

# *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
- 14 Performance-Based *Instant Challenges*
- 11 Task-Based *Instant Challenges*

## **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

## Performance-Based Instant Challenges

<b>Without Props</b>	Entry Level	Dog Delight
	Entry Level	Create-A-Toy
	Advanced Level	All Ears
	Advanced Level	Vacation Serenade
	Advanced Level	Mystery Words
<b>With Props</b>	Entry Level	Zippidy Zoo
	Entry Level	Under the Sea
	Entry Level	Birthday Bash
	Entry Level	Shadow Play
	Advanced Level	Silent Movie
	Advanced Level	Babbling
	Advanced Level	Machine Team
	Advanced Level	Washing the Cat
<b>Team-Created Props</b>	Entry Level	Two Minute Tale

## Task-Based Instant Challenges

<b>To Communicate</b>	Advanced Level	Laugh It Up
<b>To Build</b>	Entry Level	Anchors Away
	Advanced Level	Span the Gaps
	Advanced Level	Hoopla
	Advanced Level	Network
<b>To Move</b>	Entry Level	Marble Sort
	Entry Level	Hose Play
	Advanced Level	Down the Tube
	Advanced Level	Steele Shuffle
<b>To Change</b>	Advanced Level	Framed
<b>To Protect</b>	Advanced Level	Unhooked Network

# DESTINATION IMAGINATIONä

## Instant Challenge

### Performance -Based - Without Props

### Entry Level

## DOG DELIGHT

**Challenge:** Present a 2 minute skit for dogs.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your solution and 2 minutes to delight the appraiser dogs.

**The Scene:** New research has shown that animals can understand humans if we speak their language. The DI Kennel Club has invited your team to test this idea. You are to create a 2-minute skit that will be performed for some appraiser “dogs.” During the skit you may not talk. You may only use sounds that dogs would make themselves. In your presentation, you should show 4 emotions: happiness, sadness, anger and fright. Dogs can relate to these feelings! Maybe after your skit, humans will be dog’s best friends.

**Scoring:** You will receive up to

- A. 15 points each (60 points total) for how creatively you present the four emotions: happiness, sadness, anger and fright.
- B. 20 points for the overall creativity of your presentation.
- C. 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## DOG DELIGHT

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# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - Without Props

Entry Level

## CREATE-A-TOY

**Challenge:** Create 3 new toys.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create 3 new toys and 2 minutes to present your inventions for score.

**The Scene:** The DI Toy Company needs your help. It needs new products for kids to play with. Your team has the chance to create 3 new toys that will be the hottest items in the market next year. Be sure to name each toy and use your team members to demonstrate your creations. Be ready to show the DI Toy Company bosses why your toys are the best!

### Scoring:

**You will receive up to**

- A. 20 points each (60 points total) for the creativity of the toy
- B. 5 points each (15 points total) for the creativity of the toy names
- C. 15 points for the creativity of your demonstration
- D. 10 points for how well your team works together.

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You will receive up to

- A. 20 points each (60 points total) for the creativity of the toys
- B. 5 points each (15 points total for the creativity of the toy names
- C. 15 points for the creativity of your demonstration
- D. 10 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - Without Props

Advanced Level

**ALL EARS**

**Challenge:** Name things that you could hear best with a stethoscope or that you might not want to hear by wearing plugs in your ears.

**Time:** You will have 2 minutes to use your IMAGINATION to develop solutions and 3 minutes to present your solutions to the appraisers.

**The Scene:** Your team is to present an audio concert. During your presentation, one team member should name a sound that can best be heard by a stethoscope. A second team member should then make that sound. A third team member should then name a sound that you might not want to hear by wearing plugs in your ears, with a fourth team member making that sound. It is a team decision as to how the team will alternate their responses. Team members should continue alternating answers and sounds until time is finished.

## Scoring:

You will receive up to:

- A. 35 points for the creativity of your verbal responses
- B. 35 points for the creativity of the sounds made by your team
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

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# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - Without Props

Advanced Level

## VACATION SERENADE

**Challenge:** Depict 3 vacation spots using only sounds.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your solution and 2 minutes to present your sounds to the appraisers.

**The Scene:** The creators of a new travel computer display want to add sounds to their product but don't have the money to record the real thing. Your team has been hired to create sounds for 3 possible vacation spots. You may decide the vacation spots. Using only your own voices or bodies, your team should create 3 sounds for each location that might give a prospective client an idea of what to expect. No words allowed during the presentation! Write the name of each vacation spot on a card and show one of the cards to the appraisers before creating each of the 3 sounds for that location. After reading each of the cards, the appraisers will close their eyes while your team attempts to make that spot come alive.

### Items to Use in Your Presentation:

3 cards for the names of the vacation spots and markers.

A pencil for writing.

### Scoring:

**You will receive up to**

- A. 10 points each (90 points total) for each of the sounds that you create.
- B. 10 points for how well your team works together.

TEAM

# DESTINATION IMAGINATIONä VACATION SERENADE

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# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - Without Props

Advanced Level

## MYSTERY WORDS

**Challenge:** Create a humorous skit using unknown words.

**Time:** You will have up to 4 minutes to use your IMAGINATION to prepare your skit and 3 minutes to present your skit to the appraisers.

**The Scene:** Sometimes you can be in a situation where you need to make decisions without knowing all the facts. In this challenge, you will be given 10 English words that are very uncommon. Your challenge is to present a humorous skit using each of the 10 words. The words will remain in front of you. Present your skit as though you know what each of the words means!

### Words to Use in Your Presentation:

**YABOO**

**FARD**

**ADHORN**

**ZARP**

**LIRIPOOP**

**RIZZAR**

**GILPY**

**SCREEVE**

**SAGINARY**

**GNIDE**

### Scoring:

You will receive up to

- A. 20 points for the creativity of your presentation
- B. 5 points each (50 points total) for how creatively you use each of the words.
- C. 10 points for the humor of your presentation.
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# DESTINATION IMAGINATIONä

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FARD	GILPY
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ZARP	SAGINARY
LIRIPOOP	GNIDE

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You will receive up to

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YABOO

RIZZAR

FARD

GILPY

ADHORN

SCREEVE

ZARP

SAGINARY

LIRIPOOP

GNIDE

# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - With Props

Entry Level

## ZIPPIDY ZOO

**Challenge:** Create animals and tell what they are doing.

**Time:** You will have up to 4 minutes to use your IMAGINATION and the materials provided to make animals and 3 minutes to tell the appraisers about your creations.

**The Scene:** Your team has been asked to make a make-believe zoo using the provided materials. When your animals are done, you will place your creations on the table. Your team will tell the appraisers what the animal is and what it is doing in any way your team wants to tell the appraisers.

### Items to Use in Your CREATIONS:

1 small box of raisins	2 pieces of licorice
25 small, colored marshmallows	4 gummy worms
35 toothpicks	5 feathers
6 labels	6 straws

### Scoring:

You will receive up to

- A. 40 points for the creativity of the animals
- B. 40 points for the creativity of what the animals are doing
- C. 20 points for how well your team works together.

# DESTINATION IMAGINATIONä ZIPPIDY ZOO

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35 toothpicks	5 feathers
6 labels	6 straws

## Scoring:

**You will receive up to**

- A. 40 points for the creativity of the animals
- B. 40 points for the creativity of what the animals are doing
- C. 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - With Props

Entry Level

## UNDER THE SEA

**Challenge:** You must rescue your teammate from a sunken ship.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop a solution and 3 minutes to present your solution to the appraisers.

**The Scene:** Your team is exploring a sunken ship. One of your team members opens the door to the Captain's quarters and suddenly disappears.

### Items to Use in Your Presentation:

Things that CANNOT be damaged:

Rope  
Broom  
Fins  
Frying Pan  
Tennis Racket  
Plastic Flower  
Dog Dish  
Soccer Ball

### Things that CAN be changed:

5 Straws  
2 Coat hangers

### Scoring:

You will receive up to

- A. 30 points for the creativity of your solution
- B. 30 points for the creativity of your presentation
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

TEAM COPY    **DESTINATION IMAGINATIONä**  
**UNDER THE SEA**

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Plastic Flower  
Dog Dish  
Soccer Ball

CAN be changed:

5 Straws  
2 Coat Hangers

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- A. 30 points for the creativity of your solution
- B. 30 points for the creativity of your presentation
- C. 20 points for the humor of your presentation.
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# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - With Props

Entry Level

## BIRTHDAY BASH

**Challenge:** Create 5 zany ways to celebrate a birthday.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop your solutions and 3 minutes to present your solutions to the appraisers.

**The Scene:** Your team has been hired by the DI Party Planning Company to create 5 new ways of celebrating a birthday. The ideas that you brainstorm may help kids around the world party up a storm. You will need to present your ideas to the bosses of the company to persuade them to invest in your creations.

### Items to Use in Your Presentation:

**Things that CANNOT be damaged:**

- Garbage Can
- 4 Ping Pong Balls
- 2 Tennis Balls
- Sunglasses
- Rope
- Brush
- Large Spoon
- Pair of Shoes

Things that CAN be changed: Pieces of Licorice

- 10 Straws
- 4 Pieces of Licorice
- 4 Marshmallows
- 24" Piece of String

### Scoring:

**You will receive up to**

- A. 20 points for the creativity of your presentation
- B. 10 points each (50 points total) for each of the new ways of celebrating a birthday.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## BIRTHDAY BASH

**Challenge:** Create 5 zany ways to celebrate a birthday.

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Garbage Can	Rope
4 Ping Pong Balls	Brush
2 Tennis Balls	Large Spoon
Sunglasses	Pair of Shoes

**CAN be changed:**

10 straws  
4 Pieces of Licorice  
4 Marshmallows  
24" Piece of String

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You will receive up to

- A. 20 points for the creativity of your presentation
- B. 10 points each (50 points total) for each of the new ways of celebrating a birthday.
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- D. 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

### Performance-Based - With Props

#### Entry Level

## SHADOW PLAY

**Challenge:** Create a shadow play.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your play and 2 minutes to present it to the appraisers.

**The Scene:** The country of Indonesia is noted for its shadow puppets and plays. It is an ancient art in which they project images onto a wall or screen with a source light behind their ‘puppets,’ that they move by hand to make them ‘come to life.’ By doing this, they tell a story of fable. Your team has been asked to join a festival of culture by presenting your own shadow play. You may use the provided materials to create your solution. Don’t leave the appraisers in the dark! And keep them laughing!

### Items to Use in Your Presentation:

#### *CANNOT be damaged:*

light source (slide/overhead projector)  
3 pairs of scissors  
3 feathers

#### *CAN be changed:*

8 index cards  
2 coat hangers  
6 paper clips  
6 mailing labels  
8 Popsicle sticks  
1 small Styrofoam ball  
1 sheet newspaper

### Scoring:

#### You will receive up to

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

# DESTINATION IMAGINATIONä

## SHADOW PLAY

**Challenge:** Create a shadow play.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your play and 2 minutes to present it to the appraisers.

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***CANNOT be damaged:***

light source  
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8 index cards  
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### Scoring:

**You will receive up to**

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# DESTINATION IMAGINATIONä

## Instant Challenge

Performance Based - With Props

Advanced Level

## SILENT MOVIE

**Challenge:** Create a silent movie with added sound effects.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your movie and 2 minutes to present your masterpiece to the appraisers.

**The Scene:** Early motion pictures were silent. Music and sound effects were added by artists each time the movie was shown. Your team is to take the appraisers back to these old days. You are to create a humorous, 2-minute mini movie that has a clear beginning and end. Use the materials on the table and your voices to add needed sound effects. There is also a card on which to write the movie's name. No words may be spoken as you delight the appraisers with this old-time show.

### Items to Use in Your Presentation:

*Things that CANNOT be damaged  
for making sounds:*

Horn  
Pan  
Spoon  
Plastic jar with marbles

*Things that CAN be changed  
for making sounds:*

Balloon  
Piece of foil  
Sheet of newspaper  
2 Rubber bands  
Ball

*Things for making title:*

Card with markers

## Scoring:

### You will receive

- A. 10 points if your movie has a clear beginning and end
- B. 1 to 20 points for the creativity of your presentation
- C. 1 to 40 points for your sound effects
- D. 1 to 10 points for the humor of your presentation
- E. 1 to 20 points for how well your team works together.

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### Items to Use in Your Presentation:

*Things that CANNOT be damaged  
for making sounds:*

Horn  
Pan  
Spoon  
Plastic jar with marbles

*Things that CAN be changed  
for making sounds:*

Balloon  
Piece of foil  
Sheet of newspaper  
2 Rubber bands  
Ball

*Things for making title:*

Card with markers

### Scoring:

**You will receive**

- A. 10 points if your movie has a clear beginning and end
- B. 1 to 20 points for the creativity of your presentation
- C. 1 to 40 points for your sound effects
- D. 1 to 10 points for the humor of your presentation
- E. 1 to 20 points for how well your team works together

# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - With Props

Advanced Level

**BABBLING**

**Challenge:** Create a satellite to explore Mars.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your satellite and 3 minutes to demonstrate your satellite to the appraisers.

**The Scene:** Your team has been hired by the DI Space Exploration Company to create a new satellite to investigate Mars. However, while you are working on the project, there is an explosion and all team members now speak a different language. You must complete construction of the satellite and then demonstrate the satellite to the owners of the company.

## Items to Use in Your Presentation:

<b>Things that CANNOT be damaged:</b>	Basket Ball Bicycle Tire TV Remote Control Metal Pan Waste Basket Yardstick
<b>Things that CAN be changed:</b>	Sheet of Newspaper 24" Piece of String 2- 12" Pieces of Tape Piece of Aluminum Foil

## Scoring:

**You will receive up to**

- A. 30 points for the creativity of your satellite
- B. 30 points for the creativity of your presentation
- C. 10 points for the humor of your presentation
- D. 30 points for how well your team works together

# DESTINATION IMAGINATIONä BABBLING

**Challenge:** Create a satellite to explore Mars.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your satellite and 3 minutes to demonstrate your satellite to the appraisers.

**The Scene:** Your team has been hired by the DI Space Exploration Company to create a new satellite to investigate Mars. However, while you are working on the project, there is an explosion and all team members now speak a different language. You must complete construction of the satellite and then demonstrate the satellite to the owners of the company.

## Items to Use in Your Presentation:

CANNOT be damaged :

Basket Ball  
Bicycle Tire  
TV Remote Control  
Metal Pan  
Waste Basket  
Yardstick

CAN be changed:

Sheet of Newspaper  
24” Piece of String  
2- 12” Pieces of Tape  
Piece of Aluminum Foil

## Scoring:

You will receive up to

- A. 30 points for the creativity of your satellite
- B. 30 points for the creativity of your presentation
- C. 10 points for the humor of your presentation
- D. 30 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - With Props

Advanced Level

## MACHINE TEAM

**Challenge:** Create a living machine.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your new machine and 2 minutes to demonstrate how it works.

**The Scene:** You have a unique chance to become DI inventors. Working together as a team and using the materials provided, you are to create a super machine and name it. Be inventive! You will then get a chance to show the DI Invention Club what your machine can do.

### Items to Use in Your Presentation:

**Things that CANNOT be damaged:**

- Rope
- Flat Baking Pan
- Hoop
- Bell

**Things that CAN be changed:**

- Sheet of Newspaper
- Balloon

### Scoring:

**You will receive up to**

- A. 10 points for the creativity of your machine name
- B. 25 points for how creatively you use the materials
- C. 35 points for the creativity of your machine
- D. 20 points for the creativity of your presentation
- E. 10 points for how well your team works together.

# DESTINATION IMAGINATIONä MACHINE TEAM

**Challenge:** Create a living machine.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your new machine and 2 minutes to demonstrate how it works.

**The Scene:** You have a unique chance to become DI inventors. Working together as a team and using the materials provided, you are to create a super machine and name it. Be inventive! You will then get a chance to show the DI Invention Club what your machine can do.

## Items to Use in Your Presentation:

Things that CANNOT be damaged:

Rope  
Flat Baking Pan  
Hoop  
Bell

Things that CAN be changed:

Sheet of Newspaper  
Balloon

## Scoring:

You will receive up to

- A. 10 points for the creativity of your machine name
- B. 25 points for how creatively you use the materials
- C. 35 points for the creativity of your machine
- D. 20 points for the creativity of your presentation
- E. 10 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

Performance-Based - With Props

Advanced Level

## WASHING THE CAT

**Challenge:** Develop 5 creative ways to wash a cat.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop your solutions and 3 minutes to present your solutions to the appraisers.

**The Scene:** Your team has been hired by the DI Animal Cleanliness Society to develop 5 creative ways to wash a cat. Your team's brainstorming may mean a lot to cat owners across the world. After developing your solutions, you need to present your ideas to the ACS Board.

### Items to Use in Your Presentation:

**Things that CANNOT be damaged:**

- Scotch Brite Pad
- Broom
- Straw Hat
- Pillow
- Goldfish Bowl
- Plastic Vegetable
- Dog Biscuit
- Plastic Bottle

**Things that CAN be changed:**

- 12" Piece of Yarn
- Sheet of Paper

### Scoring:

**You will receive up to**

- A. 30 points for the creativity of your presentation
- B. 8 points each (40 points total) for the creativity of the 5 ways of washing a cat.
- C. 10 points for the humor or your presentation.
- D. 20 points for how well your team works together.

TEAM COPY **DESTINATION IMAGINATIONä**  
**WASHING THE CAT**

**Challenge:** Develop 5 creative ways to wash a cat.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop your solutions and 3 minutes to present your solutions to the appraisers.

**The Scene:** Your team has been hired by the DI Animal Cleanliness Society to develop 5 creative ways to wash a cat. Your team's brainstorming may mean a lot to cat owners across the world. After developing your solutions, you need to present your ideas to the ACS Board.

**Items to Use in Your Presentation:**

**CANNOT be damaged:**

**Broom**

**Pillow**

**Scotch Brite Pad**

**Plastic Vegetable**

**Dog Biscuit**

**Plastic Bottle**

**Straw Hat**

**Goldfish Bowl**

**CAN be changed:**

**12" Piece of Yarn**

**Sheet of Paper**

**Scoring:**

**You will receive up to**

- A. 30 points for the creativity of your presentation
- B. 8 points each (40 points total) for the creativity of the 5 ways of washing a cat.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

### Performance-Based - Team-Created Props

#### Entry Level

## TWO MINUTE TALE

**Challenge:** Present a 2 minute version of a familiar tale or story without using words.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your solution and 2 minutes to present your masterpiece to the appraisers for score.

**The Scene:** Your team has been asked to provide entertainment for an international children's festival. A two minute show is needed! You are to take a familiar tale or story and shorten it. You should write the title of the story on a card, and use the materials on the table to create some props. While you cannot use any words in your presentation, add some sound effects to make your story exciting. Here's your chance to be stars!

### Items to Use in Your Presentation:

**Provided:** 2 chairs  
Markers  
A pair of scissors  
A card to use for the title  
Two large sheets of paper to use to make props

### Scoring:

#### You will receive up to

- A. 50 points for the creativity of your presentation.
- B. 25 points for how well you include props and sound effects in the presentation.
- C. 25 points for how well your team works together.

# DESTINATION IMAGINATIONä

## TWO MINUTE TALE

**Challenge:** Present a 2 minute version of a familiar tale or story without using words.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your solution and 2 minutes to present your masterpiece to the appraisers for score.

**The Scene:** Your team has been asked to provide entertainment for an international children's festival. A two minute show is needed! You are to take a familiar tale or story and shorten it. You should write the title of the story on a card, and use the materials on the table to create some props. While you cannot use any words in your presentation, add some sound effects to make your story exciting. Here's your chance to be stars!

### Items to Use in Your Presentation:

**Provided:** 2 chairs  
Markers  
A pair of scissors  
A card to use for the title  
2 large sheets of paper to use to make props

### Scoring:

**You will receive up to**

- A. 50 points for the creativity of your presentation.
- B. 25 points for how well you include props and sound effects in the presentation.
- C. 25 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

### Task-Based - To Communicate

#### Advanced Level

## LAUGH IT UP

**Challenge:** Place colored squares in taped squares for score.

**Time:** You will have up to 3 minutes to use your IMAGINATION to create a communication system based on laughter and 3 minutes to use that system to obtain score.

**Set-up:** On the floor in front of you are taped areas, six of which contain colored squares. To obtain score, the colored squares need to be moved and placed in other taped areas. There is also a taped line, which will separate your team into two groups.

**Procedure:** You should divide your group into communicator(s) and mover(s). The communicator(s) will stand behind the taped line and will be given a set of coded cards showing different locations of the six colored squares. One practice card will also be given. Using only laughter, the communicator(s) must indicate the correct location of the six colored squares. The mover(s) will remain on the other side of the taped line and by hearing the laughter, place the cards in the correct locations. The mover(s) cannot talk or make any other sounds. The communicator(s) can only laugh. Once all 6 of the colored squares are placed to match the first coded card, an official will say "Set Complete," and the communicator(s) can begin giving information about the next coded card, and so on until time ends.

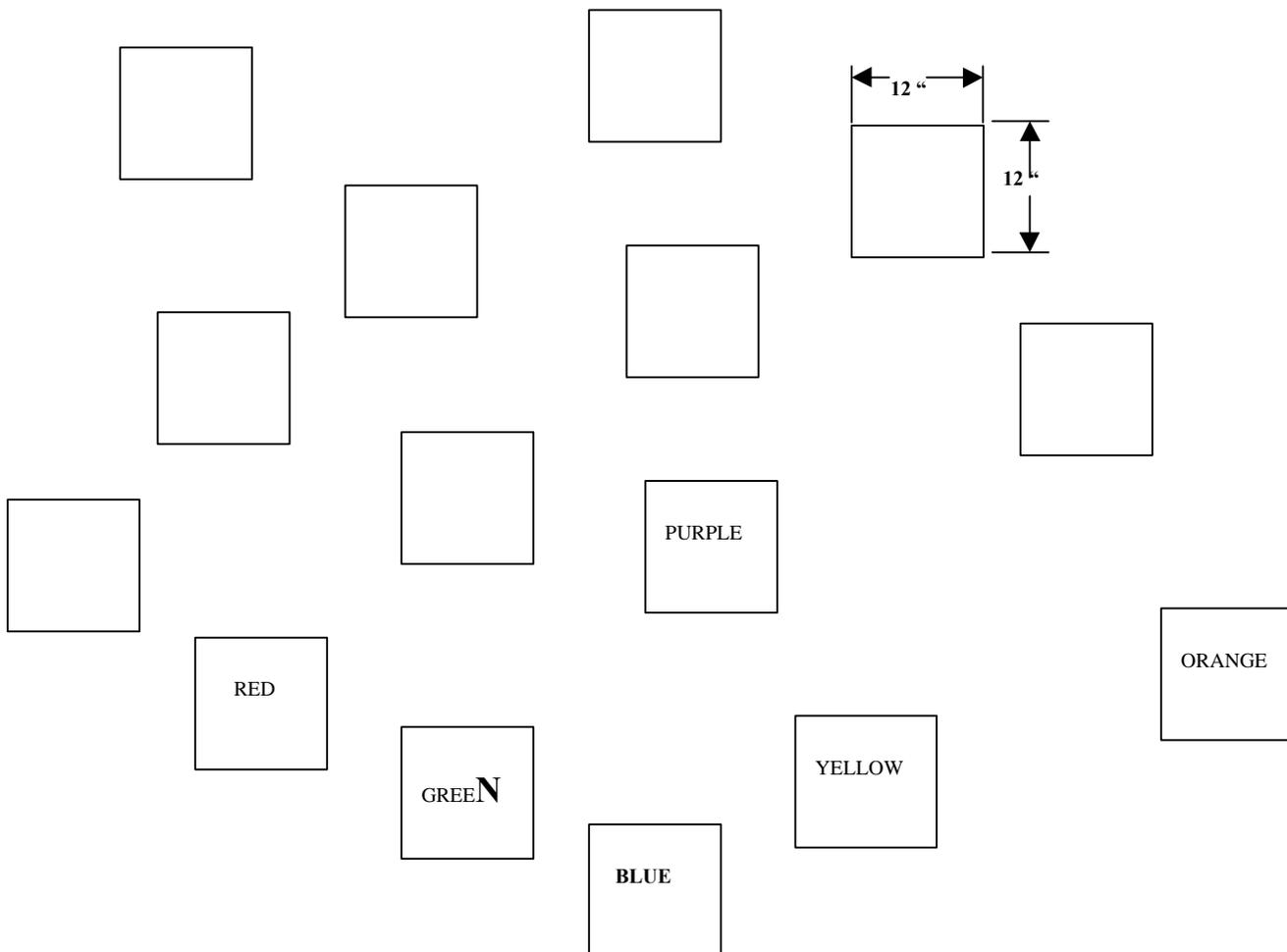
## Scoring:

### You will receive

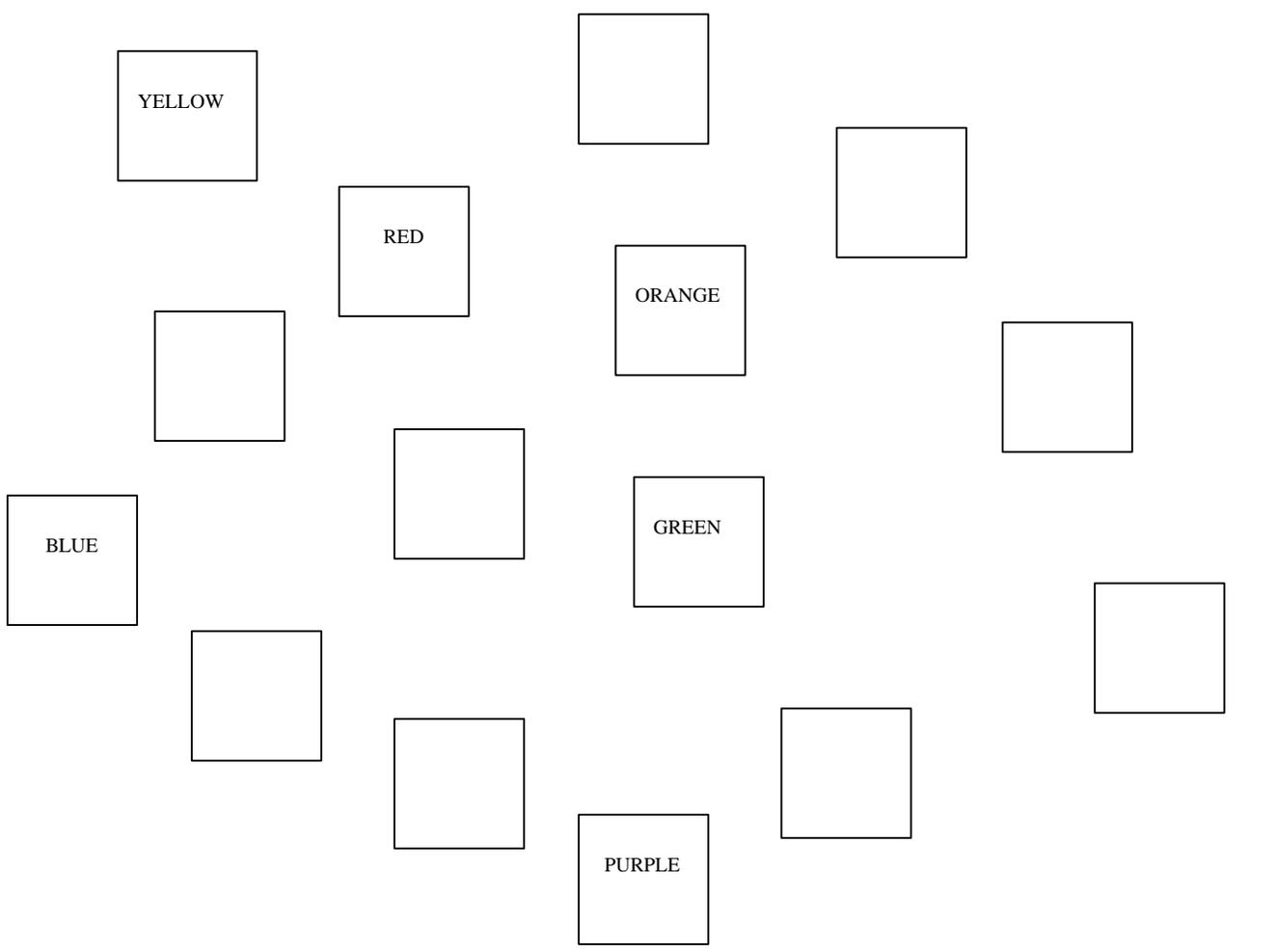
- A. 3 points each (72 points maximum) for colored squares placed correctly.
- B. 5 points each (20 points maximum) for completed coded cards.
- C. Up to 20 points for the creativity of your communication system
- D. Up to 20 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of taped 12" X 12" areas. There is also a taped line on one side of the taped areas for orientation and to divide the team into two groups. The pattern and number of taped areas will depend upon whether an entry or advanced challenge is being used. In each case, 6 of the taped areas should contain a colored square at the start of the challenge.



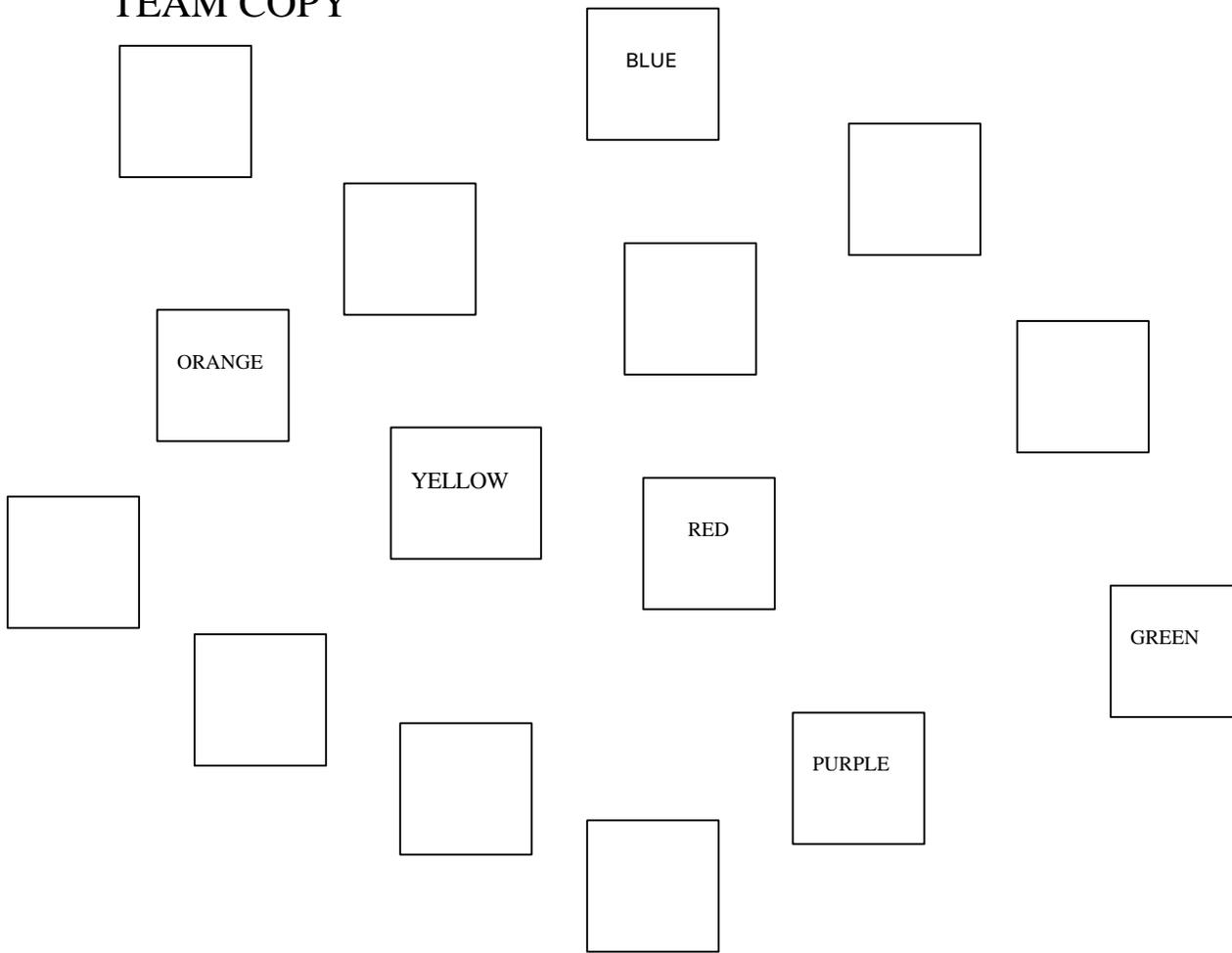
2. There must be at least 1 team member communicating and 1 team member moving the cards.
3. If a communicator does anything besides laughing, he/she/they should be warned. If the action results in the placement of a card, that card and set should not receive score. Similarly, if a mover says anything or makes a sound, he/she/they should be warned and no score should be given to that card or set if the sound resulted in the correct placement of a card.
4. After all six cards have been correctly placed, an official should say, "Set Complete."



TAPED LINE

### PRACTICE SET

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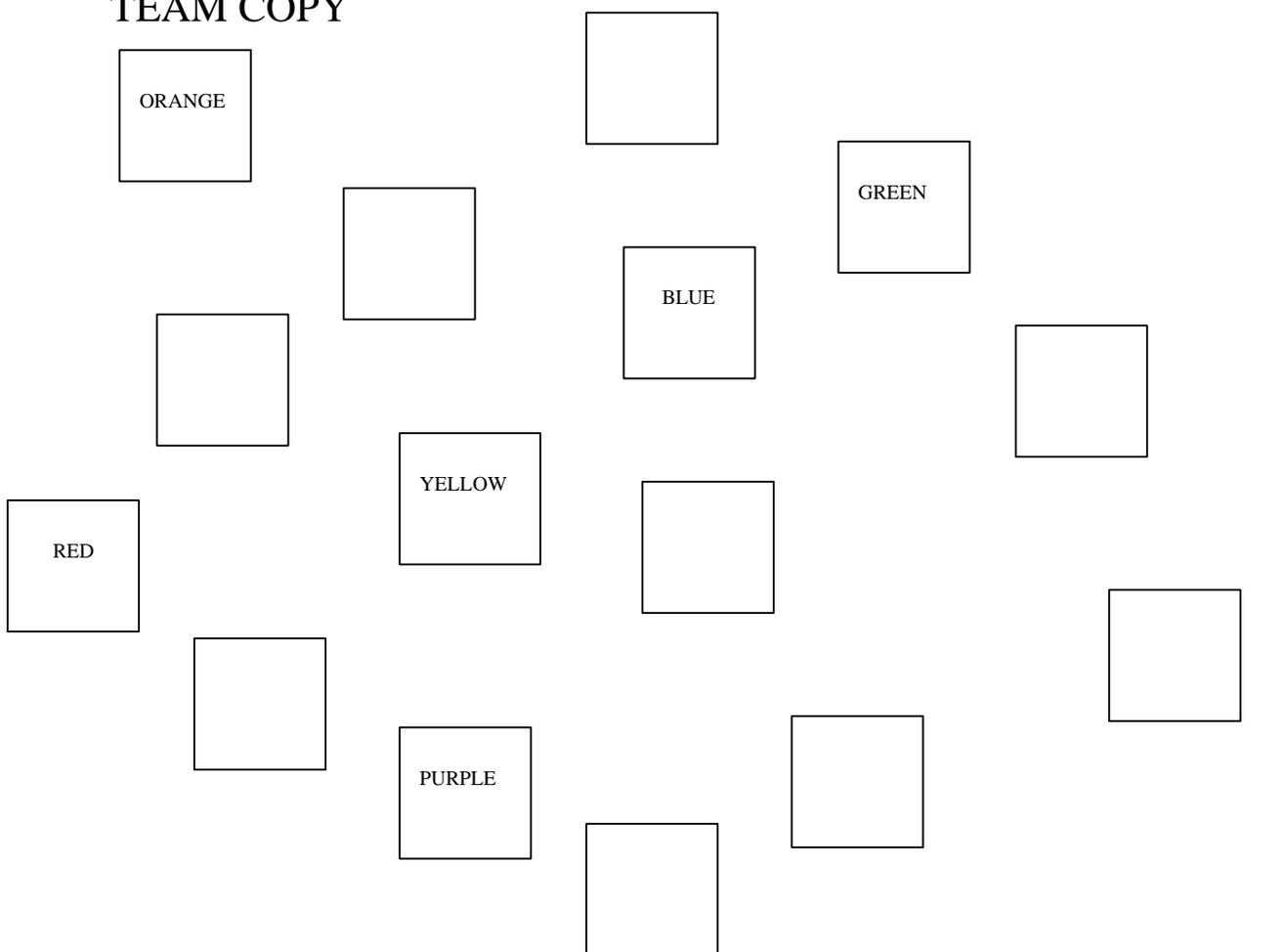


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TAPED LINE

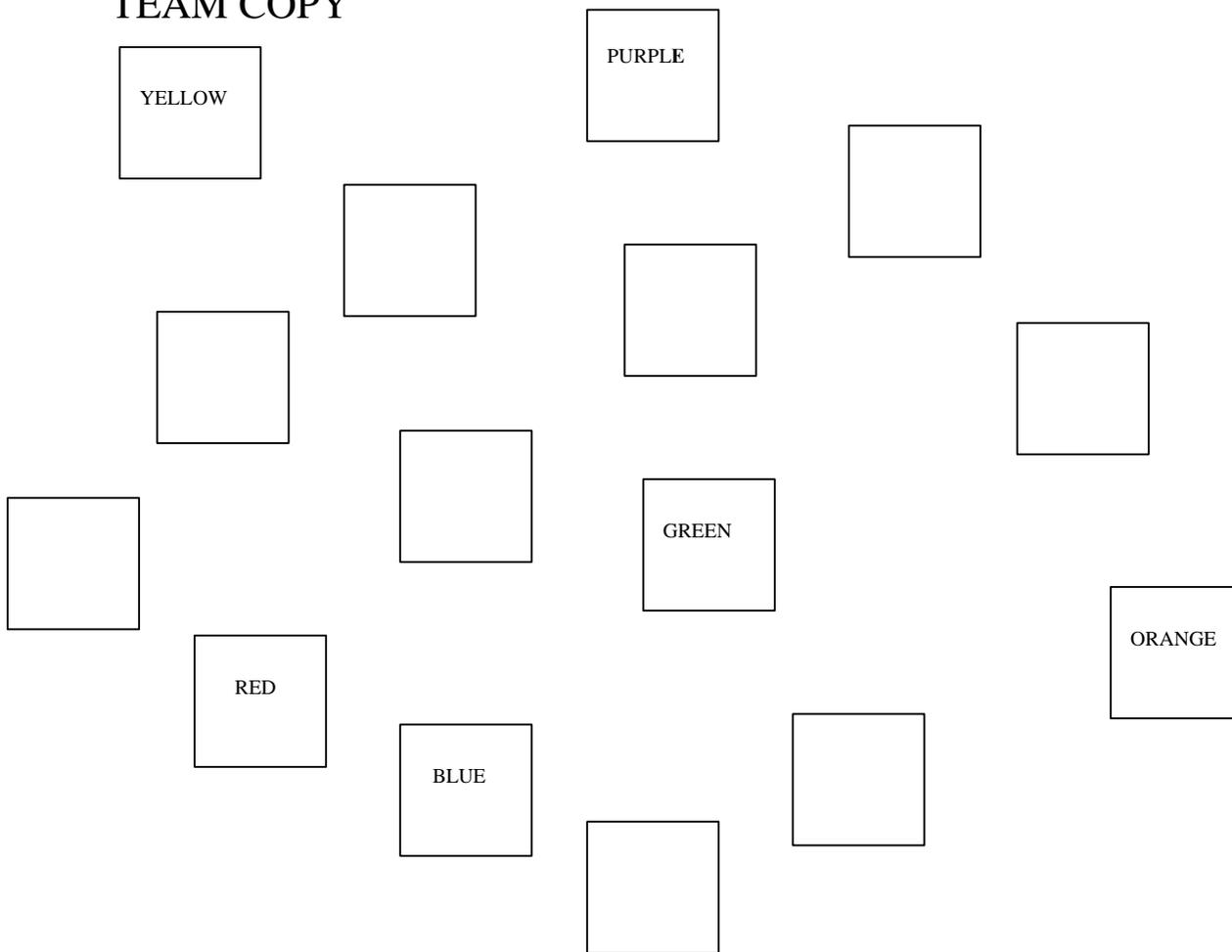
## SET ONE

# TEAM COPY



# SET TWO

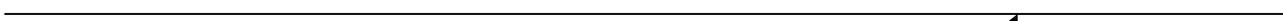
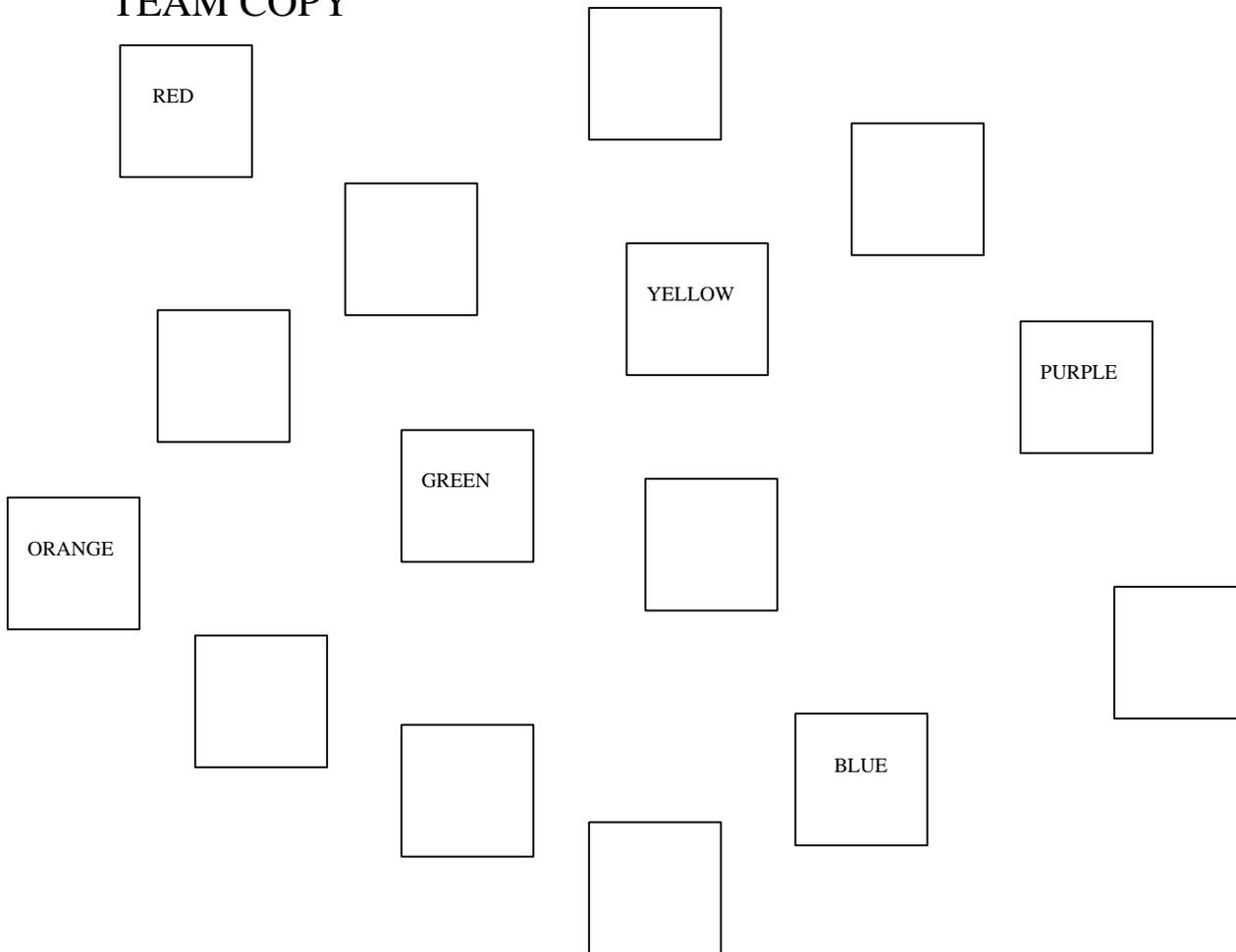
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TAPED LINE

## SET THREE

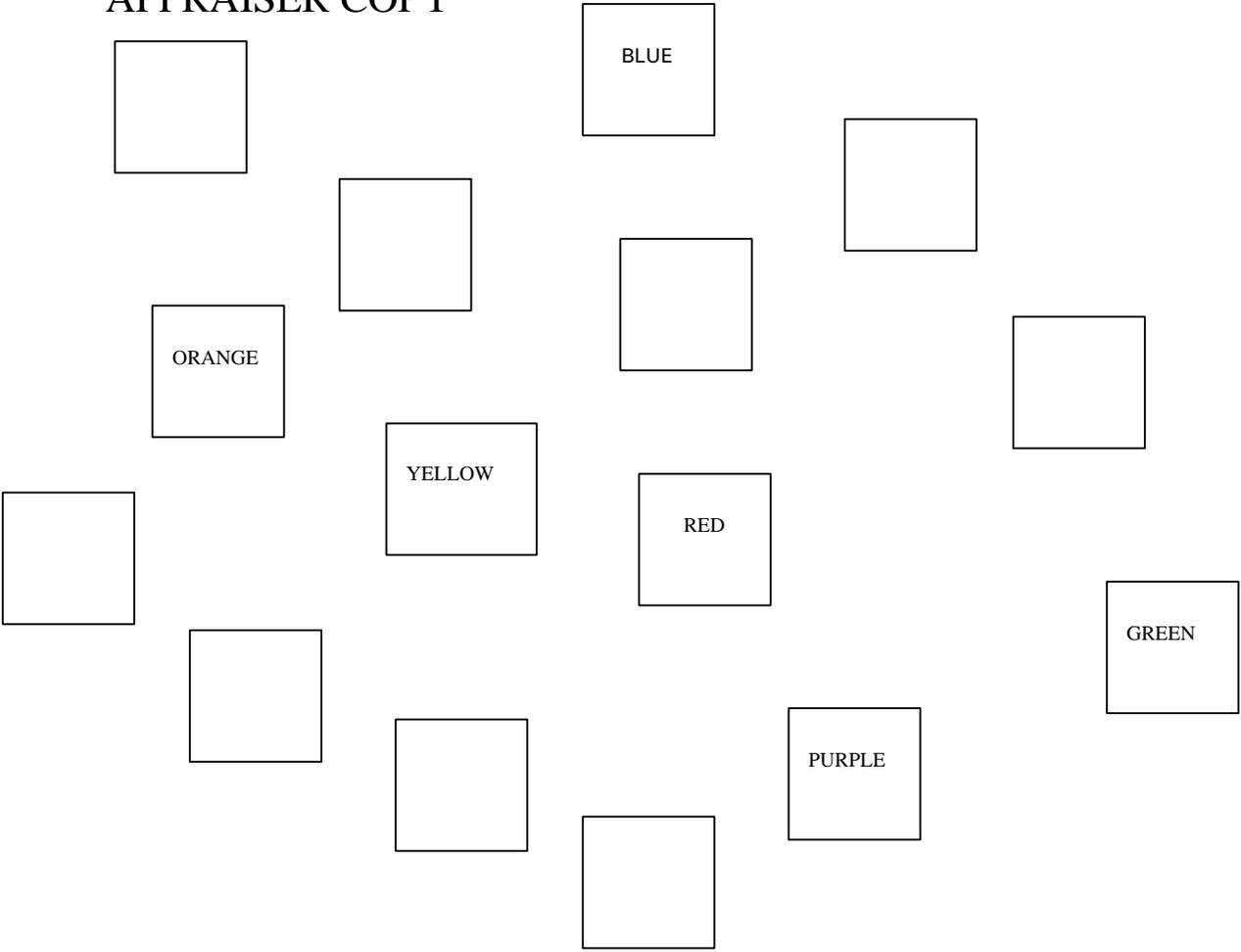
# TEAM COPY



TAPED LINE

# SET FOUR

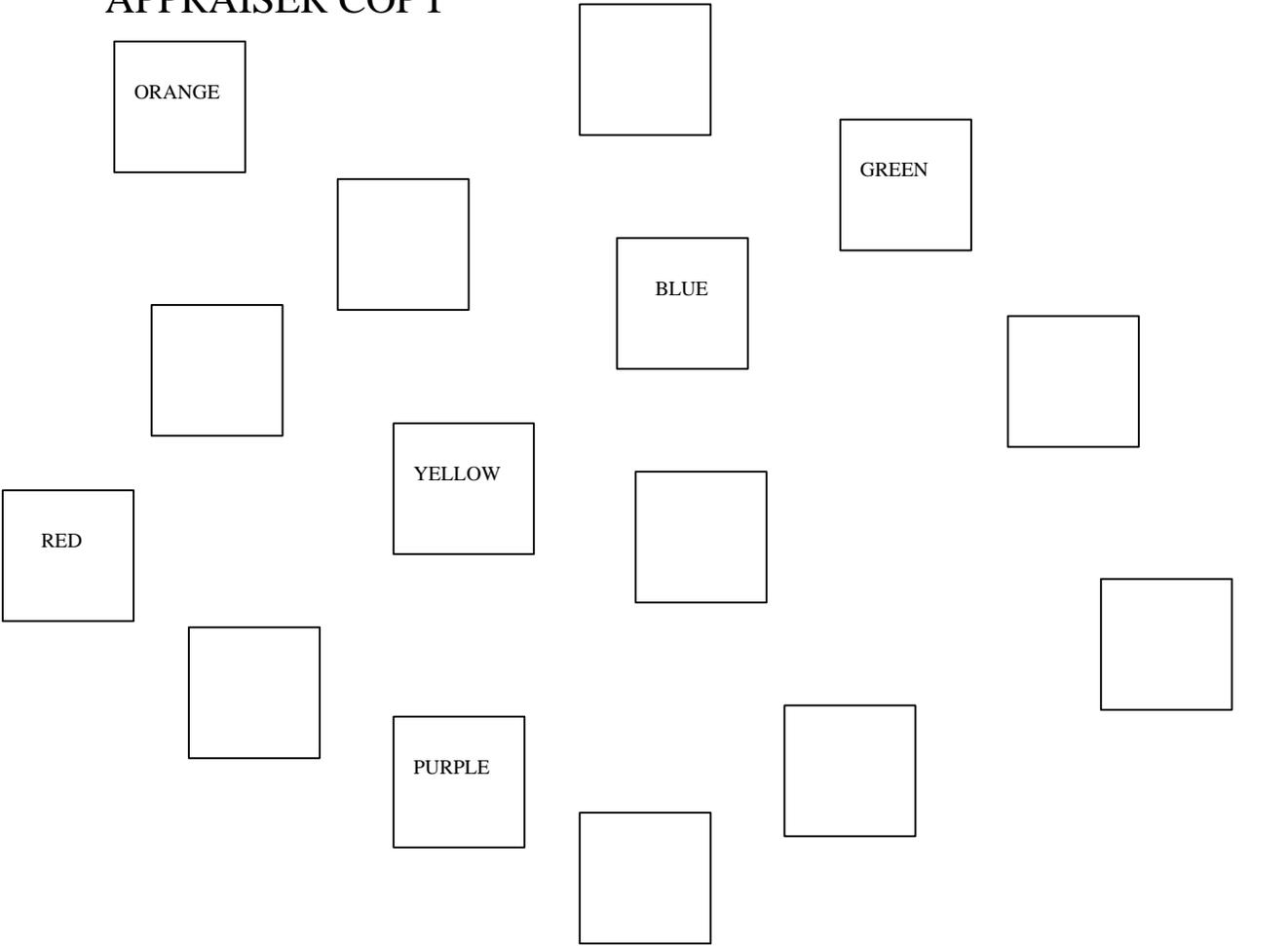
**APPRAISER COPY**



**TAPED LINE**

**SET ONE**

**APPRAISER COPY**

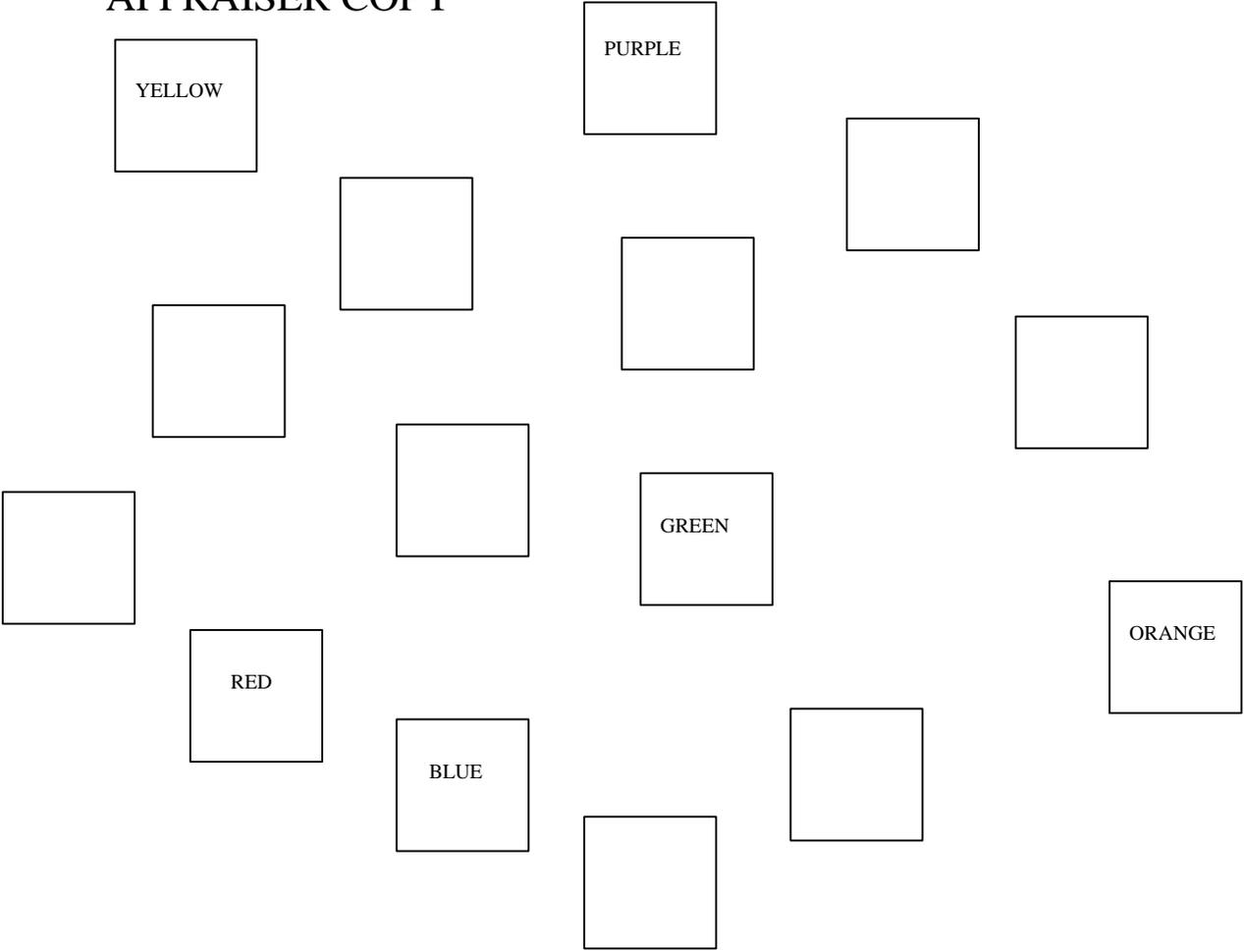


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**TAPED LINE**

**SET TWO**

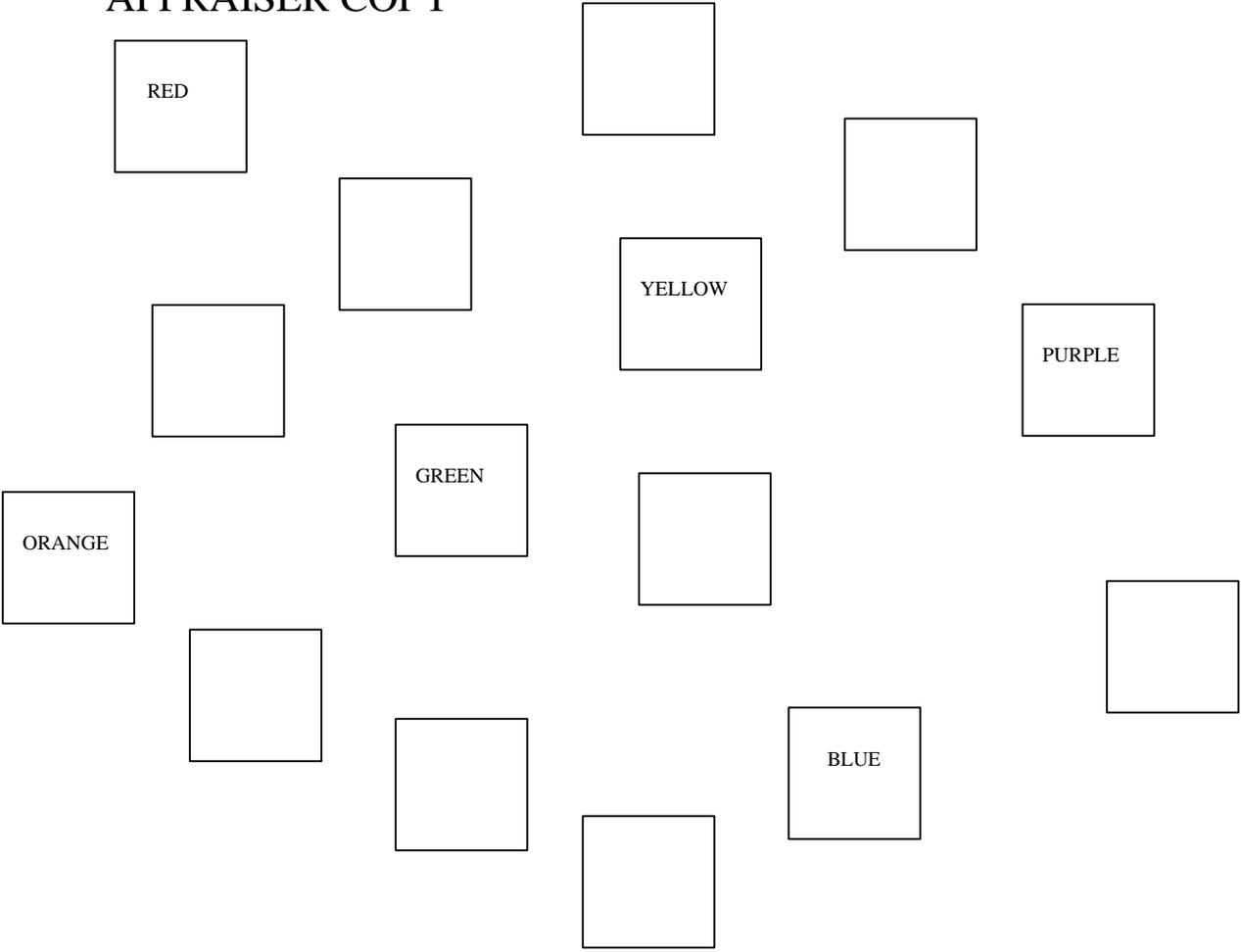
**APPRAISER COPY**



**TAPED LINE**

**SET THREE**

APPRAISER COPY



TAPED LINE

SET FOUR

# DESTINATION IMAGINATIONä

## LAUGH IT UP

**Challenge:** Place colored squares in taped areas for score.

**Time:** You will have up to 3 minutes to use your IMAGINATION to create a communication system based on laughter and 3 minutes to use that system to obtain score.

**Set-up:** On the floor in front of you are taped areas, six of which contain colored squares. To obtain score, the colored squares need to be moved and placed in other taped areas. There is also a taped line which will separate your team into two groups.

**Procedure:** You should divide your group into communicator(s) and mover(s). The communicator(s) will stand behind the taped line and will be given a set of coded cards showing different locations of the six colored squares. One practice card will also be given. Using only laughter, the communicator(s) must indicate the correct location of the six colored squares. The mover(s) will remain on the other side of the taped line and by hearing the laughter, place the cards in the correct locations. The mover(s) cannot talk or make any other sounds. The communicator(s) can only laugh. Once all 6 of the colored squares are placed to match the first coded card, an official will say "Set Complete," and the communicator(s) can begin giving information about the next coded card, and so on until time ends.

### Scoring:

#### You will receive

- A. 3 points each (72 points maximum) for colored squares placed correctly.
- B. 5 points each (20 points maximum) for completed coded cards.
- C. Up to 20 points for the creativity of your communication system
- D. Up to 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

### Task-Based - To Build

### Entry Level

## ANCHORS AWAY

**Challenge:** Build a tall structure that will float, keep a red and white bobber dry, and hold weight.

**Time:** You will have up to 7 minutes to use your IMAGINATION to make your structure and 2 minutes to place weights for score.

**Set-up:** There is a tub filled with water and there is a table with materials.

**Procedure:** Using the materials provided, you are to make a structure that will float. Your structure must include the red and white bobber to obtain score. After you have made your structure, you will place it in the water. You will receive points if the structure floats and for how high the red and white bobber is above the water. Without touching your structure, you may then add weights one at a time for score. Time will end if the structure falls against the side of the tub or the bobber becomes wet.

### Materials:

6 Styrofoam cups  
4 mailing labels  
4 paper clips  
4 rubber bands  
2 pencils

4 straws  
Red and white bobber  
Weights – 6” nails (for score)

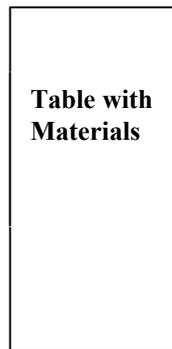
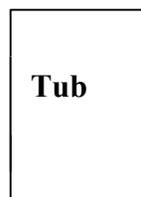
## Scoring:

### You will receive

- A. Up to 20 points for how well your team works together.
- B. 10 points if your structure floats
- C. 5 points for each inch the bottom of the red and white bobber is above the water
- D. 2 points for each weight added
- E. Up to 20 points for how creatively you use the materials.

## **For Appraisers only:**

1. The set-up consists of a 2' X 3' tub filled with water to a depth of 6" and a table with materials.



2. For the structure to float, the red and white bobber must not be wet. The structure may touch but must not be supported by the sides of the tub for the structure to be considered to be afloat.
3. In the 2<sup>nd</sup> part of the Challenge, if the bobber gets wet or the structure leans against the side of the tub, the last weight should not receive score.

# DESTINATION IMAGINATIONä

## ANCHORS AWAY

**Challenge:** Build a tall structure that will float, keep a red and white bobber dry, and hold weight.

**Time:** You will have up to 7 minutes to use your IMAGINATION to make your structure and 2 minutes to place weights for score.

**Set-up:** There is a tub filled with water and there is a table with materials.

**Procedure:** Using the materials provided, you are to make a structure that will float. Your structure must include the red and white bobber to obtain score. After you have made your structure, you will place it in the water. You will receive points if the structure floats and for how high the red and white bobber is above the water. Without touching your structure, you may then add weights one at a time for score. Time will end if the structure falls against the side of the tub or the bobber becomes wet.

### Materials:

6 Styrofoam cups  
4 mailing labels  
4 paper clips  
4 rubber bands  
2 pencils

4 straws  
Red and white bobber  
Weights – 6” nails (for score)

### Scoring:

#### You will receive

- A. 10 points if your structure floats
- B. 5 points for each inch the bottom of the red and white bobber is above the water
- C. 2 points for each weight added
- 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 IMAGINATIONä

## Instant Challenge

### Task-Based - To Build

### Advanced Level

## SPAN THE GAPS

**Challenge:** Place objects in taped areas and connect them with bridges.

**Time:** You will have 6 minutes to use your IMAGINATION to build bridges.

**Set-up:** On the first table, there are objects that may be placed within the taped areas on the floor to serve as supports for bridges. On the second table, there are materials that may be used to build bridges.

**Procedure:** You are to build as many bridges as possible in the allotted time. Each bridge must span the distance between 2 taped areas and must rest upon 2 of the objects. Bridges may not be attached to objects and may only touch the 2 objects they are spanning. Objects can only be part of 1 bridge and cannot touch each other. You will receive a score for the height of your tallest bridge.

### Materials:

*Objects to place in taped areas (CANNOT be damaged)*

- 10 cans
- 2 empty cereal boxes
- 4 plastic bottles
- 1 tennis ball
- 2 plastic glasses
- 1 empty milk carton

*Objects to used in making bridges (CAN be changed)*

- 16" piece of string
- 2 wire coat hangers
- 20 straws
- 20 pieces of spaghetti
- 1 sheet of newspaper
- 12 mailing labels
- 6 paper clips
- 4 pieces of licorice
- 1 piece of paper

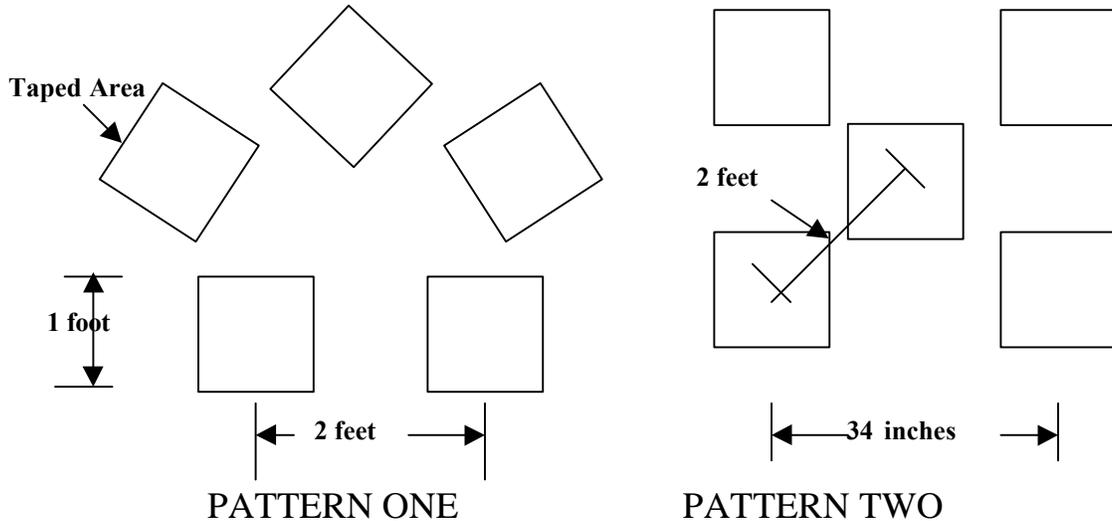
### Scoring:

You will receive

- A. 6 points (60 points maximum) for each bridge.
- B. 3 points for each full inch from the floor of your tallest bridge.
- C. Up to 20 points for the creativity of your bridges.
- D. Up to 20 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of taped areas. The taped areas can be in either of two patterns:



The materials should be placed on two tables, one with the objects to be used for supports and the other with the materials to be used for building bridges.

2. Note that bridges may NOT be attached to the objects, but must rest on them. The bridges may touch the sides of the objects. Objects may NOT touch each other, nor can bridges.
3. When choosing objects for bridge support, ideally different sized cans, boxes, bottles and glasses would be used.
4. As soon as time is ended, measure the height of the highest bridge to the nearest inch. Appraisers should not touch the bridge while doing this. This measurement is done most easily by placing a pole perpendicular to the floor near the highest bridge and with a second pole held perpendicular to the first, marking the height of the bridge on the first pole. This distance can then be measured easily using a measuring tape.

# DESTINATION IMAGINATIONä

## SPAN THE GAPS

**Challenge:** Place objects in taped areas and connect them with bridges.

**Time:** You will have 6 minutes to use your IMAGINATION to build bridges.

**Set-up:** On the first table, there are objects that may be placed within the taped areas on the floor to serve as supports for bridges. On the second table, there are materials that may be used to build bridges.

**Procedure:** You are to build as many bridges as possible in the allotted time. Each bridge must span the distance between 2 taped areas and must rest upon 2 of the objects. Bridges may not be attached to objects and may only touch the 2 objects they are spanning. Objects can only be part of 1 bridge and cannot touch each other. You will receive a score for the height of your tallest bridge.

### Materials:

B. Objects to place in taped areas (*CANNOT be damaged*)

- 10 cans
- 2 empty cereal boxes
- 4 plastic bottles
- 1 tennis ball
- 2 plastic glasses
- 1 empty milk carton

Objects to used in making bridges (*CAN be changed*)

- 16" piece of string
- 2 wire coat hangers
- 20 straws
- 20 pieces of spaghetti
- 1 sheet of newspaper
- 12 mailing labels
- 6 paper clips
- 4 pieces of licorice
- 1 piece of paper

### Scoring:

You will receive

- A. 6 points (60 points maximum) for each bridge.
- B. 3 points for each full inch off the floor of your highest bridge.
- C. Up to 20 points for the creativity of your bridges.
- D. Up to 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge Task-Based - To Build Advanced Level HOOPLA

**Challenge:** Build a structure on hoops that is as large as possible and that can be flipped.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build your structure. You will then be given a chance to flip the structure for extra score.

**Set-up:** In the middle of the room there are hoops supported between two posts. The hoops can rotate freely between the posts. Opposite sides of the hoops have been covered with white tape. In addition, there is a table with materials that you can use to build your structure.

**Procedure:** Using the materials provided, you are to build a structure that is as large as possible. The structure must span the distance between the two white sides of the hoops and may extend beyond the hoops. The structure may only touch the white taped portions of the hoops. When time ends, you will receive score for both the height and width of the structure. You will then be given one chance to flip the structure by applying force in a non-colored area of the hoop. If the hoops do a complete 360 degree rotation and the structure still spans the distance between the two white areas, you will receive additional score.

### Materials:

2 sheets of newspaper  
2 paper plates  
8 straws  
10 6" mailing labels  
2 golf balls

2 pencils  
2 12" pieces of string  
2 rubber bands  
4 paper clips  
Pair of scissors (cannot be changed)

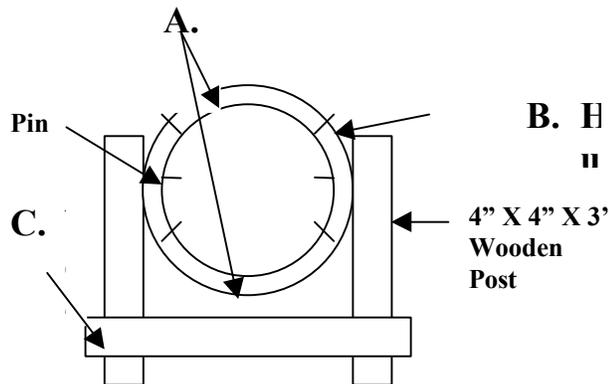
### Scoring:

#### You will receive

- 1 point for each full inch of height and width of your structure.
- 25 points if your structure still spans the distance between the white sides of the hoops after the flip.
- 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 a table with the materials at one end of the room and three hula hoops taped together suspended between two posts. Pins should be placed through the hoops into the posts to allow the hoops to spin freely. The opposite sides of the hoops will be white.



2. When time ends, the height of the structure off of the floor, as well as width of the structure should be measured. The height can best be measured by holding a tall pole perpendicular to the floor and then holding a stick perpendicular to the pole at a height equal to the height of the structure. A mark can be made on the pole corresponding to this height, and the height then measured with a measuring tape. To measure the width, two poles can be held perpendicular to the floor at a distance equivalent to the width of the structure. A stick can then be placed perpendicular to the poles and the distance marked off on the stick and measured with a tape. Care should be taken not to touch the structure when making the measurements.
3. In order to receive score for the flip, the hoops must go completely around with one push.

# DESTINATION IMAGINATIONä

## HOOPLA

**Challenge:** Build a structure on hoops that is as large as possible and that can be flipped.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build your structure. You will then be given a chance to flip the structure for extra score.

**Set-up:** In the middle of the room there are hoops supported between two posts. The hoops can rotate freely between the posts. Opposite sides of the hoops have been covered with white tape. In addition, there is a table with materials that you can use to build your structure.

**Procedure:** Using the materials provided, you are to build a structure that is as large as possible. The structure must span the distance between the two white sides of the hoops and may extend beyond the hoops. The structure may only touch the two white taped portions of the hoops. When time ends, you will receive score for both the height and width of the structure. You will then be given one chance to flip the structure by applying force in a non-colored area of the hoops. If the hoops do a complete 360 degree rotation and the structure still spans the distance between the two white areas, you will receive additional score.

### Materials:

2 sheets of newspaper  
2 paper plates  
8 straws  
10 6" mailing labels  
2 golf balls

2 pencils  
2 12" pieces of string  
2 rubber bands  
4 paper clips  
Pair of scissors (cannot be changed)

### Scoring:

You will receive

- A. 1 point for each full inch of height and width of your structure.
- B. 25 points if your structure still spans the distance between the white sides of the hoops after the flip.
- 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 IMAGINATIONä

## Instant Challenge

### Task-Based - To Build

### Advanced Level

## NETWORK

**Challenge:** Create a net that will hold marbles and ping pong balls.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create the net and 1 minute to place marbles and ping pong balls in the net for score.

**Set-up:** On the floor are taped areas each containing a wooden block. On the table are materials that you can use to make a net that will sit on the blocks.

**Procedure:** You will have 4 minutes to use the materials to make a net that will hold marbles and ping pong balls. The net must rest on one or more of the blocks, may not be attached to the blocks, and may not touch anything except the blocks. After creating the net, you will have a chance to place marbles and ping pong balls one at a time in the net for score. When placing these objects for score, you may not touch the net. When time is called, only objects successfully placed in the net will receive score.

### Materials:

**2 wire coat hangers**  
**5 straws**  
**4 index cards**  
**10 pieces of spaghetti**  
**Scissors (CANNOT be damaged)**

**6 mailing labels**  
**6 large paper clips**  
**24" piece of string**  
**2 large rubber bands**

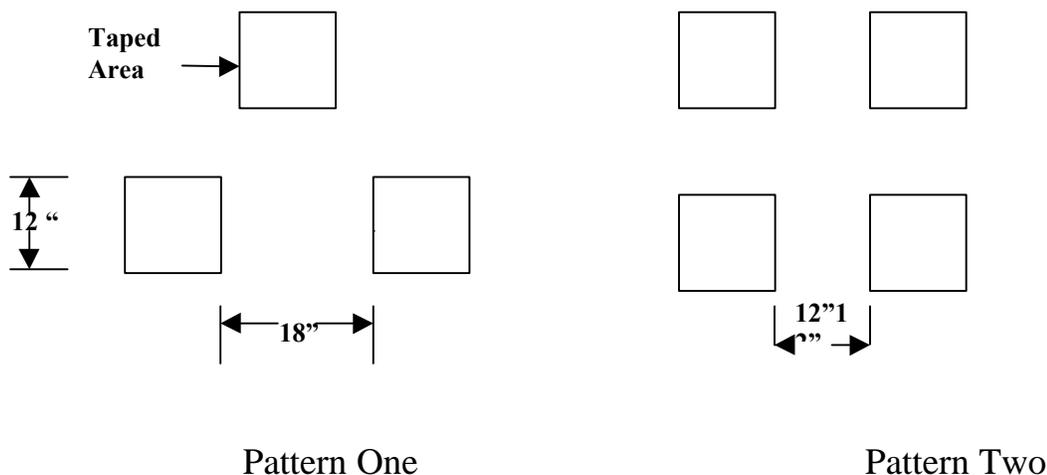
### Scoring:

#### You will receive

- A. 5 points (50 points maximum) for each marble in the net
- B. 2 points (20 maximum) for each ping pong ball in the net.
- C. Up to 20 points for the creativity of the net.
- D. Up to 10 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of 12" X 12" taped areas, each containing a 4" X 4" X 18" wooden block. The taped areas can be in either of two patterns:



2. The materials to construct the net should be on tables, along with 10 marbles and 10 ping pong balls.
3. Note that the net may NOT be attached to the blocks and that it only need touch one of the blocks. The net may touch the sides of the blocks.
4. If a marble or ping pong ball drops on the floor prior to time being called, it may be replaced as long as the net is not touched.
5. If the net is touched while placing a marble or ping pong ball, that object should not receive score.
6. Team members may talk during both parts of the problem. There is no line that team members need to stand behind when placing objects for score.

# DESTINATION IMAGINATIONä NETWORK

**Challenge:** Create a net that will hold marbles and ping pong balls.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create the net and 1 minute to place marbles and ping pong balls in the net for score.

**Set-up:** On the floor are taped areas each containing a wooden block. On the table are materials that you can use to make a net that will sit on the blocks.

**Procedure:** You will have 4 minutes to use the materials to make a net that will hold marbles and ping pong balls. The net must rest on one or more of the blocks, may not be attached to the blocks, and may not touch anything except the blocks. After creating the net, you will have a chance to place marbles and ping pong balls one at a time in the net for score. When placing these objects for score, you may not touch the net. When time is called, only objects successfully placed in the net will receive score.

## Materials:

<b>2 wire coat hangers</b>	<b>6 mailing labels</b>
<b>5 straws</b>	<b>6 large paper clips</b>
<b>4 index cards</b>	<b>24" piece of string</b>
<b>10 pieces of spaghetti</b>	<b>2 large rubber bands</b>
<b>Scissors (CANNOT be damaged)</b>	

## Scoring:

**You will receive:**

- A. 5 points (50 points maximum) for each marble in the net
- B. 2 points (20 maximum) for each ping pong ball in the net.
- C. Up to 20 points for the creativity of the net.
- D. Up to 10 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge Task-Based - To Move Entry Level MARBLE SORT

**Challenge:** To place marbles into cups of matching color.

**Time:** You will have 4 minutes to use your IMAGINATION to develop and practice a solution, and 3 minutes to sort out the marbles.

**Set-up:** On the floor behind the taped line is a bowl with 5 different colors of marbles. In addition, there are 10 cups with colors corresponding to the colors of the marbles. There are materials on the table that you can use to retrieve the marbles and place them in the correct cups.

**Procedure:** After 4 minutes to develop and practice a solution, you will have 3 minutes to earn score. You need to figure out a way of getting the marbles out of the bowl and then placing them into a cup that is the same color as the marble. All team members must stay behind the taped line when you are trying to earn score.

### Materials:

*Cannot be damaged:*

**Bowl with Marbles  
10 Colored Cups  
Two 6' Poles  
Two 6' Hollow Tubes  
Small Plastic Cup**

*Can be changed:*

**4 Styrofoam Cups  
Six 6" Labels  
Two 12" Pieces of String  
Square Piece of Foil  
6" square of Cardboard  
4 Pipe Cleaners**

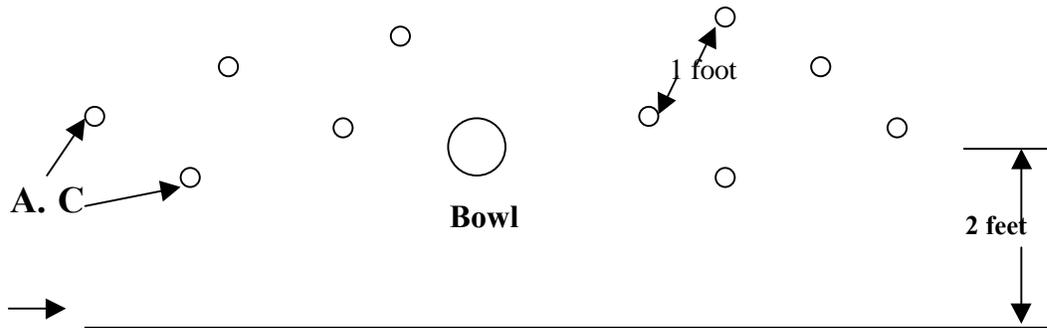
### Scoring:

**You will receive**

- A. 2 points for each marble removed from the bucket.
- B. 5 points for each marble in the correct cup.
- C. 30 points for the creativity of your solution.
- D. 30 points for how well your team works together.

## For Appraisers only:

7. The set-up consists of a playing area marked off by a taped line. In the middle of the playing area 2 feet from the taped line, there should be a bowl taped to the floor with 15 marbles (3 each of 5 colors). Ten cups (also taped to the floor) should be placed about 1 foot from each other around the bowl. Two cups should correspond to each color of marble. Each color of cup should be the same distance from the line.



**B. Table with  
Materials**

8. While solving the problem, team members may not lean over the line, or cross the invisible plane if you imagine the line on the floor extending up like a wall. An Appraiser should be positioned at the side of the line to watch for this. If a team member breaks that plane, they should be warned, and any marbles returned to the bucket or not scored if placed in a cup.

# DESTINATION IMAGINATIONä

## MARBLE SORT

**Challenge:** To place marbles into cups of matching color.

**Time:** You will have 4 minutes to use your IMAGINATION to develop and practice a solution, and 3 minutes to sort out the marbles.

**Set-up:** On the floor behind the taped line is a bowl with 5 different colors of marbles. In addition, there are 10 cups with colors corresponding to the colors of the marbles. There are materials on the table that you can use to retrieve the marbles and place them in the correct cups.

**Procedure:** After 4 minutes to develop and practice a solution, you will have 4 minutes to earn score. You need to figure out a way of getting the marbles out of the bowl and then placing them into a cup that is the same color as the marble. All team members must stay behind the taped line when you are trying to earn score.

### Materials:

*Cannot be damaged:*

**Bowl with Marbles**  
**10 Colored Cups**  
**Two 6' Poles**  
**Two 6' Hollow Tubes**  
**Small Plastic Cup**

*Can be changed:*

**4 Styrofoam Cups**  
**Six 6" Labels**  
**Two 12" Pieces of String**  
**Square Piece of Foil**  
**6" square of Cardboard**  
**4 Pipe Cleaners**

### Scoring:

**You will receive**

- A. 2 points for each marble removed from the bucket.
- B. 5 points for each marble in the correct cup.
- C. 30 points for the creativity of your solution.
- D. 30 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge Task-Based - To Move Entry Level HOSE PLAY

**Challenge:** Roll marbles into targets for score.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your solution and practice and 2 minutes to roll marbles for score.

**Set-up:** In the middle of the room are 3 targets: a bowl, a plate and a dog dish. There is also a line that your team members may not cross with any part of their bodies when rolling marbles. Behind the line is a table with materials and marbles and a hose into which you must drop the marbles in order to roll them into the targets.

**Procedure:** In the 1<sup>st</sup> part of the Challenge, you are to use the materials on the table to help you roll the marbles into the targets. The materials can be placed wherever you want. The targets may not be moved. You may practice rolling marbles during this part of the Challenge. In the 2<sup>nd</sup> part of the Challenge, all team members must remain behind the taped line. No part of a team member's body may cross over the line. You will then have a chance to drop the marbles into the hose for score.

### Materials:

6 mailing labels  
2 paper plates  
Cardboard tube  
8 straws

Piece of aluminum foil  
Sheet of newspaper  
1 can of tuna fish (cannot be changed)  
12 marbles (used for score)

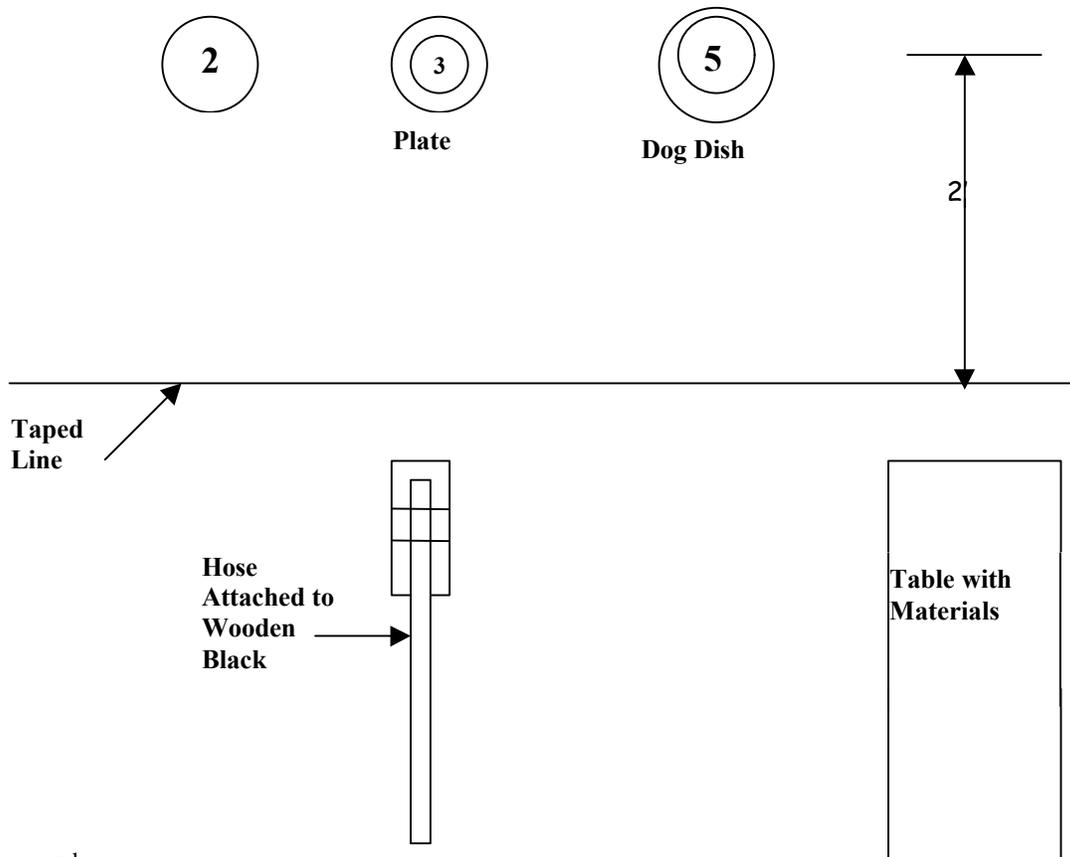
### Scoring:

#### You will receive

- A. 2 points for each marble in the bowl, 3 points for each marble in the plate and 5 points for each marble in the dog dish.
- 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 a bowl, a plate and a dog dish placed in a line 2' from a parallel taped line. Behind the taped line is a table with materials and a 3' long hose attached to a wooden board at one end.



2. In the 2<sup>nd</sup> part of the Challenge, marbles may be retrieved from behind the taped line as long as no part of one of the team members crosses over the taped line. If a team member crosses over the taped line, that team member should be warned. Any marble that ends up in a target as a result of the team member crossing over the line should not receive score.

# DESTINATION IMAGINATIONä

## HOSE PLAY

**Challenge:** Roll marbles into targets for score.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your solution and practice and 2 minutes to roll marbles for score.

**Set-up:** In the middle of the room are 3 targets: a bowl, a plate and a dog dish. There is also a line that your team members may not cross with any part of their bodies when rolling marbles. Behind the line is a table with materials and marbles and a hose into which you must drop the marbles in order to roll them into the targets.

**Procedure:** In the 1<sup>st</sup> part of the Challenge, you are to use the materials on the table to help you roll the marbles into the targets. The materials can be placed wherever you want. The targets may not be moved. You may practice rolling marbles during this part of the Challenge. In the 2<sup>nd</sup> part of the Challenge, all team members must remain behind the taped line. No part of a team member's body may cross over the line. You will then have a chance to drop the marbles into the hose for score.

### Materials:

6 mailing labels  
2 paper plates  
Cardboard tube

8 straws

Piece of aluminum foil  
Sheet of newspaper  
1 can of tuna fish (cannot be  
changed)  
12 marbles (used for score)

### Scoring:

#### You will receive

- 2 points for each marble in the bowl, 3 points for each marble in the plate and 5 points for each marble in the dog dish.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge Task-Based - To Move Advanced Level DOWN THE TUBE

**Challenge:** Separate objects into 3 groups.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create and practice with a device that will separate balls and 2 minutes to use the device for score.

**Set-up:** On the floor in a taped area is a tube with holes cut into its side surrounded by 3 baking pans. On the table are materials and 12 balls: 4 marbles, 4 ping pong balls, and 4 ball bearings.

**Procedure:** You are to use the materials with the tube to create a device that will allow you to drop the balls into the top of the tube one at a time and have the balls end up in one of the baking pans, sorted by type. The top of the tube must remain entirely within the taped area. Baking pans may not be inside the taped area. Balls must be dropped into the top of the tube. No team member may touch or move the tube, baking pans, or device during the second part of the challenge when the balls are dropped for score. In the second part of the Challenge, team members may not touch the balls once they have been dropped into the top of the tube.

### Materials:

#### *CAN be changed:*

4 sheets of paper  
6 mailing labels  
2 pencils  
2 large rubber bands  
24 " piece of string  
Coat hanger  
4 large paper clips

#### *CANNOT be damaged:*

4 bricks  
2 foot piece of hose  
Scissors

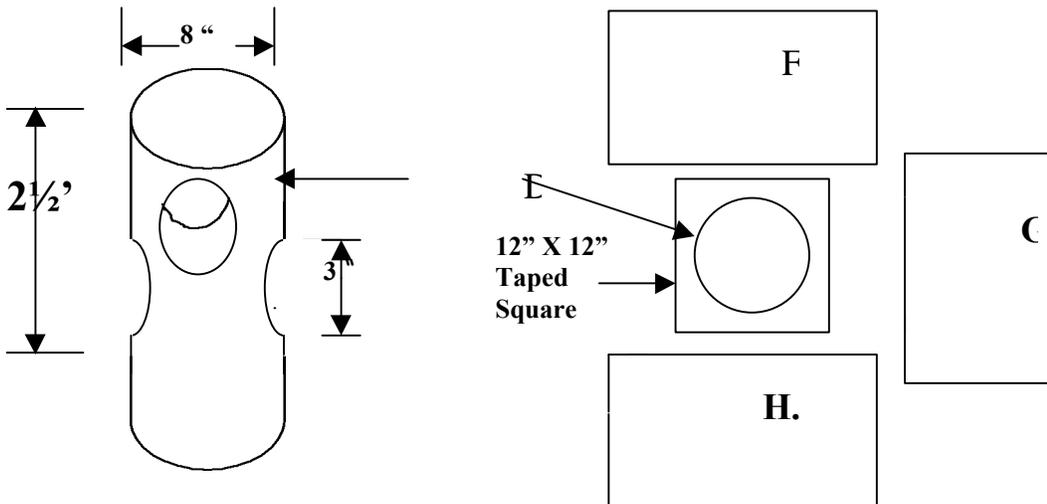
### Scoring:

#### You will receive

- 4 points (up to 48 points) for each ball that is dropped into the tube and ends up in a baking pan
- 12 points if each baking pan has at least one ball and there is only one kind of ball in each baking pan.
- Up to 20 points for the creativity of your device.
- Up to 20 points for how well the team works together.

## For Appraisers only:

1. The set-up consists of a 12" X 12" taped square that contains an 8" diameter PVC pipe that is 2½' long. The pipe should have 4 3" diameter holes cut out of its sides as shown.



There should also be a table on which are placed the 12 balls and the materials for the team to use.

2. When the second part of the challenge begins, the top of the tube must be within the taped area. If a team member touches or moves the tube or baking pans during the second part of the challenge, the team member should be warned and any ball that ends up in a baking pan because of the action should not receive score. Similarly, if a team member touches a ball after it has been dropped into the top of the tube, that ball should not receive score.

# DESTINATION IMAGINATIONä DOWN THE TUBE

**Challenge:** Separate objects into 3 groups.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create and practice with a device that will separate balls and 2 minutes to use the device for score.

**Set-up:** On the floor in a taped area is a tube with holes cut into its side surrounded by 3 baking pans. On the table are materials and 12 balls: 4 marbles, 4 ping pong balls, and 4 ball bearings.

**Procedure:** You are to use the materials with the tube to create a device that will allow you to drop the balls into the top of the tube one at a time and have the balls end up in one of the baking pans, sorted by type. The top of the tube must remain entirely within the taped area. Baking pans may not be inside the taped area. Balls must be dropped into the top of the tube. No team member may touch or move the tube, baking pans, or device during the second part of the challenge when the balls are dropped for score. In the second part of the Challenge, team members may not touch the balls once they have been dropped into the top of the tube.

## Materials:

### *CAN be changed:*

4 sheets of paper  
6 mailing labels  
2 pencils  
2 large rubber bands  
24 " piece of string  
Coat hanger  
4 large paper clips

### *CANNOT be damaged:*

4 bricks  
2 foot piece of hose  
Scissors

## Scoring:

### You will receive

- A. 4 points (up to 48 points) for each ball that is dropped into the tube and ends up in a baking pan
- B. 12 points if each baking pan has at least one ball and there is only one kind of ball in each baking pan.
- C. Up to 20 points for the creativity of your device.
- D. Up to 20 points for how well the team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

### Task-Based - To Move

### Advanced Level

## STEELIE SHUFFLE

**Challenge:** Remove metal balls from a bucket and place them into goals.

**Time:** You will have up to 4 minutes to use your IMAGINATION to practice solutions and 3 minutes to move metal balls for score.

**Set-up:** On opposite sides of a small piece of wood, there is a bucket filled with 25 metal balls and two goals: a cup and a plate. There is also a table with materials that you can use to solve the Challenge. A wooden bumper separates the room in two. On either side of the bumper, there are taped lines that the team will have to stand behind in the 2<sup>nd</sup> part of the Challenge.

**Procedure:** In the 1<sup>st</sup> part of the Challenge during your 4 minute practice time, you may use the materials on the table to help you develop a way of removing metal balls from the bucket and placing them in one of the goals. The materials may be placed anywhere. Before the beginning of the 2<sup>nd</sup> part of the Challenge, the judges will return the balls to the bucket. Team members must go behind one of the taped lines and remain there while the balls are moved for score. Balls may be rolled but not thrown. In the 2<sup>nd</sup> part of the Challenge, all team members must be careful not to let any part of their bodies cross over one of the lines. The bucket, the plate and the cup may not be moved or changed.

### Materials:

*Materials you may change:*

**4 rubber bands**  
**2 paper cups**  
**2 12" pieces of string**  
**4 6 " mailing labels**  
**2 pencils**

*Materials you may NOT break or damage:*

**2 magnets**  
**2 6' sticks**  
**2 6' tubes**  
**Scissors**  
**25 metal balls (for score)**

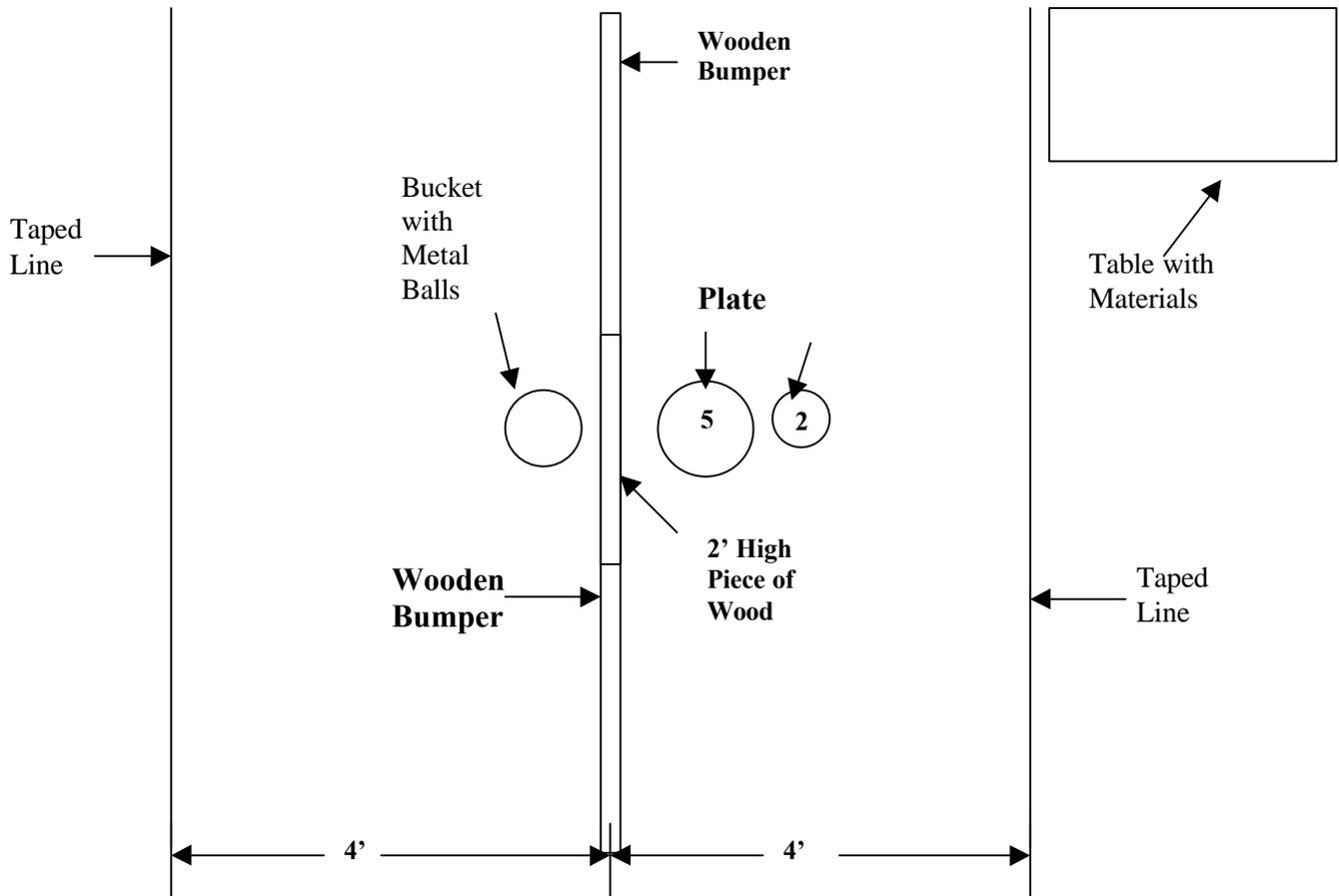
### Scoring:

**You will receive**

- A. 5 points for each metal ball in the dish at the end of part 2.
- B. 2 points for each metal ball in the cup at the end of part 2.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

### For Appraisers only:

1. The set-up consists of a bucket, with 25 metal balls taped to the floor in the center of the room. Behind the bucket is a small piece of wood about 2' high that separates the bucket from a plate and a cup that are taped to the floor. A wooden bumper made by taping 1" X 1" X 6' wooden sticks to the floor divides the room into two parts. There should be a taped line extending the length of the floor 4' on either side of the wooden bumper. In addition, on one side of the room behind the line, there should be a table with materials.



2. The plate should be marked with a “5” and the cup with a “2.”
3. If a team member accidentally crosses over the line, he/she should be warned. If crossing over the line directly results in a ball being placed in a goal, that ball should not receive score.
4. Team members throwing balls should be warned. If the action persists, an Unsportsman-like Conduct Penalty should be given.

# DESTINATION IMAGINATIONä

## STEELIE SHUFFLE

**Challenge:** Remove metal balls from a bucket and place them into goals.

**Time:** You will have up to 4 minutes to use your IMAGINATION to practice solutions and 3 minutes to move metal balls for score.

**Set-up:** On opposite sides of a small piece of wood, there is a bucket filled with 25 metal balls and two goals: a cup and a plate. There is also a table with materials that you can use to solve the Challenge. A wooden bumper separates the room in two. On either side of the bumper, there are taped lines that the team will have to stand behind in the 2<sup>nd</sup> part of the Challenge.

**Procedure:** In the 1<sup>st</sup> part of the Challenge during your 4 minute practice time, you may use the materials on the table to help you develop a way of removing metal balls from the bucket and placing them in one of the goals. The materials may be placed anywhere. Before the beginning of the 2<sup>nd</sup> part of the Challenge, the judges will return the balls to the bucket. Team members must go behind one of the taped lines and remain there while the balls are moved for score. Balls may be rolled but not thrown. In the 2<sup>nd</sup> part of the Challenge, all team members must be careful not to let any part of their bodies cross over one of the lines. The bucket, the plate and the cup may not be moved or changed.

### Materials:

*Materials you may change:*

4 rubber bands  
2 paper cups  
2 12" pieces of string  
4 6 " mailing labels  
2 pencils

*Materials you may NOT break or damage:*

2 magnets  
2 6' sticks  
2 6' tubes  
Scissors  
25 metal balls (for score)

### Scoring:

You will receive

- 5 points for each metal ball in the dish at the end of part 2.
- 2 points for each metal ball in the cup at the end of part 2.
- Up to 20 points for how creatively you use the materials.
- Up to 20 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge Task-Based - To Change Advanced Level FRAMED

**Challenge:** Create a shadow picture to represent a particular theme.

**Time:** You will have up to 6 minutes to use your IMAGINATION to create your shadow picture. You will be appraised at the end of the 6 minutes or, when your team asks to be scored.

**Set-up:** At the end of the table, there is a picture frame attached to the table. A light is set up to shine through the frame. There are materials on the table you can use to create a picture within the frame, whose shadow will be displayed on the screen.

**Procedure:** Using the materials provided, you are to create a shadow picture that fits within the frame and represents one of three themes: Morning, Desert or Winter. The shadow of your picture will be appraised whenever your team is finished or after 6 minutes. No team member may be touching the picture or shadow when it is appraised. You may not touch the projector.

### Materials:

12 paper clips	6 straws
4 paper plates	2 24" pieces of string
5 pieces of colored cellophane	
12 6 " mailing labels	
4 pieces of cardboard	2 pairs of scissors (may not be damaged)

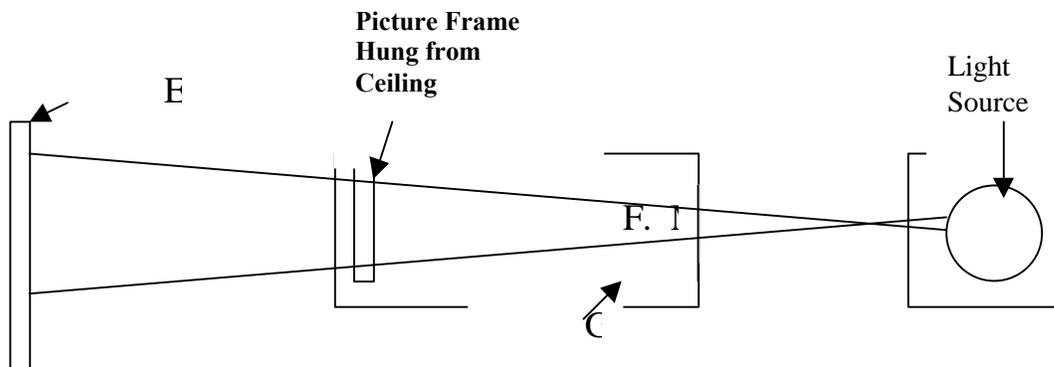
### Scoring:

You will receive up to

- 50 points for the creativity of your picture
- 25 points for how creatively you use the materials.
- 25 points for how well your team works together.

## For Appraisers only:

The set-up consists of a table in the middle of the room with the materials at one end. An empty 1 ½' X 2 ½' picture is hung from the ceiling with two wires and is taped to the other end of the table. A projector is positioned to shine through the frame, projecting the empty frame onto a screen.



# DESTINATION IMAGINATIONä FRAMED

**Challenge:** Create a shadow picture to represent a particular theme.

**Time:** You will have up to 6 minutes to use your IMAGINATION to create your shadow picture. You will be appraised at the end of the 6 minutes or, when your team asks to be scored.

**Set-up:** At the end of the table, there is a picture frame attached to the table. A light is set up to shine through the frame. There are materials on the table you can use to create a picture within the frame, whose shadow will be displayed on the screen.

**Procedure:** Using the materials provided, you are to create a shadow picture that fits within the frame and represents one of three themes: Morning, Desert or Winter. The shadow of your picture will be appraised whenever your team is finished or after 6 minutes. No team member may be touching the picture or shadow when it is appraised. You may not touch the projector.

## Materials:

12 paper clips	6 straws
4 paper plates	2 24" pieces of string
6 pieces of colored cellophane	
12 6 " mailing labels	
4 pieces of cardboard (11" X 14 ")	2 pairs of scissors (may not be damaged)

## Scoring:

You will receive up to

- 50 points for the creativity of your picture
- 25 points for how creatively you use the materials.
- 25 points for how well your team works together.

# DESTINATION IMAGINATIONä

## Instant Challenge

### Task-Based - To Protect

### Advanced Level

## UNHOOKED NETWORK

**Challenge:** Place and secure objects within a rope net.

**Time:** You will have up to 4 minutes to use your IMAGINATION to place 7 objects within a rope net and up to 3 minutes to release some or all of the ropes, keeping as many of the objects attached to the ropes as possible. You will be scored when time ends or when the team requests to be scored.

**Set-up:** In the center of the room is a large structure with 8 elastic ropes forming a net. Each of the ropes has a hook at the lower end that can be detached. In addition, there are objects on a table that may be placed in the net for score and materials that you can use to secure the objects to the net.

**Procedure:** In the 1st part of the challenge, you are to place objects in the net and secure them with the materials on the table. To be counted for score, some part of the object must be touching a rope. Objects and materials may only touch ropes, other objects or other materials. No objects or materials may touch the colored portion of the ropes. Ropes must remain attached in this part of the challenge. At the end of part one, you will receive score for each object placed in the net.

In the 2nd part of the challenge, you may release one or more of the ropes one at a time, touching only the lower end of the ropes. Objects that remain attached to the ropes for at least 5 seconds will be eligible to receive an additional score. The more ropes that are detached, the more points the objects remaining in the net will be worth. You may stop the 2nd part of the challenge at any time. You will be scored when time ends or when the team requests to be scored.

### Materials:

4 sheets of paper  
6 mailing labels  
4 paper clips  
2 rubber bands

### Objects for score:

Plastic spoon  
Plastic bowl  
Washcloth  
Basketball  
Stuffed animal  
Yardstick  
Hula hoop

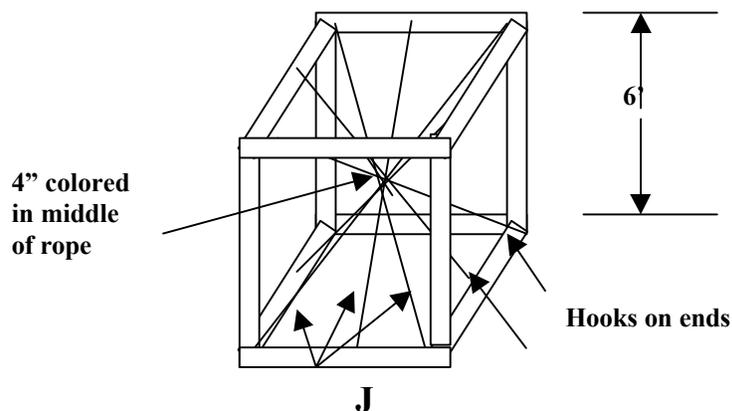
## Scoring:

### You will receive

- 4 points (up to 28 points) for each object that is in the net at the end of the 1st part of the challenge.
- 1 point for each object that stays attached at the end of Part 2 of the Challenge multiplied by the number of ropes you have released (up to 56 points).
- 1 to 20 points for how creatively you use the materials.
- 1 to 20 points for how well the team works together.

## For Appraisers only:

1. The set-up consists of a 6' X 6' X 6' wooden cube with 8 elastic ropes attached to the inside of the cube to form a net. The lower end of each elastic rope should have a hook that can be detached from the cube. The middle 4 inches of each rope should be colored. In addition, there should be a table, on which are placed 7 objects for score and the materials for the team to use in securing the objects in the net.



2. In the 2nd part of the challenge, teams may stop and be scored at any time. In this part of the challenge, team members must release ropes one at a time touching only the end of the ropes. If a team member inadvertently touches more than just the end of the rope, the team member should be warned. If this action results in an object staying in the net, that object should not receive score. When undoing ropes, the hook should be detached and then released. The hook may not be reattached somewhere else.

# DESTINATION IMAGINATIONä

## UNHOOKED NETWORK

**Challenge:** Place and secure objects within a rope net.

**Time:** You will have up to 4 minutes to use your IMAGINATION to place 7 objects within a rope net and up to 3 minutes to release some or all of the ropes, keeping as many of the objects attached to the ropes as possible.

**Set-up:** In the center of the room is a large structure with 8 elastic ropes forming a net. Each of the ropes has a hook at the lower end that can be detached. In addition, there are objects on a table that can be placed in the net for score and materials you can use to secure the objects to the net.

**Procedure:** In the 1st part of the challenge, you are to place objects in the net and secure them with the materials on the table. To be counted for score, some part of the object must be touching a rope. Objects and materials may only touch ropes, other objects or other materials. No objects or materials may touch the colored portion of the ropes. Ropes must remain attached in this part of the challenge. At the end of part one, you will receive score for each object placed in the net.

In the 2nd part of the challenge, you may release one or more of the ropes one at a time touching only the lower end of the ropes. Objects that remain attached to the ropes for at least 5 seconds will be eligible to receive additional score. The more ropes that are detached, the more points the objects remaining in the net will be worth. You may stop the 2nd part of the challenge at any time. You will be scored when time ends or when the team requests to be scored.

## **Materials:**

**4 sheets of paper**  
**6 mailing labels**  
**4 paper clips**  
**2 rubber bands**

## **Objects for score:**

**Plastic spoon**  
**Plastic bowl**  
**Washcloth**  
**Basketball**  
**Stuffed animal**  
**Yardstick**  
**Hula hoop**

## **Scoring:**

### **You will receive**

- A. 4 points (up to 28 points) for each object that is in the net at the end of the 1st part of the challenge.
- B. 1 point for each object that stays attached at the end of Part 2 of the Challenge multiplied by the number of ropes you have released (up to 56 points).
- C. 1 to 20 points for how creatively you use the materials.
- D. 1 to 20 points for how well the team works together.