designing a sculpture that shows why this person should be honored. You should also use this time to plan your presentation.

•Part Two (2 minutes): Present a **PERFORMANCE**, convincing the Appraisers that this person should be honored and showing them the design for your sculpture.

**Materials to Use to Design Your Sculpture:**

1 Large Sheet of Paper  
3 Sheets of Newspaper

5 Colored Markers  
6 Mailing labels

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

**Scoring:** You will receive up to

- A. 30 points for how well you convince the Appraisers that the person should be honored.
- B. 30 points for the creativity of your sculpture design.
- C. 20 points for the overall creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## **Destination ImagiNation® DI MUSEUM OF FAME**

**Challenge:** Choose a well-known person to be put into the DI Museum of Fame. Your **TASK** is to design a sculpture that shows why this person should be honored. You then are to present a **PERFORMANCE** to the Appraisers convincing them that this person should be honored and showing them the design for your sculpture.

**Time:** You will have up to 5 minutes to use your IMAGINATION to choose your person, plan your presentation and to complete your **TASK** of designing a sculpture and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** Your team has been asked to select the next person who will be put in the DI Museum of Fame. This museum honors well-known people who have used their creativity to help society. You should choose a person whom you think has shown a good example of how we may use creativity to make a difference.

•Part One (5 minutes): Choose a person to be put into the DI Museum of Fame and use the paper and markers on the table to complete the **TASK** of designing a sculpture that shows why this person should be honored. You should also use this time to plan your presentation.

•Part Two (2 minutes): Present a **PERFORMANCE**, convincing the Appraisers that this person should be honored and showing them the design for your sculpture.

### **Materials to Use to Design Your Sculpture:**

1 Large Sheet of Paper  
3 Sheets of Newspaper

5 Colored Markers  
6 Mailing labels

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

**Scoring:** You will receive up to

- A. 30 points for how well you convince the Appraisers that the person should be honored.
- B. 30 points for the creativity of your sculpture design.
- C. 20 points for the overall creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
Entry Level  
**DISSERT DIBATE**

**Challenge:** Choose a DIssert that should be served at the DI tournament, name the DIssert, and then present a **PERFORMANCE** to the Appraisers to convince them to choose your DIssert.

**Time:** You will have up to 4 minutes to use your IMAGINATION to make your decision, name your DIssert, as well as to create and prepare your presentation, and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** The DI Catering Company just found out that it may only serve one type of DIssert at the DI Tournament. They need your help in determining the best DIssert to serve. You will have 4 minutes to make your decision, name your DIssert, as well as to create and prepare your presentation on why your DIssert is the best. You will then have 2 minutes to present your **PERFORMANCE** to the Appraisers to convince them to choose your DIssert.

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

**Scoring:** You will receive up to

- A. 30 points for the creativity of your **PERFORMANCE**.
- B. 30 points for how convincing you are.
- C. 20 points for the creativity of your DIssert's name.
- D. 20 points for how well your team works together.



## Destination ImagiNation® DISSERT DIBATE

**Challenge:** Choose a DIssert that should be served at the DI tournament, name the DIssert, and then present a **PERFORMANCE** to the Appraisers to convince them to choose your DIssert.

**Time:** You will have up to 4 minutes to use your IMAGINATION to make your decision, name your DIssert, as well as to create and prepare your presentation, and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** The DI Catering Company just found out that it may only serve one type of DIssert at the DI Tournament. They need your help in determining the best DIssert to serve. You will have 4 minutes to make your decision, name your DIssert, as well as to create and prepare your presentation on why your DIssert is the best. You will then have 2 minutes to present your **PERFORMANCE** to the Appraisers to convince them to choose your DIssert.

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

**Scoring:** You will receive up to

- A. 30 points for the creativity of your **PERFORMANCE**.
- B. 30 points for how convincing you are.
- C. 20 points for the creativity of your DIssert's name.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**DIVICE ENGINEERING**

**Challenge:** Your **TASK** is to build a sample of a device that a team could use for every aspect of DI and then present a **PERFORMANCE** to sell the idea of your device to the Appraisers.

**Time:** You will have up to 4 minutes to use your IMAGINATION to complete your **TASK** of building a sample of a device and planning your presentation, and up to 2 minutes to give your sales pitch as a **PERFORMANCE** to the Appraisers.

**The Scene:** Your team is being challenged to build a sample of a device that a team could use for every aspect of DI. The “sample” may be the same size, smaller or larger than the “real” product. In addition to building a sample of the device, you must give a compelling sale presentation to the Appraisers to convince them to finance production of the device.

**Materials that you can use to build a sample of your device:**

2 Sheets of Colored Paper	1 Sheet of Poster Board	1 Sheet of Newspaper
6 Mailing Labels	8 Paper Clips	4 Rubber Bands
2 Unsharpened Pencils	18 in (45 cm) of String	4 Plastic Lids for Cups

In addition, you will receive 2 pairs of scissors, 8 markers, 1 12 inch (30 cm) ruler, and 2 sharpened pencils, but these items may NOT be part of your device. A piece of paper and a 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 the device.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how convincing your **PERFORMANCE** is.
- D. 20 points for how well your team works together.

## Destination ImagiNation® DEVICE ENGINEERING

**Challenge:** Your **TASK** is to build a sample of a device that a team could use for every aspect of DI and then present a **PERFORMANCE** to sell the idea of your device to the Appraisers.

**Time:** You will have up to 4 minutes to use your IMAGINATION to complete your **TASK** of building a sample of a device and planning your presentation, and up to 2 minutes to give your sales pitch as a **PERFORMANCE** to the Appraisers.

**The Scene:** Your team is being challenged to build a sample of a device that a team could use for every aspect of DI. The “sample” may be the same size, smaller or larger than the “real” product. In addition to building a sample of the device, you must give a compelling sale presentation to the Appraisers to convince them to finance production of the device.

### **Materials that you can use to build a sample of your device:**

2 Sheets of Colored Paper	1 Sheet of Poster Board	1 Sheet of Newspaper
6 Mailing Labels	8 Paper Clips	4 Rubber Bands
2 Unsharpened Pencils	18 in (45 cm) of String	4 Plastic Lids for Cups

In addition, you will receive 2 pairs of scissors, 8 markers, 1 12 inch (30 cm) ruler, and 2 sharpened pencils, but these items may NOT be part of your device. A piece of paper and a 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 the device.
- B. 30 points for the creativity of your **PERFORMANCE**.
- C. 20 points for how convincing your **PERFORMANCE** is.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**GOLDEN PEANUTS**

**Challenge:** Your **TASK** is to move golden peanuts from one tub to another.

**Time:** You will have 2 minutes to use your IMAGINATION to discuss strategy and up to 5 minutes to move golden peanuts for score.

**Set-up:** In the middle of the room are two tubs, surrounded by a taped line. One of the tubs contains Styrofoam peanuts including 10 golden peanuts; the other tub is empty. There is also a table with materials you may use to move peanuts from one tub to another.

**Procedure:**

•Part One (2 minutes): Discuss strategy. **Do NOT touch the materials or tubs.**

•Part Two (5 minutes): Using the materials provided, you are to make one or more devices that will allow you to move only the golden peanuts from one tub to another. In Part 2, you also are to use the device(s) to move as many of the golden peanuts as possible. When moving golden peanuts, you should try NOT to move any of the other peanuts to the 2<sup>nd</sup> tub. Non-golden peanuts that are in the 2<sup>nd</sup> tub at the end of Part 2 will result in 2 points being subtracted from your score. During Part 2, the golden peanuts may NOT be moved outside the taped lines and no part of any team member's body may cross inside the taped lines.

**Materials:**

**May NOT be damaged:**

2 Yardsticks (Metersticks)

1 Pair of Tongs

1 PVC Pipe 5 ft (150 cm) Long

**May be changed:**

2 6 ft (180cm) Pieces of Twine

6 Paper Clips

4 Rubber Bands

4 Straws

2 Pencils

1 Piece of Paper

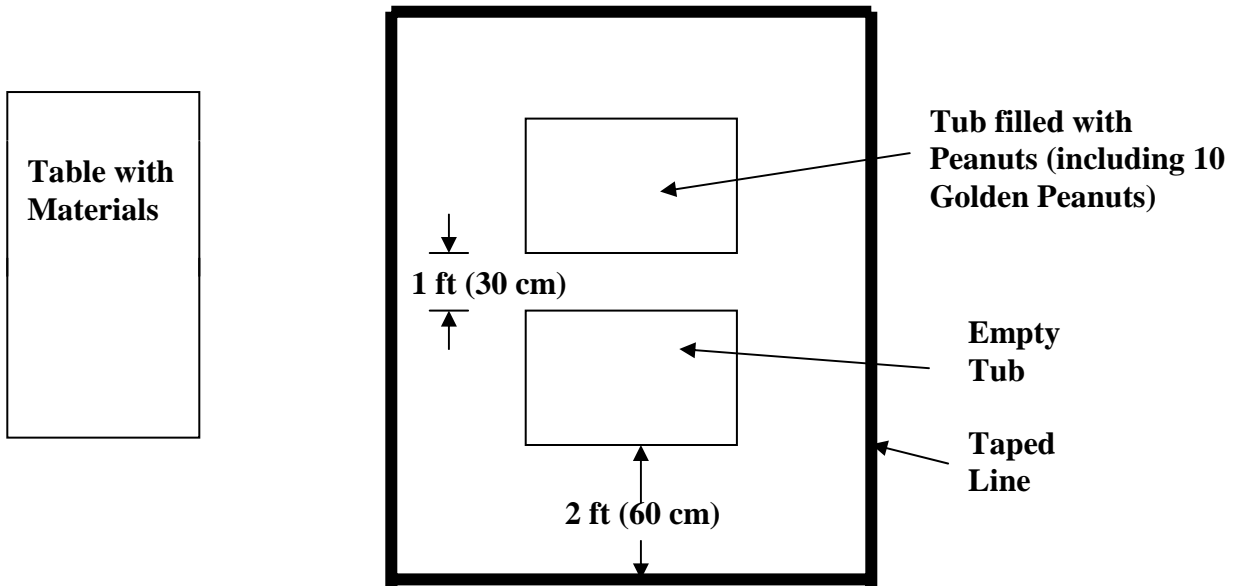
1 Plastic Cup

**Scoring:** You will receive

- A. 5 points (50 points maximum) for each golden peanut successfully moved from one tub to another.
- B. NEGATIVE (or minus) 2 points for each non-golden peanut lying in the 2<sup>nd</sup> tub at the end of Part 2. The sum of A and B will not be less than zero.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

### For Appraisers only:

1. The set-up consists of two large tubs in the middle of the room, surrounded by a taped square. One of the tubs should be filled with Styrofoam peanuts. The other tub should be empty. On top of the filled top, 10 golden peanuts should be clearly visible. Outside the taped area is a table with materials.



2. The golden peanuts need to be placed on top of the other peanuts at the beginning of Part 1. They should be in similar locations for all teams.
3. Appraisers need to be positioned near the taped lines so that they may determine if any part of a team member's body crosses one of the taped lines. If a team member crosses over a taped line, that team member should be warned. Any golden peanuts that are placed in the empty tub as a result of the team member crossing over the line should not receive score.
4. Non-golden peanuts that end up in the empty tub MAY be moved back into the other tub as long as time has not ended.
5. If any golden peanuts are removed from the taped area, they may NOT be placed in the empty tub for score.
6. There should be at least 2 feet (60 cm) of clearance around the taped lines.

## Destination ImagiNation® GOLDEN PEANUTS

**Challenge:** Your **TASK** is to move golden peanuts from one tub to another.

**Time:** You will have 2 minutes to use your IMAGINATION to discuss strategy and up to 5 minutes to move golden peanuts for score.

**Set-up:** In the middle of the room are two tubs, surrounded by a taped line. One of the tubs contains Styrofoam peanuts including 10 golden peanuts; the other tub is empty. There is also a table with materials you may use to move peanuts from one tub to another.

### Procedure:

•Part One (2 minutes): Discuss strategy. **Do NOT touch the materials or tubs.**

•Part Two (5 minutes): Using the materials provided, you are to make one or more devices that will allow you to move only the golden peanuts from one tub to another. In Part 2, you also are to use the device(s) to move as many of the golden peanuts as possible. When moving golden peanuts, you should try NOT to move any of the other peanuts to the 2<sup>nd</sup> tub. Non-golden peanuts that are in the 2<sup>nd</sup> tub at the end of Part 2 will result in 2 points being subtracted from your score. During Part 2, the golden peanuts may NOT be moved outside the taped lines and no part of any team member's body may cross inside the taped lines.

### Materials:

#### May NOT be damaged:

2 Yardsticks (Metersticks)

1 Pair of Tongs

1 PVC Pipe 5 ft (150 cm) Long

#### May be changed:

2 6 ft (180cm) Pieces of Twine

6 Paper Clips

4 Rubber Bands

4 Straws

2 Pencils

1 Piece of Paper

1 Plastic Cup

**Scoring:** You will receive

- 5 points (50 points maximum) for each golden peanut successfully moved from one tub to another.
- NEGATIVE (or minus) 2 points for each non-golden peanut lying in the 2<sup>nd</sup> tub at the end of Part 2. The sum of A and B will not be less than zero.
- Up to 30 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**GOOFY GADGETS**

**Challenge:** Your **TASK** is to make 2 tools or “gadgets” that could each be used by two different types of workers, and then present a **PERFORMANCE** where you show how these tools or “gadgets” would work and convince the Appraisers to make more of them.

**Time:** You will have up to 4 minutes to use your IMAGINATION to complete your **TASK** of making 2 tools or “gadgets”, and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** The DI Tool and Gadget Company is about to go out of business. They need new products. Your team has been chosen to create 2 new tools or “gadgets” that can each be used by at least two different types of workers. For example, you might make something that both a farmer and a doctor could use.

•Part One (4 minutes): Use the materials on the table to create 2 tools that can be used by at least two different types of workers. A list of different pairs of workers is available for you—you must choose one worker from column A and a second worker from column B.

•Part Two (2 minutes): Present a **PERFORMANCE** where you show the Appraisers how your tools work and convince them to start making more.

**Materials You Can Use to Make Your Tools:**

1 Paper Cup  
4 Paper Clips  
1 Styrofoam Ball

1 Pair of Chopsticks  
4 Rubber Bands  
1 Pencil

4 Mailing Labels  
1 Paper Plate  
4 Large Washers

You will also have 2 pairs of scissors and 2 markers to use, but these items cannot be included as part of your tool. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

**Scoring:** You will receive up to

- A. 10 points (20 points maximum) for how creatively the tools may be used by each pair of workers.
- B. 20 points for how creatively you use the materials to make your tools.
- C. 20 points of the creativity of your **PERFORMANCE**.
- D. 20 points for how convincing you are.
- E. 20 points for how well your team works together.

## Destination ImagiNation® GOOFY GADGETS

**Challenge:** Your **TASK** is to make 2 tools or “gadgets” that could each be used by two different types of workers, and then present a **PERFORMANCE** where you show how these tools or “gadgets” would work and convince the Appraisers to make more of them.

**Time:** You will have up to 4 minutes to use your IMAGINATION to complete your **TASK** of making 2 tools or “gadgets”, and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** The DI Tool and Gadget Company is about to go out of business. They need new products. Your team has been chosen to create 2 new tools or “gadgets” that can each be used by at least two different types of workers. For example, you might make something that both a farmer and a doctor could use.

•Part One (4 minutes): Use the materials on the table to create 2 tools that can be used by at least two different types of workers. A list of different pairs of workers is available for you—you must choose one worker from column A and a second worker from column B.

•Part Two (2 minutes): Present a **PERFORMANCE** where you show the Appraisers how your tools work and convince them to start making more.

### Materials You Can Use to Make Your Tools:

1 Paper Cup  
4 Paper Clips  
1 Styrofoam Ball

1 Pair of Chopsticks  
4 Rubber Bands  
1 Pencil

4 Mailing Labels  
1 Paper Plate  
4 Large Washers

You will also have 2 pairs of scissors and 2 markers to use, but these items cannot be included as part of your tool. In addition, a piece of paper and a pencil will be available for your team to use as you plan your **PERFORMANCE**.

**Scoring:** You will receive up to

- A. 10 points (20 points maximum) for how creatively the tools may be used by each pair of workers.
- B. 20 points for how creatively you use the materials to make your tools.
- C. 20 points of the creativity of your **PERFORMANCE**.
- D. 20 points for how convincing you are.
- E. 20 points for how well your team works together.



## LIST OF WORKERS:

(Choose ONE worker from COLUMN A and ONE worker from COLUMN B.)

<b>COLUMN A</b>	<b>COLUMN B</b>
<b>Lawyer</b>	<b>Farmer</b>
<b>Janitor</b>	<b>Writer</b>
<b>Chef</b>	<b>Architect</b>
<b>Clown</b>	<b>Fashion Designer</b>
<b>Scientist</b>	<b>Musician</b>
<b>Teacher</b>	<b>Police Officer</b>
<b>Gardener</b>	<b>Athlete</b>
<b>Inventor</b>	<b>Librarian</b>
<b>Doctor</b>	<b>Banker</b>
<b>Builder</b>	<b>Truck Driver</b>

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry and Advanced Levels**  
**GRAVITY FREE**

**Challenge:** Present a **PERFORMANCE** to the Appraisers where you show what would happen if gravity suddenly disappeared at your school.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create and practice your solution and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** The unbelievable has happened! Right in the middle of your school day, gravity suddenly has disappeared! “Oh, no,” you say, as your text book suddenly floats away. Your team is to create a humorous skit with the title, “The Day Gravity Disappeared at Our School.” You will need to use imaginary props.

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

**Scoring:** You will receive up to

- A. 30 points for the overall creativity of your **PERFORMANCE**.
- B. 30 points for how creatively you use imaginary props.
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## **Destination ImagiNation®**

### **GRAVITY FREE**

**Challenge:** Present a **PERFORMANCE** to the Appraisers where you show what would happen if gravity suddenly disappeared at your school.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create and practice your solution and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** The unbelievable has happened! Right in the middle of your school day, gravity suddenly has disappeared! “Oh, no,” you say, as your text book suddenly floats away. Your team is to create a humorous skit with the title, “The Day Gravity Disappeared at Our School.” You will need to use imaginary props.

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

**Scoring:** You will receive up to

- A. 30 points for the overall creativity of your **PERFORMANCE**.
- B. 30 points for how creatively you use imaginary props.
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry Level**  
**HOW DID WE GET THERE?**

**Challenge:** Design props, make up a funny skit that explains what happened to your team, and present your **PERFORMANCE** to the Appraisers.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create and practice your skit, as well as make props, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

**The Scene:** Sometimes you find yourself in a funny situation and have to explain how you got there. This is the Challenge that your team will face. You will be given a choice of these 3 different endings to a skit. Your team must choose one of these endings. You need to create the rest of the skit that explains the ending and make props that help tell the story. You will then have a chance to perform the skit for the Appraisers. Make the skit funny for extra points!

**Materials You May Use to Make Your Props:**

You will be given a large piece of poster board, 2 pairs of scissors and 5 markers to use to make your props. A piece of paper and a 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 **PERFORMANCE**, including how well you show how you got to the ending.
- B. 30 points for the creativity of your props.
- C. 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## **Destination ImagiNation®** **HOW DID WE GET THERE?**

**Challenge:** Design props, make up a funny skit that explains what happened to your team, and present your **PERFORMANCE** to the Appraisers.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create and practice your skit, as well as make props, and up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

**The Scene:** Sometimes you find yourself in a funny situation and have to explain how you got there. This is the Challenge that your team will face. You will be given a choice of these 3 different endings to a skit. Your team must choose one of these endings. You need to create the rest of the skit that explains the ending and make props that help tell the story. You will then have a chance to perform the skit for the Appraisers. Make the skit funny for extra points!

### **Materials You May Use to Make Your Props:**

You will be given a large piece of poster board, 2 pairs of scissors and 5 markers to use to make your props. A piece of paper and a 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 **PERFORMANCE**, including how well you show how you got to the ending.
- B, 30 points for the creativity of your props.
- C, 20 points for the humor of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

# **YOUR POSSIBLE SKIT ENDINGS ARE:**

1. All team members are jumping up and down.

**OR**

2. All team members are lying on their backs.

**OR**

3. All team members are standing in a circle, holding hands and facing outwards.

# Destination ImagiNation®

## *Instant Challenge*

### Advanced Level

## LET IT ROLL

**Challenge:** Your **TASK** is to build a tower as high and as narrow as possible that may withstand an impact on two sides.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build and to position the tower within a taped square, and up to 2 minutes to roll two balls at the tower.

**Set-up:** In the middle of the room is a taped area in which your tower will be placed. Around the taped area are 4 ramps, two of which will be used to roll balls at your tower. There is also a table with materials you may use to build your tower and 8 balls, two of which will be rolled at the tower.

### Procedure:

•Part One (6 minutes): Using the materials provided, you are to build a free-standing tower that is as high and as narrow as possible. The tower must be in a single piece. The base of the tower must be within the taped area. The tower's height and maximum width will be measured by the Appraisers at the end of the Part 1, or earlier if the team wishes. You will be warned when you have 1 minute left and again when you have 30 seconds left in Part 1. **IF YOU DO NOT HAVE A FREE-STANDING TOWER ENTIRELY WITHIN THE TAPE AREA AT THE END OF PART 1, YOU WILL NOT BE ALLOWED TO CONTINUE TO PART 2.**

•Part Two (2 minutes): The team will decide which two balls are to be rolled at the structure, as well as the directions from which the balls will be rolled. Two different ramps must be used. Balls must be released above the mark on the ramp. No team member may touch the structure or the balls after they have been released. After the two balls have been rolled, the height of the structure will be measured again

### Materials:

20 Toothpicks	1 Piece of Foil	2 Rubber Bands	6 Pieces of Spaghetti
6 Straws	1 18 in (45 cm) Piece of Yarn	2 Mailing Labels	1 Paper Plate

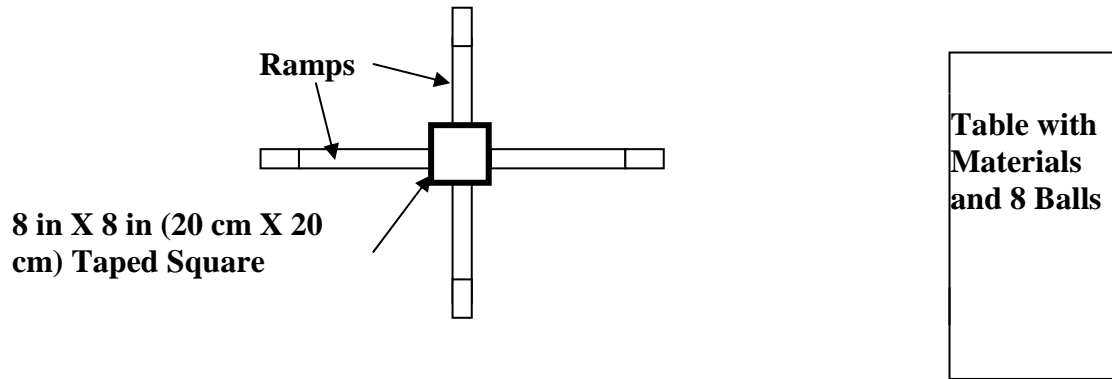
In addition, a pair of scissors will be available but may NOT be part of the solution.

**Scoring:** You will receive

- 1 point for each full inch (2.5 cm) of the tower's height minus 1 point for each inch (2.5 cm) of width of the structure, prior to rolling the balls.
- 1 point for each full inch (2.5 cm) of height of the tower after the balls have been rolled. This number will be multiplied by the numbers written on the 2 balls chosen: 1 = Ping-Pong ball; 2 = Golf ball; 2.5 = Billiard ball; 3 = Baseball.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

### For Appraisers only:

1. The set-up consists of an 8" X 8" taped square in the center of the room. On all four sides of the square, there are ramps that will be used to roll balls at the tower. In addition, there is a table with materials and 8 different balls (2 Ping-Pong balls, 2 golf balls, 2 billiard balls, and 2 baseballs) that may be rolled at the tower.



2. The balls should have the following numbers written on them:

1 = Ping-Pong ball  
2 = Golf ball  
2.5 = Billiard ball  
3 = Baseball

3. Each of the ramps should have a line marked about  $\frac{3}{4}$  of the distance up the ramp.



## Destination ImagiNation® LET IT ROLL

**Challenge:** Your **TASK** is to build a tower as high and as narrow as possible that may withstand an impact on two sides.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build and to position the tower within the taped square, and up to 2 minutes to roll two balls at the tower.

**Set-up:** In the middle of the room is a taped area in which your tower will be placed. Around the taped area are 4 ramps, two of which will be used to roll balls at your tower. There is also a table with materials you may use to build your tower and 8 balls, two of which will be rolled at the tower.

### Procedure:

•Part One (6 minutes): Using the materials provided, you are to build a free-standing tower that is as high and as narrow as possible. The tower must be in a single piece. The base of the tower must be within the taped area. The tower's height and maximum width will be measured by the Appraisers at the end of the Part 1, or earlier if the team wishes. You will be warned when you have 1 minute left and again when you have 30 seconds left in Part 1. **IF YOU DO NOT HAVE A FREE-STANDING TOWER ENTIRELY WITHIN THE TAPED AREA AT THE END OF PART 1, YOU WILL NOT BE ALLOWED TO CONTINUE TO PART 2.**

•Part Two (2 minutes): The team will decide which two balls are to be rolled at the structure, as well as the directions from which the balls will be rolled. Two different ramps must be used. Balls must be released above the mark on the ramp. No team member may touch the structure or the balls after they have been released. After the two balls have been rolled, the height of the structure will be measured again

### Materials:

20 Toothpicks	1 Piece of Foil	2 Rubber Bands	6 Pieces of Spaghetti
6 Straws	1 18 in (45 cm) Piece of Yarn	2 Mailing Labels	1 Paper Plate

In addition, a pair of scissors will be available but may NOT be part of the solution.

**Scoring:** You will receive

- 1 point for each full inch (2.5 cm) of the tower's height minus 1 point for each inch (2.5 cm) of width of the structure, prior to rolling the balls.
- 1 point for each full inch (2.5 cm) of height of the tower after the balls have been rolled. This number will be multiplied by the numbers written on the 2 balls chosen: 1 = Ping-Pong ball; 2 = Golf ball; 2.5 = Billiard ball; 3 = Baseball.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry and Advanced Levels**  
**MIND THE GAP**

**Challenge:** Use the provided materials to develop 3 creative ways to get across a gap and present a **PERFORMANCE** in which you show the Appraisers your ideas.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop your solutions and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** On the floor are 2 taped lines that are 6 feet (2 meters) apart. The space between the taped lines is an imaginary “gap.”

- You are to think of 3 creative ways of getting at least one of your teammates across this “gap.”

- On the table are 5 items. Each of these items should be used in at least one of your solutions. Other imaginary items that are not on the table may also be used.

- After developing your solutions, you will have 2 minutes to present a **PERFORMANCE** in which you show the Appraisers your ideas. During the **PERFORMANCE**, you do NOT have to move any of your teammates across the gap. But you should show how it could be done, if you had all of the items that you wanted and if there were really a gap there.

**Items to Use in Your Solution:**

**(may NOT be damaged):**

Umbrella  
Telephone  
Rope

Golf Club  
Hula Hoop

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

**Scoring:** You will receive up to

- 20 points (60 points maximum) for the creativity of each of the 3 ways of getting at least one teammate across the “gap.”
- 4 points (20 points maximum) for how creatively you use each of the items on the table.
- 20 points for how well your team works together.

## **Destination ImagiNation®** **MIND THE GAP**

**Challenge:** Use the provided materials to develop 3 creative ways to get across a gap and present a **PERFORMANCE** in which you show the Appraisers your ideas.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop your solutions and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** On the floor are 2 taped lines that are 6 feet (2 meters) apart. The space between the taped lines is an imaginary “gap.”

- You are to think of 3 creative ways of getting at least one of your teammates across this “gap.”

- On the table are 5 items. Each of these items should be used in at least one of your solutions. Other imaginary items that are not on the table may also be used.

- After developing your solutions, you will have 2 minutes to present a **PERFORMANCE** in which you show the Appraisers your ideas. During the **PERFORMANCE**, you do NOT have to move any of your teammates across the gap. But you should show how it could be done, if you had all of the items that you wanted and if there were really a gap there.

### **Items to Use in Your Solution (may NOT be damaged):**

Umbrella  
Telephone  
Rope

Golf Club  
Hula Hoop

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

**Scoring:** You will receive up to

- 20 points (60 points maximum) for the creativity of each of the 3 ways of getting at least one teammate across the “gap.”
- 4 points (20 points maximum) for how creatively you use each of the items on the table.
- 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry Level**  
**PAPER TOWER**

**Challenge:** Your **TASK** is to build a free-standing tower that is only made of paper.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss strategy and up to 4 minutes to build your free-standing tower.

**Set-up:** On the floor are 20 pieces of sturdy paper, a long pole with a piece of tape on it and a stepping stool.

**Procedure:**

- Part One (2 minutes): Discuss strategy.

- Part Two (4 minutes): Using only the sturdy paper, build a tower on the floor that is as high as possible. You should also try to use the paper in different and creative ways. The tower must be stable long enough to be measured. Your team will measure the height of the tower by putting the piece of tape on the long pole at a point that corresponds to the height of the tower. You may measure the height of the tower at any time. However, the tower must remain standing for at least 10 seconds after it has been measured. If the tower falls down before the end of the 10 seconds, you may rebuild the tower as long as time has not ended. Once you have measured the tower and it has remained standing for 10 seconds, you may not rebuild the tower. If time ends, you will have 30 additional seconds to measure the tower.

**Materials to Use to Build Your Tower:**

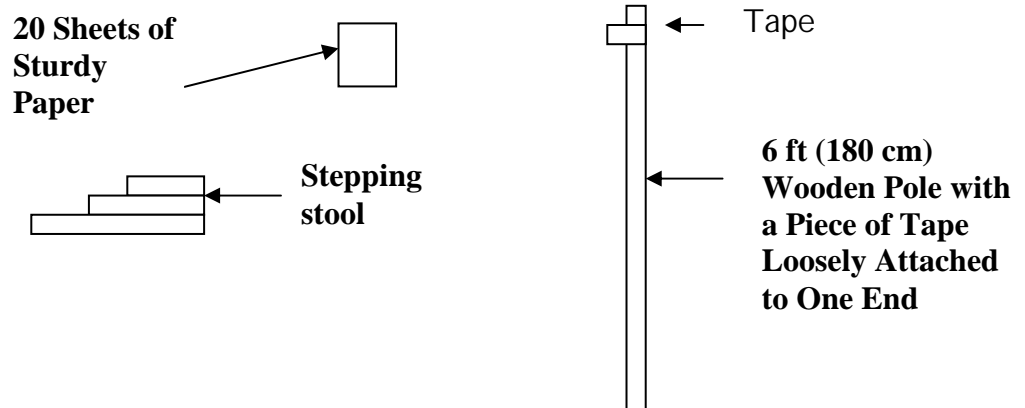
20 sheets of sturdy paper

**Scoring:** You will receive

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

## For Appraisers only:

1. The set-up consists of an empty room with 20 pieces of sturdy paper on the floor



2. The “sturdy paper” should be 8 ½ in X 11 in (22 cm X 28 cm) and 24 lb (8 Kg) basis weight or card stock.
3. The Appraising team must be very careful not to knock over the tower.
4. Once the team has placed the tape on the pole at a height corresponding to the height of the tower, the Appraisers may use a tape measure to determine the height of the tower. If the Appraising team feels that the team has not measured the height of the tower accurately, the team should be asked to re-measure the height.

## **Destination ImagiNation® PAPER TOWER**

**Challenge:** Your **TASK** is to build a free-standing tower that is only made of paper.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss strategy and up to 4 minutes to build your free-standing tower.

**Set-up:** On the floor are 20 pieces of sturdy paper, a long pole with a piece of tape on it and a stepping stool.

### **Procedure:**

- Part One (2 minutes): Discuss strategy.

- Part Two (4 minutes): Using only the sturdy paper, build a tower on the floor that is as high as possible. You should also try to use the paper in different and creative ways. The tower must be stable long enough to be measured. Your team will measure the height of the tower by putting the piece of tape on the long pole at a point that corresponds to the height of the tower. You may measure the height of the tower at any time. However, the tower must remain standing for at least 10 seconds after it has been measured. If the tower falls down before the end of the 10 seconds, you may rebuild the tower as long as time has not ended. Once you have measured the tower and it has remained standing for 10 seconds, you may not rebuild the tower. If time ends, you will have 30 additional seconds to measure the tower.

### **Materials to Use to Build Your Tower:**

20 sheets of sturdy paper

**Scoring:** You will receive

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

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry and Advanced Levels**  
**PENNY PITCHING**

**Challenge:** Your **TASK** is to place as many pennies as possible into scoring areas.

**Time:** You will have up to 4 minutes to use your IMAGINATION to decide how you will get pennies into the scoring areas and practice, and up to 2 minutes to move pennies for score.

**Set-up:** On one side of the room is a taped line. On the far side of the line on the floor and on the wall there are scoring areas. Each of the scoring areas has a number on it. This number is how many points the team will receive if you are able to put a penny in that area. In addition, on the other side of the taped line is a table with materials you may use to place the pennies, as well as 25 pennies. Each of the pennies has a sticky tape applied to one side.

**Procedure:**

•Part One (4 minutes): Using the materials provided, you are to move the pennies into the scoring area. Pennies may NOT be thrown. You may decide how you want to solve the Challenge and practice in Part 1. At the end of Part 1, all the pennies must be returned to the table.

•Part Two (2 minutes): **Place pennies one at a time for score.** During this part of the Challenge, no part of a team member's body may cross over the taped line. Once a penny crosses the taped line, it may not be retrieved and played again. You will be warned when 30 seconds remain in Part 2.

**Materials:**

**May be changed:**

18 in (45 cm) of String      1 Sheet of Paper      4 Paper Clips      2 Paper Cups      2 Rubber Bands

**May NOT be damaged:**

1 Broom      1 Plunger      1 Pizza Pan      1 Dish Towel      1 Yardstick

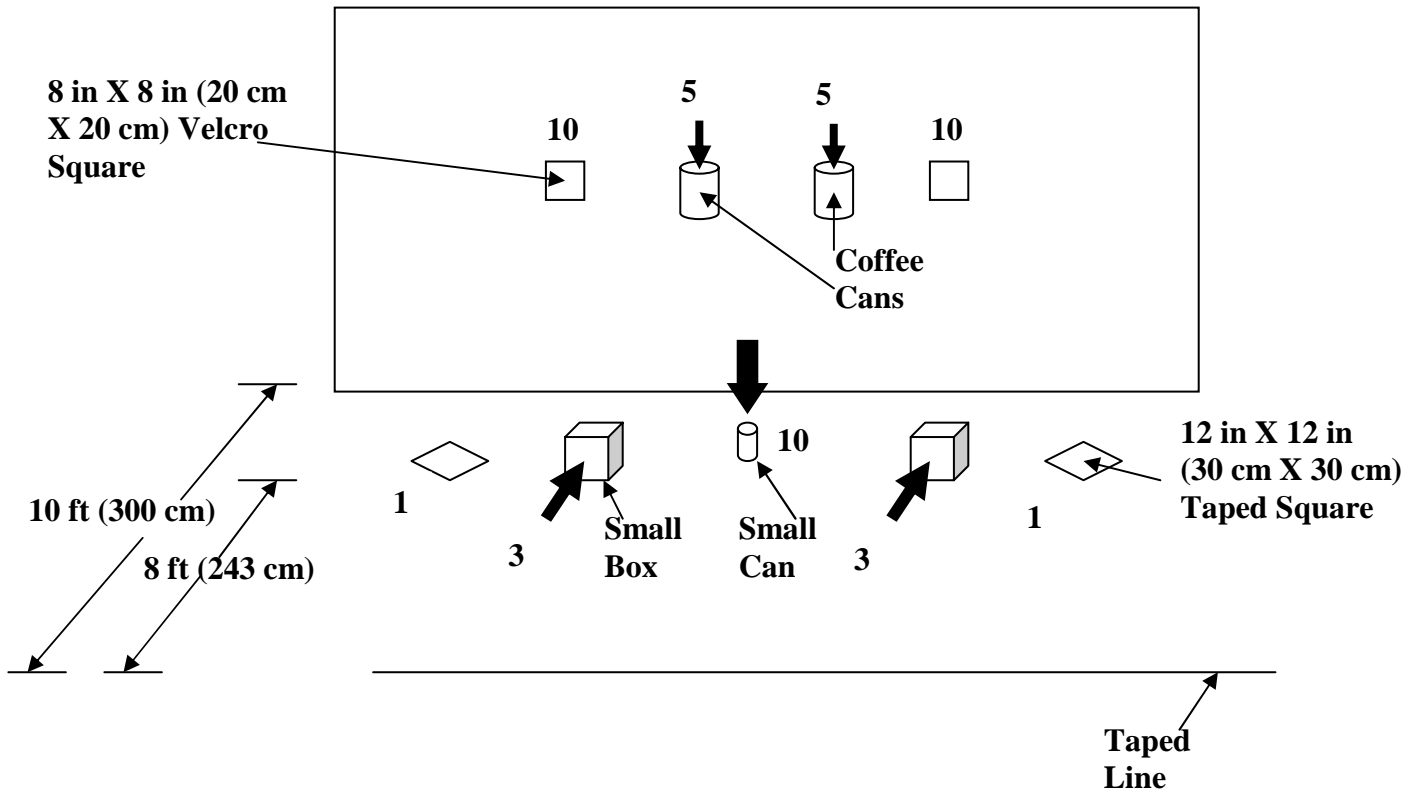
In addition, a pair of scissors will be available but may NOT be part of the solution.

**Scoring:** You will receive

- A. 1, 3, 5, or 10 points for each penny that is completely within a scoring area with the corresponding number at the end of Part 2.
- B. Up to 20 points for how creatively the materials are used.
- C. Up to 20 points for how well the team works together.

## For Appraisers only:

1. The set-up consists of taped line, 10 feet (300 cm) away from a solid wall. There are 2 Velcro Squares and two coffee cans without lids taped to the wall. On the floor, just next to the wall, there are 2 small boxes with the side open nearest the taped line, 1 small can without a lid, and 2 taped squares.



Large arrows show direction of opening.

2. Each of the pennies should have a Velcro dot attached to it.
3. If any part of a team member's body accidentally crosses over the taped line, the team member should be warned. Any penny that goes into a scoring area as a result of the team member crossing over the line should not receive score.
4. Scoring areas should be labeled as follows:
  - 1 = Taped Areas
  - 3 = Boxes on Floor
  - 5 = Cans on Wall
  - 10 = Velcro on Wall, Small Can on Floor
5. The "Small Can" should be smaller than the paper cup.
6. The wall should not be carpeted.



## **Destination ImagiNation®**

### **PENNY PITCHING**

**Challenge:** Your TASK is to place as many pennies as possible into scoring areas.

**Time:** You will have up to 4 minutes to use your IMAGINATION to decide how you will get pennies into the scoring areas and practice, and up to 2 minutes to move pennies for score.

**Set-up:** On one side of the room is a taped line. On the far side of the line on the floor and on the wall there are scoring areas. Each of the scoring areas has a number on it. This number is how many points the team will receive if you are able to put a penny in that area. In addition, on the other side of the taped line is a table with materials you may use to place the pennies, as well as 25 pennies. Each of the pennies has a sticky tape applied to one side.

### **Procedure:**

- Part One (4 minutes): Using the materials provided, you are to move the pennies into the scoring area. Pennies may NOT be thrown. You may decide how you want to solve the Challenge and practice in Part 1. At the end of Part 1, all the pennies must be returned to the table.

- Part Two (2 minutes): Place pennies one at a time for score. During this part of the Challenge, no part of a team member's body may cross over the taped line. Once a penny crosses the taped line, it may not be retrieved and played again. You will be warned when 30 seconds remain in Part 2.

### **Materials:**

#### **May be changed:**

18 in (45 cm) of String      1 Sheet of Paper      4 Paper Clips      2 Paper Cups      2 Rubber Bands

#### **May NOT be damaged:**

1 Broom      1 Plunger      1 Pizza Pan      1 Dish Towel      1 Yardstick

In addition, a pair of scissors will be available but may NOT be part of the solution.

**Scoring:** You will receive

- A. 1, 3, 5, or 10 points for each penny that is completely within a scoring area with the corresponding number at the end of Part 2.
- B. Up to 20 points for how creatively the materials are used.
- C. Up to 20 points for how well the team works together

# Destination ImagiNation®

## *Instant Challenge*

Entry Level

### PING-PONG PASTA

**Challenge:** Your **TASK** is to build a tower out of pasta that is as high as possible and that will balance Ping-Pong balls.

**Time:** You will have up to 5 minutes to use your IMAGINATION to design and build your pasta tower that is as high as possible and up to 1 minute to balance Ping-Pong balls on the tower.

**Set-up:** There is a table with materials you may use to build your tower, as well as 10 Ping-Pong balls.

#### **Procedure:**

•Part One (5 minutes): Use the materials on the table to build a pasta tower that is as high as possible on which you can balance Ping-Pong balls. The tower may not be attached to the table. Your tower should be completed by the end of Part 1. However, you may stop building at any time and ask to be scored. During Part 1, you may practice balancing Ping-Pong balls on the tower, but there should be no balls on the tower at the end of Part 1. You will be warned when 2 minutes remain and warned when 30 seconds remain in Part 1. **YOU MUST HAVE A TOWER BUILT BY THE END OF PART 1 IN ORDER TO ADVANCE TO PART 2.**

•Part Two (1 minute): Balance Ping-Pong balls on the tower for score without touching the tower. When you think you have all the Ping-Pong balls you want to place on the structure, you must tell the Appraisers to start timing. The Ping-Pong balls must remain in place for 15 seconds to receive score. If you have not told the Appraisers to start timing, the 15 seconds will start at the end of Part 2.

#### **Materials:**

25 pieces of Differently Shaped Pasta

3 Rubber Bands

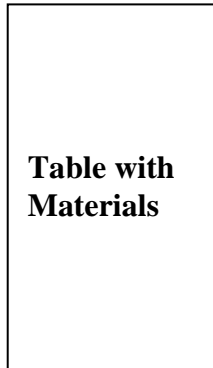
12 inches (30 cm) of  
Masking Tape

**Scoring:** You will receive

- A. 2 points for each full inch (2.5 cm) of height of your tower above the table at the end of Part 1.
- B. 2 points for each Ping-Pong ball successfully balanced on the tower in Part 2.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

### **For Appraisers only:**

1. The set-up consists of table with materials.



2. The distance from the table to the top of the pasta tower should be measured immediately at the end of Part 1, or earlier if the team asks to be scored.
3. If the team is unable to build a tower in Part 1, they may not place Ping-Pong balls for score.
4. The 25 pieces of pasta consist of:

2 pieces of lasagna	10 pieces of linguini
4 pieces of penne	4 pieces of rigatoni
5 wagon wheels	
5. The team should be warned when they have 30 seconds remaining in Part 1.

## Destination ImagiNation® PING-PONG PASTA

**Challenge:** Your **TASK** is to build a tower out of pasta that is as high as possible and that will balance Ping-Pong balls.

**Time:** You will have up to 5 minutes to use your IMAGINATION to design and build your pasta tower that is as high as possible and up to 1 minute to balance Ping-Pong balls on the tower.

**Set-up:** There is a table with materials you may use to build your tower, as well as 10 Ping-Pong balls.

### Procedure:

•Part One (5 minutes): Use the materials on the table to build a pasta tower that is as high as possible on which you can balance Ping-Pong balls. The tower may not be attached to the table. Your tower should be completed by the end of Part 1. However, you may stop building at any time and ask to be scored. During Part 1, you may practice balancing Ping-Pong balls on the tower, but there should be no balls on the tower at the end of Part 1. You will be warned when 2 minutes remain and warned when 30 seconds remain in Part 1. **YOU MUST HAVE A TOWER BUILT BY THE END OF PART 1 IN ORDER TO ADVANCE TO PART 2.**

•Part Two (1 minute): Balance Ping-Pong balls on the tower for score without touching the tower. When you think you have all the Ping-Pong balls you want to place on the structure, you must tell the Appraisers to start timing. The Ping-Pong balls must remain in place for 15 seconds to receive score. If you have not told the Appraisers to start timing, the 15 seconds will start at the end of Part 2.

### Materials:

25 pieces of Differently Shaped Pasta

3 Rubber Bands

12 inches (30 cm) of  
Masking Tape

**Scoring:** You will receive

- A. 2 points for each full inch (2.5 cm) of height of your tower above the table at the end of Part 1.
- B. 2 points for each Ping-Pong ball successfully balanced on the tower in Part 2.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry Level**  
**STALACTITE**

**Challenge:** Your **TASK** is to create a stalactite that comes as close to the floor as possible, without touching the floor.

For the purpose of this Challenge, a “stalactite” is a structure that hangs down from something. An icicle hanging from a roof is an example of what this would look like.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss strategy and up to 4 minutes to build your stalactite. During your IMAGINATION time, you may not touch the materials.

**Set-up:** In the middle of the room are two ladders connected on top by a board. Hanging down from the board is a small wooden block that you must use as the base for your stalactite. A step stool is available to help reach the wooden block. There are materials on the table that you can use for building.

**Procedure:** Using the materials provided, you are to make a stalactite that hangs down from the small wooden block and is as long as possible without touching the floor. The materials that you use to build the stalactite may only touch the wooden block and each other. The mailing labels may NOT be attached to the block or the golf ball. Extra score will be given if the golf balls are included in your stalactite. You may be scored at the end of the 4 minutes of building time, or earlier if you wish. The stalactite should come as close to the floor as possible without touching the floor.

**Materials:**

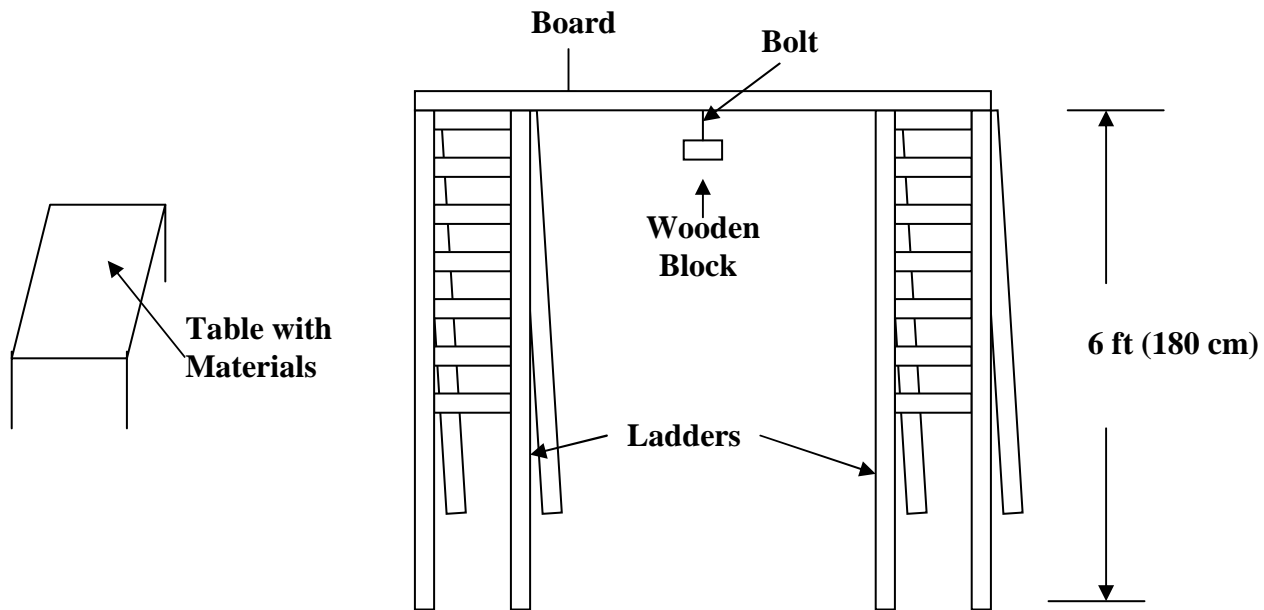
6 straws	6 Paper Clips	2 Rubber Bands	2 Erasers
2 Mailing Labels	2 Index Cards	6 Coffee Stirrers	2 Pencils
12 Toothpicks	24 in (60 cm) of String	2 Golf Balls (may NOT be damaged)	

**Scoring:** You will receive

- A. 1 point for each full inch (2.5 cm) measured straight down from the board to the floor that your stalactite hangs without touching the floor.
- B. 10 points (20 points maximum) for each golf ball included in your stalactite (assuming it does not touch the floor).
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

### For Appraisers only:

1. The set-up consists of two ladders connected by a 6 ft (180 cm) board on top. The board is attached to the ladders. There is a 4 in X 4 in X 1 in (10 cm X 10 cm X 2.5 cm) wooden block that hangs down from the board. There is also a table with materials.



2. A step stool should be available to help reach the wooden block.
3. If the distance between the bottom of the wooden block and the floor is known, to obtain the length of the stalactite, the Appraisers only need to measure the distance from the bottom of the stalactite to the floor. This measurement can be subtracted from the first to obtain how far the stalactite hangs down from the wooden block. This measurement should be checked occasionally turning the competition to make sure the block has not shifted.

## Destination ImagiNation® STALACTITE

**Challenge:** Your **TASK** is to create a stalactite that comes as close to the floor as possible, without touching the floor.

For the purpose of this Challenge, a “stalactite” is a structure that hangs down from something. An icicle hanging from a roof is an example of what this would look like.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss strategy and up to 4 minutes to build your stalactite. During your IMAGINATION time, you may not touch the materials.

**Set-up:** In the middle of the room are two ladders connected on top by a board. Hanging down from the board is a small wooden block that you must use as the base for your stalactite. A step stool is available to help reach the wooden block. There are materials on the table that you can use for building.

**Procedure:** Using the materials provided, you are to make a stalactite that hangs down from the small wooden block and is as long as possible without touching the floor. The materials that you use to build the stalactite may only touch the wooden block and each other. The mailing labels may NOT be attached to the block or the golf ball. Extra score will be given if the golf balls are included in your stalactite. You may be scored at the end of the 4 minutes of building time, or earlier if you wish. The stalactite should come as close to the floor as possible without touching the floor.

### Materials:

6 straws	6 Paper Clips	2 Rubber Bands	2 Erasers
2 Mailing Labels	2 Index Cards	6 Coffee Stirrers	2 Pencils
12 Toothpicks	24 in (60 cm) of String	2 Golf Balls (may NOT be damaged)	

**Scoring:** You will receive

- A. 1 point for each full inch (2.5 cm) measured straight down from the board to the floor that your stalactite hangs without touching the floor.
- B. 10 points (20 points maximum) for each golf ball included in your stalactite (assuming it does not touch the floor).
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

# Destination ImagiNation®

## *Instant Challenge*

### Advanced Level

## STRETCH IT

**Challenge:** Your TASK is to add objects to a tray so that it descends to the floor as close as possible without touching the floor.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss strategy and up to 5 minutes to add objects to a tray to suspend it just above the floor.

**Set-up:** In the middle of the room is a tray that is suspended from an elastic band. The tray may be lowered by putting objects on it. The suspended tray is surrounded by a taped line that may NOT be crossed. Outside the taped area, there is a table with objects of different weights and materials you may use to place the objects on the tray.

**Procedure:** During the Challenge, no part of a team member's body may cross the taped lines. If any part of a team member's body crosses one of the taped lines while the team member is placing an object, the object must be brought back across the taped line and placed again.

•Part One (2 minutes): Discuss strategy. You MAY touch the weights and materials, but you MAY NOT start building or testing anything.

•Part Two (5 minutes): Using the provided materials, you are to make one or more devices that will allow you to place objects on the tray. After building the device(s), you are to use the device(s) to add objects to the tray so that it is suspended just above the floor. You may remove objects at any time, but NO objects may be directly under the tray to prevent it from touching the floor. The closer the tray is to the floor without touching the floor, the more score your team will receive. You may not intentionally push or pull the tray as part of your solution.

### **Materials:**

#### May NOT be damaged:

2 6 ft (180 cm) Wooden Poles

1 PVC Pipe 5 ft (150 cm) in Length

1 Plastic Cup

#### May be changed:

2 6 ft (180 cm) Pieces of String

6 Paper Clips

6 Mailing Labels

2 Pencils

4 Straws

6 Toothpicks

#### Objects to add to the tray (may NOT be damaged):

2 Metal U's

4 Large Nails

Hammer

Small Plastic Jar

2 Golf Balls

Small Book

2 Decks of Cards

Screwdriver

**Scoring:** You will receive

A. Variable points depending upon how far the tray is suspended above the floor:

up to 1 in (2.5 cm): 50 points

1 up to 2 in (2.5 – 5 cm): 40 points

2 up to 4 in (5 – 10 cm): 30 points

4 up to 8 in (10 – 20 cm): 20 points

8 up to 12 in (20 – 30 cm): 10 points

12 or more in ( $\geq$  30 cm): 5 points

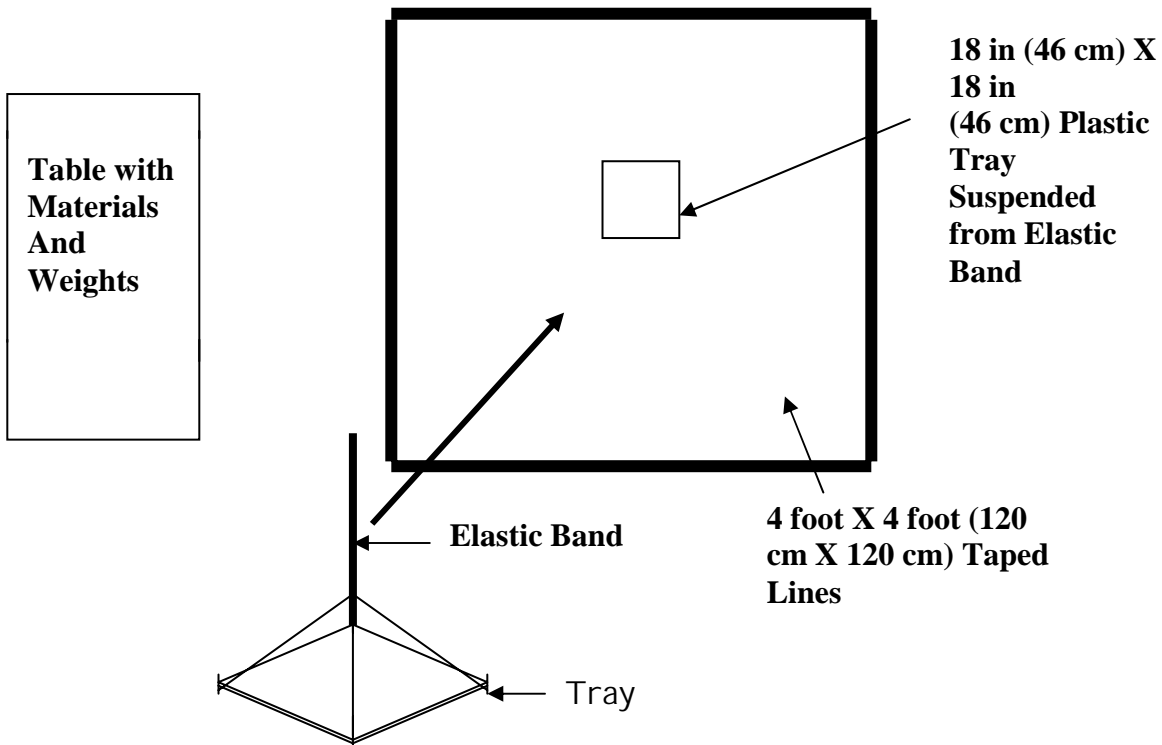
B. Up to 30 points for how creatively you use the materials.

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



### For Appraisers only:

1. The set-up consists of tray suspended from an elastic band about 2 feet above the floor. The other end of the elastic band is attached to a rope that is attached to the ceiling. The tray is surrounded by a 4 foot X 4 foot (120 cm X 120 cm) taped square. Outside the taped square is a table with materials and weights.



2. Appraisers need to be positioned near the taped lines so that they may determine if any part of a team member's body crosses one of the taped lines. If a team member crosses over a taped line, that team member should be warned. Any objects that are placed on the tray as a result of the team member crossing over the line should be removed by the team before proceeding.
3. The elastic band holding the tray needs to be replaced after each team competes.
4. If an object falls on the ground, the team may retrieve the object. However, if the tray is resting on an object that ends up directly underneath it and prevents the tray from being any lower, the team should receive 0 for score element A.
5. If the tray touches the ground, team members may remove an object as long as time remains. The object must be removed using the team-created device.
6. An object on the tray may touch the ground as long as the object does not prevent the tray from touching the floor.

# Destination ImagiNation®

## STRETCH IT

**Challenge:** Your TASK is to add objects to a tray so that it descends to the floor as close as possible without touching the floor.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss strategy and up to 5 minutes to add objects to a tray to suspend it just above the floor.

**Set-up:** In the middle of the room is a tray that is suspended from an elastic band. The tray may be lowered by putting objects on it. The suspended tray is surrounded by a taped line that may NOT be crossed. Outside the taped area, there is a table with objects of different weights and materials you may use to place the objects on the tray.

**Procedure:** During the Challenge, no part of a team member's body may cross the taped lines. If any part of a team member's body crosses one of the taped lines while the team member is placing an object, the object must be brought back across the taped line and placed again.

•Part One (2 minutes): Discuss strategy. You MAY touch the weights and materials, but you MAY NOT start building or testing anything.

•Part Two (5 minutes): Using the provided materials, you are to make one or more devices that will allow you to place objects on the tray. After building the device(s), you are to use the device(s) to add objects to the tray so that it is suspended just above the floor. You may remove objects at any time, but NO objects may be directly under the tray to prevent it from touching the floor. The closer the tray is to the floor without touching the floor, the more score your team will receive. You may not intentionally push or pull the tray as part of your solution.

### Materials:

#### May NOT be damaged:

2 6 ft (180 cm) Wooden Poles

1 PVC Pipe 5 ft (150 cm) in Length

1 Plastic Cup

#### May be changed:

2 6 ft (180 cm) Pieces of String

6 Paper Clips

6 Mailing Labels

2 Pencils

4 Straws

6 Toothpicks

#### Objects to add to the tray (may NOT be damaged):

2 Metal U's

4 Large Nails

Hammer

Small Plastic Jar

2 Golf Balls

Small Book

2 Decks of Cards

Screwdriver

**Scoring:** You will receive

A. Variable points depending upon how far the tray is suspended above the floor:

up to 1 in (2.5 cm): 50 points

1 up to 2 in (2.5 – 5 cm): 40 points

2 up to 4 in (5 – 10 cm): 30 points

4 up to 8 in (10 – 20 cm): 20 points

8 up to 12 in (20 – 30 cm): 10 points

or more in (≥ 30 cm): 5 points

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

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

**Destination ImagiNation®**  
***Instant Challenge***  
Entry Level  
**SWING IT ACROSS**

**Challenge:** Your **TASK** is to create a container that will allow you to move Ping-Pong balls back and forth across taped lines.

**Time:** You will have up to 5 minutes to use your IMAGINATION to build your container and practice, and up to 2 minutes to move Ping-Pong balls for score.

**Set-up:** In the center of the room is a rope that hangs from the ceiling. Attached to the bottom end of the rope is a Frisbee. There are also two taped lines on the floor on either side of the rope. The length of the rope has been adjusted so that it can be released on one side of the taped lines and caught on the far side of the other line. There is also a table on each side of the taped lines with 10 Ping-Pong balls on each, labeled Table 1 and Table 2. The balls on each side are a different color. In addition, on one of the tables there are materials you may use to build a container on the Frisbee that will allow you to move Ping-Pong balls back and forth across the taped lines.

**Procedure:**

•Part One (5 minutes): Use the materials on the table to make a container on the Frisbee that will allow you to move Ping-Pong balls back and forth across the taped lines. During Part 1, you may also practice moving Ping-Pong balls. At the end of Part 1, all Ping-Pong balls will be returned to their original positions.

•Part Two (2 minutes): Move Ping-Pong balls for score. In order to receive score, the Frisbee must be completely behind one of the taped lines when it is released and caught on the far side of the taped lines. **No part of a team member's body may cross one of the taped lines when releasing or catching the Frisbee.** If a team member misses catching the Frisbee, the Frisbee may be retrieved. The goal is to use the container on the Frisbee to move as many of the colored Ping-Pong balls to the opposite side. Any materials or Ping-Pong balls that drop in between the taped lines during Part 2 may NOT be retrieved.

**Materials:**

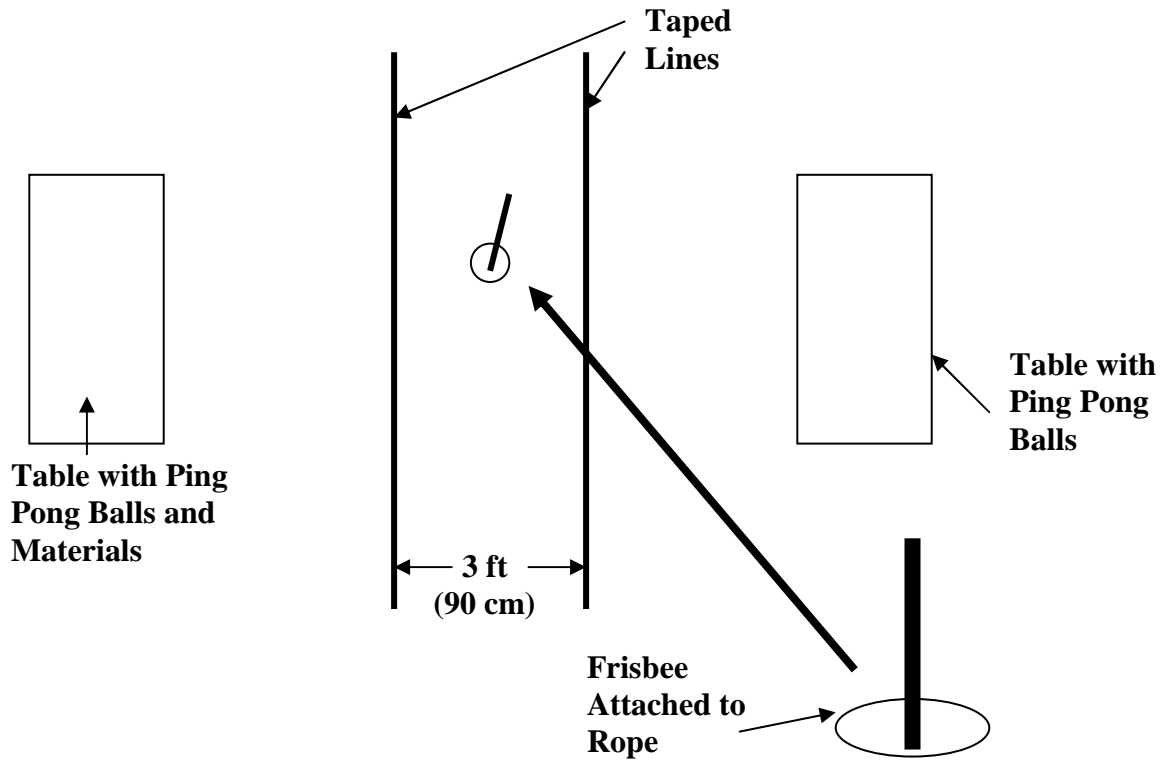
2 Sheets of Paper	4 Pencils	2 12 in (30 cm) Pieces of String	6 Clothespins
2 Rubber Bands	1 Styrofoam Cup	2 Mailing Labels (may NOT be attached to the Frisbee)	3 Straws

**Scoring:** You will receive

- A. 3 points (60 points maximum) for each Ping-Pong Ball that changes sides during Part 2.
- B. Up to 20 points for the creativity of your container.
- C. Up to 20 points for how well your team works together.

### For Appraisers only:

1. The set-up consists of rope hanging from the ceiling. Attached to the bottom end of the rope is a Frisbee (open side down). On either side of the rope are two taped lines, 3 ft (90 cm) apart. Outside of each line, there is a table with 10 Ping-Pong Balls on each. The Ping-Pong balls on each side are of different colors. On one of the tables there are also materials.



2. If part of a team member's body crosses a taped line in releasing or catching the Frisbee, Ping-Pong balls moved during that release would not receive score. However, the team could try the maneuver again.
3. If the team does not catch the Frisbee and it stops in between the two taped lines, the team that released the Frisbee may retrieve the rope and try again.

## Destination ImagiNation®

### SWING IT ACROSS

**Challenge:** Your **TASK** is to create a container that will allow you to move Ping-Pong balls back and forth across taped lines.

**Time:** You will have up to 5 minutes to use your IMAGINATION to build your container and practice, and up to 2 minutes to move Ping-Pong balls for score.

**Set-up:** In the center of the room is a rope that hangs from the ceiling. Attached to the bottom end of the rope is a Frisbee. There are also two taped lines on the floor on either side of the rope. The length of the rope has been adjusted so that it can be released on one side of the taped lines and caught on the far side of the other line. There is also a table on each side of the taped lines with 10 Ping-Pong balls on each, labeled Table 1 and Table 2. The balls on each side are a different color. In addition, on one of the tables there are materials you may use to build a container on the Frisbee that will allow you to move Ping-Pong balls back and forth across the taped lines.

### Procedure:

•**Part One (5 minutes):** Use the materials on the table to make a container on the Frisbee that will allow you to move Ping-Pong balls back and forth across the taped lines. During Part 1, you may also practice moving Ping-Pong balls. At the end of Part 1, all Ping-Pong balls will be returned to their original positions.

•**Part Two (2 minutes):** Move Ping-Pong balls for score. In order to receive score, the Frisbee must be completely behind one of the taped lines when it is released and caught on the far side of the taped lines. **No part of a team member's body may cross one of the taped lines when releasing or catching the Frisbee.** If a team member misses catching the Frisbee, the Frisbee may be retrieved. The goal is to use the container on the Frisbee to move as many of the colored Ping-Pong balls to the opposite side. Any materials or Ping-Pong balls that drop in between the taped lines during Part 2 may NOT be retrieved.

### Materials:

2 Sheets of Paper	4 Pencils	2 12 in (30 cm) Pieces of String	6 Clothespins
2 Rubber Bands	1 Styrofoam Cup	2 Mailing Labels (may NOT be attached to the Frisbee)	3 Straws

**Scoring:** You will receive

- 3 points (60 points maximum) for each Ping-Pong Ball that changes sides during Part 2.
- Up to 20 points for the creativity of your container.
- Up to 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
Entry Level  
**TALLER AND SMALLER**

**Challenge:** Decide how the world would be different in 3 situations where something is taller or smaller, and present a **PERFORMANCE** to the Appraisers explaining how the world would be different in each situation.

**Time:** You will have up to 5 minutes to use your IMAGINATION to choose 3 situations where something is taller or smaller and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** We tend to take many things for granted, particularly the size of things around us. But what if all fish were the size of whales? Or airplanes were the size of bananas? How would that affect us? From the examples on the table, your team is to choose 3 different situations where something is taller or smaller. You should then decide how the world would be different in each situation. You will have up to 2 minutes to give a **PERFORMANCE** to the Appraisers, sharing your ideas one situation at a time.

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

**Scoring:** You will receive up to

- A. 20 points (60 points maximum) for the creativity of how each situation would make the world different.
- B. 20 points for the overall creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

## Destination ImagiNation® TALLER AND SMALLER

**Challenge:** Decide how the world would be different in 3 situations where something is taller or smaller, and present a **PERFORMANCE** to the Appraisers explaining how the world would be different in each situation.

**Time:** You will have up to 5 minutes to use your IMAGINATION to choose 3 situations where something is taller or smaller and up to 2 minutes to present your **PERFORMANCE**.

**The Scene:** We tend to take many things for granted, particularly the size of things around us. But what if all fish were the size of whales? Or airplanes were the size of bananas? How would that affect us? From the examples on the table, your team is to choose 3 different situations where something is taller or smaller. You should then decide how the world would be different in each situation. You will have up to 2 minutes to give a **PERFORMANCE** to the Appraisers, sharing your ideas one situation at a time.

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

**Scoring:** You will receive up to

- A. 20 points (60 points maximum) for the creativity of how each situation would make the world different.
- B. 20 points for the overall creativity of your **PERFORMANCE**.
- C. 20 points for how well your team works together.

# **SITUATION 1:**

Humans are one foot tall.

# **SITUATION 2:**

Earthworms are ten feet long.



**METRIC:**

## **SITUATION 1:**

Humans are thirty  
centimeters tall.

## **SITUATION 2:**

Earthworms are three  
meters long.

## **SITUATION 3:**

Birds are as large as elephants.

## **SITUATION 4:**

Watermelons are the size of grapes.

## **SITUATION 5:**

Cows are the size of postage stamps.

## **SITUATION 6:**

Eyeglasses are the size of car windshields?

## **SITUATION 7:**

Telephones are the size of firetrucks.

## **SITUATION 8:**

A roll of toilet paper is the same size as a school desk.

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry and Advanced Levels**  
**TEAM MEMBER TOWER**

**Challenge:** Your **TASK** is to build a free-standing tower on the back of one of your team members and then present a **PERFORMANCE**, in which you tell the Appraisers what is special about the tower.

In this Challenge, “free-standing” means that the tower may NOT be attached to the team member or the team member’s clothing.

**Time:** You will have up to 5 minutes to use your IMAGINATION to build a free-standing tower on the back of one of your team members and prepare your presentation, and up to 1 minute to present your **PERFORMANCE**, in which you tell the Appraisers what is special about the tower.

**Set-up:** On the table are materials you may use to build your tower. There is also a mat for one of your team members to kneel on, and a stepping stool.

**Procedure:**

•Part One (5 minutes): Choose one of your team members to build a free- standing tower on. That team member must kneel on the mat, supported only by hands and knees. The mat may NOT be moved. Using the materials on the table, you should then build a tower that is as high as possible on the back of your teammate. At the end of 5 minutes, or earlier if the team wishes, the Appraisers will measure the height of the tower from the team member’s back. The tower may only be touching the back of the team member kneeling on the floor when it is measured. During Part 1, you should also plan your presentation.

•Part Two (1 minute): Present a **PERFORMANCE**, in which you tell the Appraisers what is special about the tower.

**Materials:**

4 Styrofoam Cups	4 Pieces of Lasagna	2 12in (30 cm) Pieces of String	6 Straws
4 Index Cards	2 Rubber Bands	6 Mailing Labels	2 Pencils

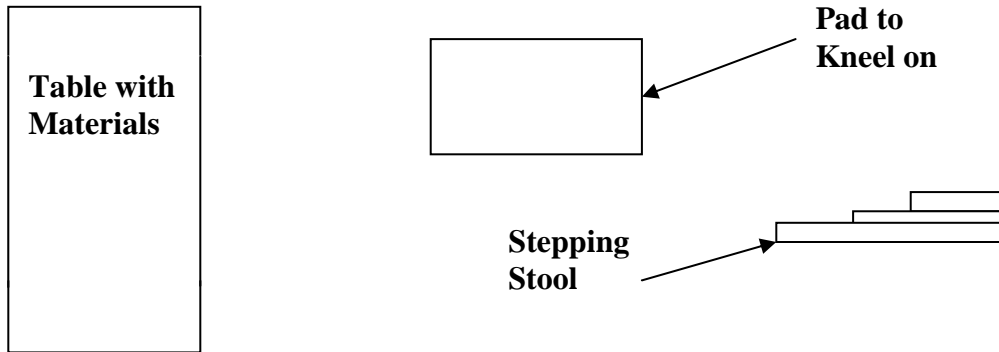
A piece of paper and a pencil (may NOT be used as part of tower) will also be available for your team to use as you plan your **PERFORMANCE**.

**Scoring:** You will receive

- A. 2 points for each full inch (2.5 cm) of height of your tower measured from the back of your teammate.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for the creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

### **For Appraisers only:**

1. The set-up consists of a table with materials and a pad for one of the team members to kneel on. In addition, there is a stepping stool.



2. The height of the structure should be measured with a yardstick (meterstick) placed just above the back of the team member who is kneeling. Care must be taken not to disturb the structure until it has been measured.

## Destination ImagiNation® TEAM MEMBER TOWER

**Challenge:** Your **TASK** is to build a free-standing tower on the back of one of your team members and then present a **PERFORMANCE**, in which you tell the Appraisers what is special about the tower.

In this Challenge, “free-standing” means that the tower may NOT be attached to the team member or the team member’s clothing.

**Time:** You will have up to 5 minutes to use your IMAGINATION to build a free-standing tower on the back of one of your team members and prepare your presentation, and up to 1 minute to present your **PERFORMANCE**, in which you tell the Appraisers what is special about the tower.

**Set-up:** On the table are materials you may use to build your tower. There is also a mat for one of your team members to kneel on, and a stepping stool.

### Procedure:

•Part One (5 minutes): Choose one of your team members to build a free-standing tower on. That team member must kneel on the mat, supported only by hands and knees. The mat may NOT be moved. Using the materials on the table, you should then build a tower that is as high as possible on the back of your teammate. At the end of 5 minutes, or earlier if the team wishes, the Appraisers will measure the height of the tower from the team member’s back. The tower may only be touching the back of the team member kneeling on the floor when it is measured. During Part 1, you should also plan your presentation.

•Part Two (1 minute): Present a **PERFORMANCE**, in which you tell the Appraisers what is special about the tower.

### Materials:

4 Styrofoam Cups	4 Pieces of Lasagna	2 12in (30 cm) Pieces of String	6 Straws
4 Index Cards	2 Rubber Bands	6 Mailing Labels	2 Pencils

A piece of paper and a pencil (may NOT be used as part of tower) will also be available for your team to use as you plan your **PERFORMANCE**.

**Scoring:** You will receive

- 2 points for each full inch (2.5 cm) of height of your tower measured from the back of your teammate.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for the creativity of your **PERFORMANCE**.
- Up to 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Entry and Advanced Levels**  
**THE SKY'S THE LIMIT**

**Challenge:** Your **TASK** is to design your own space to hold team practices and present a **PERFORMANCE**, sharing your ideas with the Appraisers.

**Time:** You will have up to 4 minutes to use your **IMAGINATION** to design and create a model of your space, and up to 2 minutes to present your **PERFORMANCE**, sharing your ideas with the Appraisers.

**The Scene:** Your team has just learned that it may design its own space (room) for team practices. The space can be any size or shape. It can have anything in it that you want. The sky's the limit! Using the materials on the table, you are to create a model of your space and then present your ideas and model to the Appraisers. You should try to use the space effectively! You should also think of a name for your practice room and tell that to the Appraisers before you begin your **PERFORMANCE**.

**Materials that you may use to build your model:**

**May NOT be damaged:**

5 Thick Markers	5 Thin Markers	4 Pencils (sharpened)
3 Pairs of Scissors	1 Ruler	

**May be changed:**

6 Flexible Straws	6 Mailing Labels	4 Paper Clips
1 Piece of Poster Board	8 Pieces of Construction Paper (4 Different Colors)	

A piece of paper and a pencil will also 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 design and model.
- B. 40 points for the creativity of your **PERFORMANCE**.
- C. 10 points for the creativity of your practice room's name.
- D. 20 points for how well your team works together.



## **FOR APPRAISERS ONLY:**

1. When scoring, look for the details of how the team used the space. Did they use the space effectively? Did they include such things as a construction area, a storage area for supplies, open area for practices, area for team breaks, etc.? The intent is to appraise the creative and effective use of space.
2. Make sure the same 4 colors of construction paper are used for all teams of the same level and challenge.

## Destination ImagiNation® THE SKY'S THE LIMIT

**Challenge:** Your **TASK** is to design your own space to hold team practices and present a **PERFORMANCE**, sharing your ideas with the Appraisers.

**Time:** You will have up to 4 minutes to use your **IMAGINATION** to design and create a model of your space, and up to 2 minutes to present your **PERFORMANCE**, sharing your ideas with the Appraisers.

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### Materials that you may use to build your model:

**May NOT be damaged:**

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3 Pairs of Scissors	1 Ruler	

**May be changed:**

6 Flexible Straws	6 Mailing Labels	4 Paper Clips
1 Piece of Poster Board	8 Pieces of Construction Paper (4 Different Colors)	

A piece of paper and a pencil will also 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 design and model.
- B. 40 points for the creativity of your **PERFORMANCE**.
- C. 10 points for the creativity of your practice room's name.
- D. 20 points for how well your team works together.

# Destination ImagiNation®

## *Instant Challenge*

Entry Level

### **WATER BRIDGE**

**Challenge:** Your **TASK** is to build a bridge that will support a container and add water to the container.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build and test a bridge that will support a container and up to 1 minute to add water to the container for score.

**Set-up:** In the middle of the room is tub filled with water that also contains two bricks. On the table there are materials that you may use to make a bridge between the two bricks and containers that may be placed on the bridge. Finally, in the tub there is a plastic cup that holds 4 ounces (1/2 cup or 120 ml) of water that may be used to add water to one of the containers.

#### **Procedure:**

•Part One (6 minutes): Use the materials on the table to build a bridge that connects the bricks. The bridge may only rest on top of the bricks. You should also select **ONE** of the containers to sit on top of the bridge in between the two bricks. You may practice adding water to the container, but at the end of Part 1, the bridge must be in place supporting an empty container. You will be warned when there is 30 seconds left in Part 1. **IF YOU DO NOT HAVE A BRIDGE SUPPORTING AN EMPTY CONTAINER IN PLACE AT THE END OF PART 1, YOU WILL NOT BE ABLE TO CONTINUE TO PART 2.**

•Part Two (1 minute): Without touching the bridge or the container, you may add water to the container 1/2 cup (120 ml) at a time until either the bridge collapses, the container falls off the bridge, or the container holds six 1/2 cups (120 ml) of water.

#### **Materials to Use to Build the Bridge:**

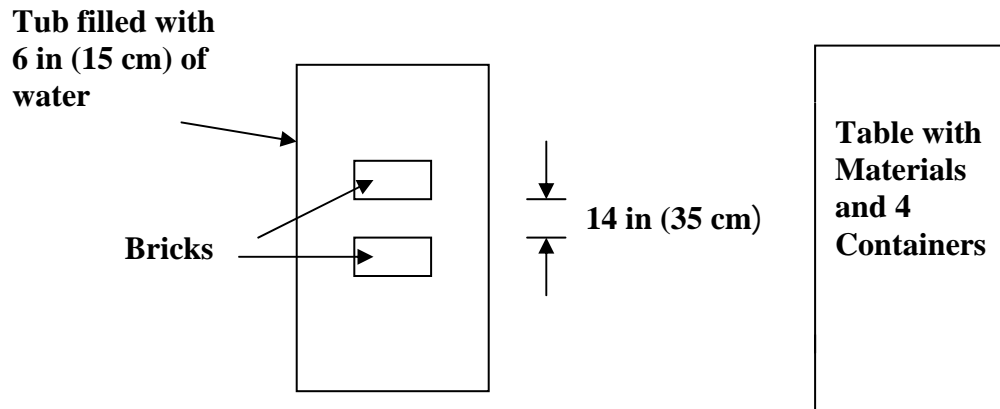
20 Toothpicks	6 Straws	1 Piece of Aluminum Foil	4 Mailing Labels
2 Rubber Bands	2 Index Cards	1 9 in (23 cm) Paper Plate	4 Paper Clips
2 Styrofoam Cups	2 Pencils	18 in (45 cm) of String	6 Coffee Stirrers

**Scoring:** You will receive

- 10 points if at the end of Part 1, there is a bridge that connects the two bricks and supports one of the containers.
- 5, 10, 15, or 20 points depending upon which container has been chosen.
- 5 points (30 points maximum) for each full 1/2 cup (120 ml) of water that you add to the container that is supported by the bridge.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

### For Appraisers only:

1. The set-up consists of tub in the middle of the room that contains 6 in (15 cm) of water. In the middle of the tub are two bricks 14 in (35 cm) apart. Next to the tub is a table with materials and 4 containers.



2. The 4 containers should be of varying shapes and sizes, ranging from a volume of about one cup (240 ml) to a volume of 4  $\frac{1}{2}$  cups (1080 ml). The selection should include some tall, narrow containers, as well as short, wide containers. The containers should be labeled 5, 10, 15 or 20 points. Small, compact, light containers should receive fewer points than those that are larger, heavier or oddly shaped.
3. When adding water, if any of the water spills out and does not go into the container, the team should not receive credit for that  $\frac{1}{2}$  cup (240 ml).
4. A towel and mop should be available to keep the floor dry.
5. The bricks will be more than 6 inches (15 cm) high so that they sit above the water.

## Destination ImagiNation® WATER BRIDGE

**Challenge:** Your **TASK** is to build a bridge that will support a container and add water to the container.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build and test a bridge that will support a container and up to 1 minute to add water to the container for score.

**Set-up:** In the middle of the room is tub filled with water that also contains two bricks. On the table there are materials that you may use to make a bridge between the two bricks and containers that may be placed on the bridge. Finally, in the tub there is a plastic cup that holds 4 ounces (1/2 cup or 120 ml) of water that may be used to add water to one of the containers.

### Procedure:

•Part One (6 minutes): Use the materials on the table to build a bridge that connects the bricks. The bridge may only rest on top of the bricks. You should also select **ONE** of the containers to sit on top of the bridge in between the two bricks. You may practice adding water to the container, but at the end of Part 1, the bridge must be in place supporting an empty container. You will be warned when there is 30 seconds left in Part 1. **IF YOU DO NOT HAVE A BRIDGE SUPPORTING AN EMPTY CONTAINER IN PLACE AT THE END OF PART 1, YOU WILL NOT BE ABLE TO CONTINUE TO PART 2.**

•Part Two (1 minute): Without touching the bridge or the container, you may add water to the container 1/2 cup (120 ml) at a time until either the bridge collapses, the container falls off the bridge, or the container holds six 1/2 cups (120 ml) of water.

### Materials to Use to Build the Bridge:

20 Toothpicks	6 Straws	1 Piece of Aluminum Foil	4 Mailing Labels
2 Rubber Bands	2 Index Cards	1 9 in (23 cm) Paper Plate	4 Paper Clips
2 Styrofoam Cups	2 Pencils	18 in (45 cm) of String	6 Coffee Stirrers

**Scoring:** You will receive

- A. 10 points if at the end of Part 1, there is a bridge that connects the two bricks and supports one of the containers.
- B. 5, 10, 15, or 20 points depending upon which container has been chosen.
- C. 5 points (30 points maximum) for each full 1/2 cup (120 ml) of water that you add to the container that is supported by the bridge.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**WHAT'S FOR DINNER?**

**Challenge:** Create a menu with 3 courses and 4 unusual ingredients and then present a **PERFORMANCE** where you cook and serve the meal.

**Time:** You will have up to 3 minutes to use your IMAGINATION to plan a menu and write down 3 courses and 4 unusual ingredients on a piece of paper and then up to 4 minutes to present your **PERFORMANCE**.

**The Scene:** You have been asked to create, cook and serve a meal to some Dignitaries your team wants to impress. For the purpose of this Challenge, a Dignitary is an important person.

•Part One (3 minutes): Create a menu with 3 courses and 4 unusual ingredients. By the end of Part One, you must have written down the 3 courses and 4 unusual ingredients on a piece of paper. At the end of Part One, you will give this piece of paper to an Appraiser.

•Part Two (4 minutes): Present a **PERFORMANCE** in which you cook and serve the meal to the Dignitaries. Some of your team members may act as the Dignitaries if you wish.

**Materials:**

A table and 4 chairs may be used in your presentation.

In addition, you will have 2 sheets of paper and 2 pencils. On one of the pieces of paper, you should fill in the 3 courses and 4 unusual ingredients. You may use the second piece of paper to plan your **PERFORMANCE**.

**Scoring:** You will receive up to

- A. 30 points for the creativity of the menu.
- B. 5 points (20 points maximum) for the creativity of each unusual ingredient.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## Destination ImagiNation® WHAT'S FOR DINNER?

**Challenge:** Create a menu with 3 courses and 4 unusual ingredients and then present a **PERFORMANCE** where you cook and serve the meal.

**Time:** You will have up to 3 minutes to use your IMAGINATION to plan a menu and write down 3 courses and 4 unusual ingredients on a piece of paper and then up to 4 minutes to present your **PERFORMANCE**.

**The Scene:** You have been asked to create, cook and serve a meal to some Dignitaries your team wants to impress. For the purpose of this Challenge, a Dignitary is an important person.

•Part One (3 minutes): Create a menu with 3 courses and 4 unusual ingredients. By the end of Part One, you must have written down the 3 courses and 4 unusual ingredients on a piece of paper. At the end of Part One, you will give this piece of paper to an Appraiser.

•Part Two (4 minutes): Present a **PERFORMANCE** in which you cook and serve the meal to the Dignitaries. Some of your team members may act as the Dignitaries if you wish.

### Materials:

A table and 4 chairs may be used in your presentation.

In addition, you will have 2 sheets of paper and 2 pencils. On one of the pieces of paper, you should fill in the 3 courses and 4 unusual ingredients. You may use the second piece of paper to plan your **PERFORMANCE**.

**Scoring:** You will receive up to

- A. 30 points for the creativity of the menu.
- B. 5 points (20 points maximum) for the creativity of each unusual ingredient.
- C. 30 points for the creativity of your **PERFORMANCE**.
- D. 20 points for how well your team works together.

## WHAT'S FOR DINNER?

### COURSES:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

### UNUSUAL INGREDIENTS:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_



**Destination ImagiNation®**  
***Instant Challenge***  
**Advanced Level**  
**YOU DON'T SAY!**

**Challenge:** You are to present a **PERFORMANCE**, in which you communicate words or terms using only drawings and actions.

**Time:** You will have up to 2 minutes to use your IMAGINATION to develop strategy and to divide your team into 3 groups, and then up to 5 minutes to identify words.

**The Scene:** Your team is being challenged to communicate common words or terms using both drawing and actions. There is a line with an easel positioned so that a team standing behind the line cannot see what is being drawn on the easel.

•Part One (2 minutes): Develop strategy. You should divide your team into 3 groups. One group should go behind the line, the second group should go to the easel, and the third group should stand behind the group at the easel where they can be seen by the group standing behind the line.

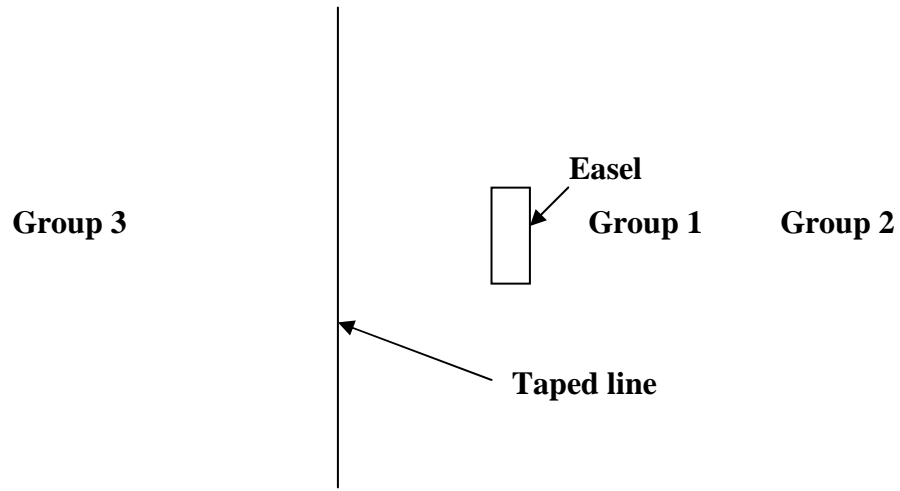
•Part Two (5 minutes): The group at the easel will be shown a word or term. Using only non-verbal, silent drawings, they are to communicate the word or term on the card to the group standing behind them. The group standing behind them should then use any non-verbal, silent means they can to communicate to the group standing behind the line what they think the word or term is. The group standing behind the line may talk all they want and make as many guesses as they want. They should speak loudly and clearly as a word or term may not be scored unless it is heard by an Appraiser. When they get the word or term exactly right, an Appraiser will say, "Correct," time will momentarily stop and all three teams will rotate. Once the teams have rotated, another word or term will be shown to the group at the easel, time will restart and the whole process repeated until 5 minutes have elapsed. The team standing behind the line may also decide to pass, in which case all teams will rotate. If a word or term is passed, it cannot be attempted again. There are 12 words or terms to identify. The team may use the front side of only one sheet of paper in Part Two.

**Scoring:** You will receive

- A. 10 points for each word or term that is correctly identified.
- B. Up to 30 points for how creatively the words are communicated.
- C. Up to 20 points for how your team works together.

**For Appraisers only:**

1. The room is set-up as follows:



2. A watch that counts down and can be stopped and started easily needs to be used in this challenge. After Group 3 has identified a word or passed, time should be stopped, the teams should be rotated, Group 1 should be shown another word, and time should then be restarted. It may be useful to have Group 2 turn their backs to the easel as each word is shown to Group 1.

## **Destination ImagiNation®** **YOU DON'T SAY!**

**Challenge:** You are to present a **PERFORMANCE**, in which you communicate words or terms using only drawings and actions.

**Time:** You will have up to 2 minutes to use your IMAGINATION to develop strategy and to divide your team into 3 groups, and then up to 5 minutes to identify words.

**The Scene:** Your team is being challenged to communicate common words or terms using both drawing and actions. There is a line with an easel positioned so that a team standing behind the line cannot see what is being drawn on the easel.

•**Part One (2 minutes):** Develop strategy. You should divide your team into 3 groups. One group should go behind the line, the second group should go to the easel, and the third group should stand behind the group at the easel where they can be seen by the group standing behind the line.

•**Part Two (5 minutes):** The group at the easel will be shown a word or term. Using only non-verbal, silent drawings, they are to communicate the word or term on the card to the group standing behind them. The group standing behind them should then use any non-verbal, silent means they can to communicate to the group standing behind the line what they think the word or term is. The group standing behind the line may talk all they want and make as many guesses as they want. They should speak loudly and clearly as a word or term may not be scored unless it is heard by an Appraiser. When they get the word or term exactly right, an Appraiser will say, "Correct," time will momentarily stop and all three teams will rotate. Once the teams have rotated, another word or term will be shown to the group at the easel, time will restart and the whole process repeated until 5 minutes have elapsed. The team standing behind the line may also decide to pass, in which case all teams will rotate. If a word or term is passed, it cannot be attempted again. There are 12 words or terms to identify. The team may use the front side of only one sheet of paper in Part Two.

**Scoring:** You will receive

- A. 10 points for each word or term that is correctly identified.
- B. Up to 30 points for how creatively the words are communicated.
- C. Up to 20 points for how your team works together.

## WORDS TO COMMUNICATE:

1. Telephone

2. Airplane

3. Bird's Nest

4. Happiness

5. Green

6. Shark

7. Sailboat

8. Tight

9. Terror

10. Tightrope

11. President

12. Headache