

# *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  
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**Destination ImagiNation®**  
***Instant Challenge***  
**2001 Regional Competition – Advanced Level**  
**ASSEMBLY LINE**

**Challenge:** Use an assembly line to create 8 identical products and describe what the product is.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop a solution, up to 3 minutes for your assembly line to produce 8 samples of your product, and up to 1 minute to describe your product for the Appraisers.

**Set-up:** There are 3 tables, one containing materials, a second table to be used as the assembly line and a third table with the numbers 1 to 8 for displaying the finished products.

**Procedure:** Many factories use assembly lines to put together identical products that have many parts. On an assembly line, each worker adds a certain part or parts to the product. Then the product goes to the next worker to add a different part or parts, and so on. This way the products are put together exactly the same, and at the end of the assembly line, all the products look identical. This is what your team will be expected to do.

- Part 1 (4 minutes): Practice with the materials and design a product that you will assemble in Part 2. The product must be made up of at least 8 items, and each team member must add something to the product in an assembly line fashion. At the end of Part 1, enough materials to make 8 of your products should be on the table labeled “Assembly Line.”
- Part 2 (3 minutes): Assemble 8 of your products that are as identical as possible. One of your team members must place the completed products on the table labeled “finished products,” in order of the numbers 1 to 8. Once a product has been set down on the 3<sup>rd</sup> table, it cannot be touched again. The products must be placed so that the Appraisers can tell they are identical without moving them.
- Part 3 (1 minute): Describe your product for the Appraisers.

**Materials:**

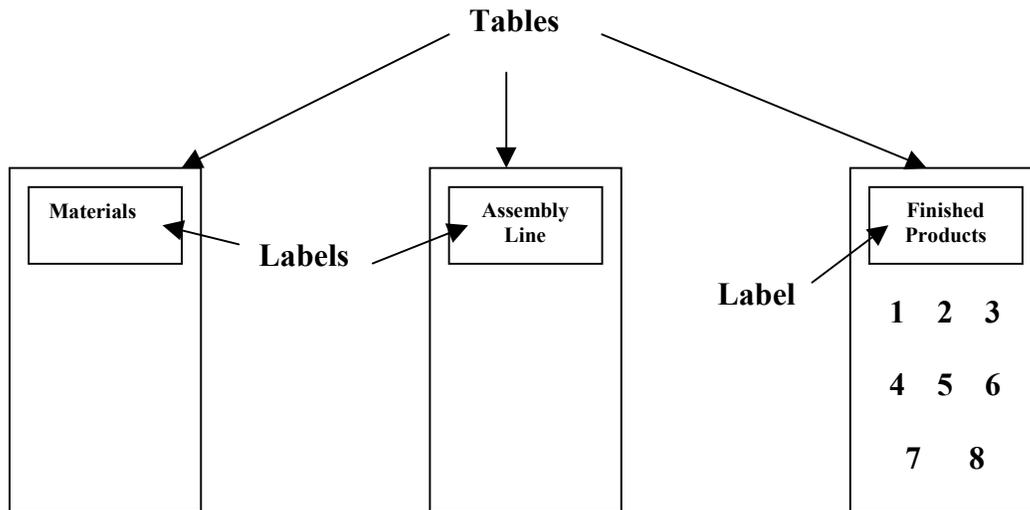
25 straws	10 cotton balls
15 paper clips	5 pieces of construction paper
15 toothpicks	1 roll of duct tape
10 mailing labels	2 paper plates
10 cotton swabs	2 pairs of scissors ( MAY NOT be damaged)

**Scoring:** You will receive up to

- A. 5 points each (35 points total) for how identical the last seven products are to the first product that is made.
- B. 20 points for how creatively you use the materials.
- C. 20 points for the creativity of your product description.
- D. 25 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of three tables. The first table should be labeled “materials.” The second table should be labeled “assembly line.” The third table should be labeled “finished products.” The materials that the team can use to create their products are on the first table.



2. While there is a rubric to help the Appraisers decide whether two products are identical, ultimately each Appraiser must decide what “identical” means. Appraisers should NOT move or touch the finished products when scoring. Teams have been told to place the products on the 3rd table so that the Appraisers can assess whether they are identical without moving them. If a product is placed upside down or backwards, it may be impossible to decide if that product is “identical” to the first one created. In that case, the team probably would receive a lower score for that score element.

## Destination ImagiNation® ASSEMBLY LINE

**Challenge:** Use an assembly line to create 8 identical products and describe what the product is.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop a solution, up to 3 minutes for your assembly line to produce 8 samples of your product, and up to 1 minute to describe your product for the Appraisers.

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**Procedure:** Many factories use assembly lines to put together identical products that have many parts. On an assembly line, each worker adds a certain part or parts to the product. Then the product goes to the next worker to add a different part or parts, and so on. This way the products are put together exactly the same, and at the end of the assembly line, all the products look identical. This is what your team will be expected to do.

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### Materials:

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Labels for Tables:

MATERIALS

ASSEMBLY LINE

FINISHED  
PRODUCTS

1      2      3      4

5      6      7      8

**Destination ImagiNation®**  
*Instant Challenge*  
d2k.1 – University Level  
**BEAM BOUNCE**

**Challenge:** Direct a light source onto targets.

**Time:** You will have up to 6 minutes to use your IMAGINATION to place materials to direct a light source onto targets for score.

**Set-up:** In the middle of the room, there is a table with a light source as well as 3 targets. There is a taped line that divides the table into two areas. The targets must remain behind the taped line. In addition, there is a table with materials that you can use to direct the light source onto the targets.

**Procedure:** Using the materials provided, you are to direct the light source simultaneously onto as many targets as possible. In order to receive score, the shadow of the nail within a target must be aligned with the drawing of the nail on the target card behind it. The light source may not be touched or moved.

**Materials:**

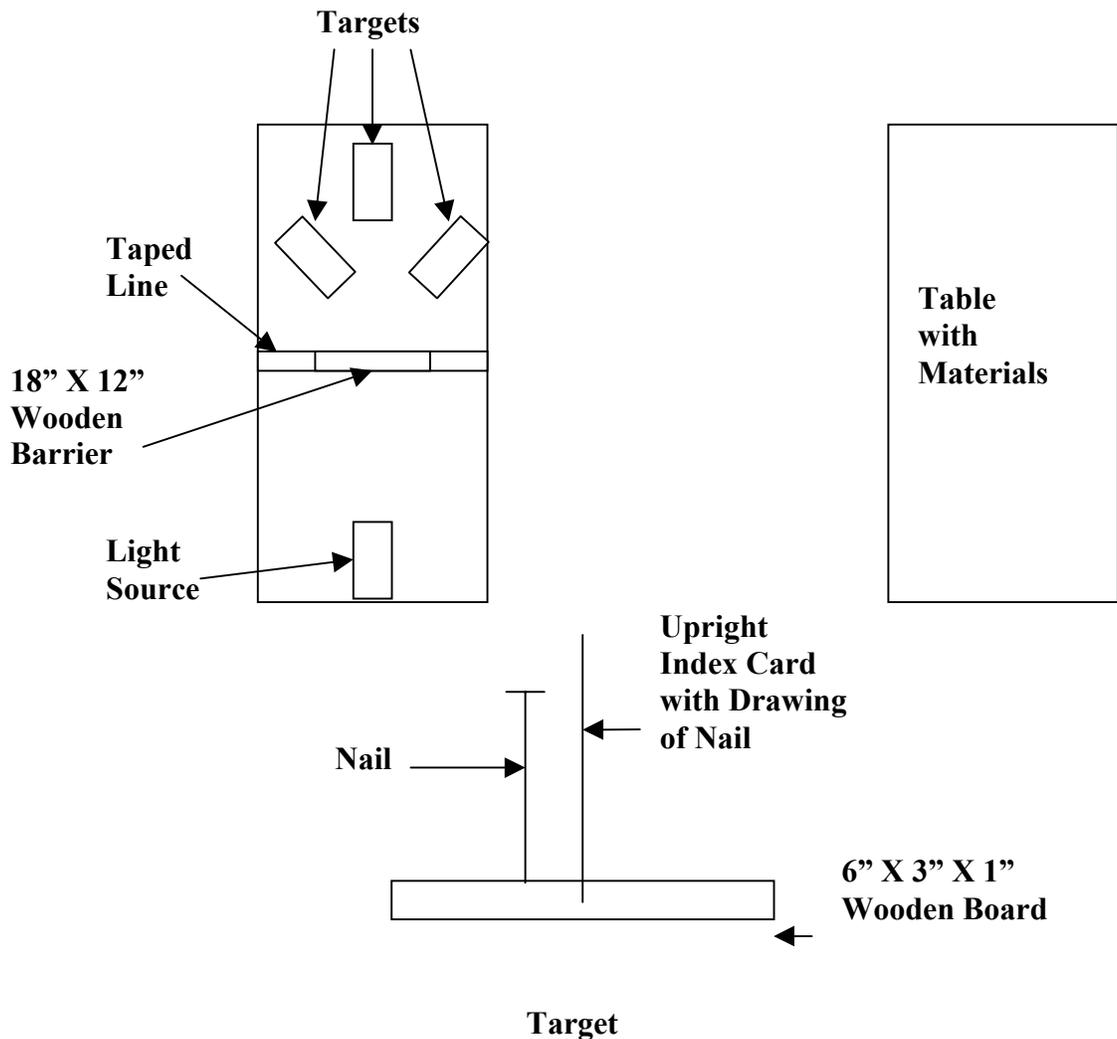
- |                           |   |
|---------------------------|---|
| 2 Pieces of cardboard     | 4 Clothes pins                          |
| 1 Paper plate             | 8 Mirrors (MAY NOT be damaged)          |
| 8 Straws                  | 1 Metal pan (MAY NOT be damaged)        |
| 10 Mailing labels         | 2 Prisms (MAY NOT be damaged)           |
| 18" Piece of string       | 1 Pair of scissors (MAY NOT be damaged) |
| 2 Pieces of aluminum foil | 1 Light source (MAY NOT be damaged)     |
| 2 Pencils                 | 3 Targets (MAY NOT be damaged)          |
| 4 Paper clips             | 1 Wooden barrier (MAY NOT be damaged)   |
| 2 Rubber bands            |   |

**Scoring:** You will receive

- A. 25 points for each target that is successfully illuminated (75 points maximum)
- 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 table with a bright flashlight taped to its sides. The beam of the flashlight should be directed towards a barrier that is 18" wide and 12" tall that is placed in the middle of the table. The beam of the flashlight should be about 6" off the surface of the table. The barrier should be taped to the table and be located on a taped line that divides the table into two equal areas. Behind the barrier, 3 targets should be placed. The targets are 6" X 3" X 1" pieces of wood that lie flat on the table. In the middle of the target, there should be a groove where a 3" X 6" index card standing upright with a drawing of a nail can be placed. 1" in front of the card a 6" nail should be firmly imbedded into the wood. In addition, nearby there should be a second table with materials.



TEAM COPY

## Destination ImagiNation® BEAM BOUNCE

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### Materials:

- |                           |   |
|---------------------------|---|
| 2 Pieces of cardboard     | 4 Clothes pins                          |
| 1 Paper plate             | 8 Mirrors (MAY NOT be damaged)          |
| 8 Straws                  | 1 Metal pan (MAY NOT be damaged)        |
| 10 Mailing labels         | 2 Prisms (MAY NOT be damaged)           |
| 18" Piece of string       | 1 Pair of scissors (MAY NOT be damaged) |
| 2 Pieces of aluminum foil | 1 Light source (MAY NOT be damaged)     |
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**Destination ImagiNation®**  
*Instant Challenge*  
2001 Regional Competition – Entry and Advanced Levels  
**DAY IN THE PARK**

**Challenge:** Take a trip to the park and respond to the noises in your surroundings.

**Time:** You will have up to 3 minutes to use your IMAGINATION to develop a solution and up to 2 minutes to present your solution to the Appraisers.

**The Scene:** Your team has decided to take a trip to the park. While you are at the park, you keep hearing all sorts of unusual noises. You must respond to these noises and include them in your trip. Be sure to make the noises as part of your presentation.

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

**Scoring:** You will receive up to

- A. 30 points for the creativity of your presentation.
- B. 30 points for the creativity of your noises and how you respond to them.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

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DAY IN THE PARK**

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**Destination ImagiNation®**  
***Instant Challenge***  
**2001 Affiliate Competition – Entry Level**  
**DI DOLL**

**Challenge:** Create a doll and tell who will receive the doll and why.

**Time:** You will have up to 5 minutes to use your IMAGINATION to discuss the Challenge and create a doll, and up to 1 minute to tell who will receive the doll and why.

**The Scene:** The DI Doll Developers have received a request for a very special doll, but they are so busy, they don't have time to make it. Your team has been asked to help. You are to use the materials to create a very special doll. You should then creatively present to the Appraisers whom the doll is for and why this person has requested it. Only your team knows who wants the doll—the person can be anyone, real or unreal, from the past, present or future. You may use any or all of the provided materials.

**Items to Use in Your Presentation:**

1 Large disposable cup	1 Sheet of newspaper
1 Sheet of yellow construction paper	24" of string
1 Sheet of black construction paper	1 Square of foil
4 Pipe cleaners	1 Pair of scissors (may NOT be damaged)
3 Mailing labels	2 Markers (may NOT be damaged)

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

- Scoring:** You will receive up to
- A. 40 points for the creativity of your doll.
  - B. 30 points for the creativity of your presentation.
  - C. 10 points for the humor of your presentation.
  - D. 20 points for how well your team works together.

**Destination ImagiNation®  
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**Destination ImagiNation®**  
***Instant Challenge***  
**2001 Affiliate Competition – Advanced Level**  
**THE HOLE TOWER**

**Challenge:** Create a free-standing tower that you can pass a baseball bat through and then answer a question about it.

**Time:** You will have up to 3 minutes to use your IMAGINATION to build your tower, up to 1 minute to pass a baseball bat through the tower as many times as possible, up to 1 minute to choose a question about the tower, and up to 1 minute to answer the question.

**The Scene:** Your team is being challenged by the DI Architectural Society to show that you can design a tower for the 21<sup>st</sup> Century.

- Part 1 (3 minutes): Use the materials on the table to build a free-standing tower. The tower must fit within a 12” X 12” taped square and have holes in it large enough to pass a baseball bat through.
- Part 2 (1 minute): Pass a baseball bat through the tower from side to side without touching the structure. You are to pass the bat through the structure as many times as possible. However, once a pathway through the structure has been used, that same pathway may not be reversed or used again. If the bat touches the structure during a pass, the bat must be completely removed from the tower before a new pass can be attempted.
- Part 3 (1 minute): Choose a question about the tower from a list you will be given and prepare an answer. Your team will receive additional points based on the creativity of your answer.
- Part 4 (1 minute): Present your answer to the Appraisers.

**Items to Use in Your Presentation:**

6 Lasagna noodles	6 Mailing labels
4 Pieces of licorice	2 Pencils
6 Paper clips	4 Straws
2 Rubber bands	1 Styrofoam cup
	1 Baseball bat (may NOT be damaged)

A piece of paper and a pencil also will be available in Part 3 for your team to use as you prepare your answer.

**Scoring:** You will receive

- A. 30 points for the creativity of your structure.
- B. 5 points for each time the baseball bat passes completely through the structure.
- C. 30 points for the creativity of your answer to the question.
- D. 20 points for how well your team works together.

## Destination ImagiNation® THE HOLE TOWER

**Challenge:** Create a free-standing tower that you can pass a baseball bat through and then answer a question about it.

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- 30 points for the creativity of your structure.
- 5 points for each time the baseball bat passes completely through the structure.
- 30 points for the creativity of your answer to the question.
- 20 points for how well your team works together.

**QUESTIONS:**  
**(ANSWER ONE)**

1. WHAT IS THE GREAT BEAUTY OF YOUR TOWER?
2. HOW DOES THE TOWER CONTRIBUTE TO WORLD PEACE?
3. HOW DOES THE TOWER INSPIRE YOU?
4. HOW WILL YOU REMEMBER YOUR TOWER?
5. WHAT IS YOUR TOWER'S NAME AND WHY?
6. HOW IS YOUR TOWER LIKE A CLOCK?
7. HOW IS YOUR TEAM LIKE YOUR TOWER?
8. HOW COULD YOU IMPROVE YOUR TOWER?
9. WHERE IS YOUR TOWER LOCATED AND WHY WAS IT BUILT?

**Destination ImagiNation®**  
***Instant Challenge***  
2001 Affiliate Competition – Entry Level  
**HOT POTATO COLD**

**Challenge:** Keep hot potatoes hot and ice cream frozen.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop a solution and up to 2 minutes to present your solution to the Appraisers.

**The Scene:** The DI Lunch Lovers need your help. They have been asked to think of five ways for someone to carry a hot potato and a cold ice cream cone in the same container while keeping the potato hot and the ice cream cone cold. If the two items come in contact, the potato will get cold and the ice cream will melt. Your team has been called in as experts to come up with five different ways to keep the two foods apart. Give it some thought and be bold! Keep the hot food hot and the cold food cold.

**Items to Use in Your Presentation:**

1 Paper bag	1 Square of foil
1 Sheet of newspaper	2 Mailing labels
1 Pencil	24" of string
3 Pieces of paper	5 Paper cups
1 Styrofoam bowl	5 Potatoes (may NOT be damaged)
	5 Snow cone cups with a Styrofoam ball glued inside (may NOT be damaged)

A piece of paper and a pencil also will be available for your team as you prepare your presentation.

**Scoring:** You will receive up to

- A. 10 points each (50 points total) for the creativity of the five ways to carry the hot and cold foods.
- B. 30 points for the creativity of your presentation.
- C. 20 points for how well your team works together.

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

**Destination ImagiNation®**  
*Instant Challenge*  
d2k.1 – Elementary Level  
**HURRICANE**

**Challenge:** Build two structures, one that will be demolished by wind and the other that can withstand a blowing wind.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build your structures and 30 seconds to submit them to the hurricane.

**Set-up:** On the floor are two taped areas, each containing a wooden block. One block is labeled straw and the other bricks. Fans are positioned next to each taped area. In addition, there is a table with materials that you can use to build your structures.

**Procedure:**

- Part 1 (6 minutes): Using the materials provided, you are to build two structures. Each structure must go completely around each of the blocks, be as tall as possible and not extend outside the taped area. You will receive score for the combined heights of your structures. You may not be touching the structures when they are measured and the structures may not be attached to the blocks or the floor.
- Part 2 (30 seconds): Your team will stand away from the structures. An Appraiser will turn on fans to create “hurricane” conditions around each of the structures. You will receive additional score if the structure built around the straw block is demolished by the hurricane, and if the structure built around the brick block can withstand the storm.

**Materials:**

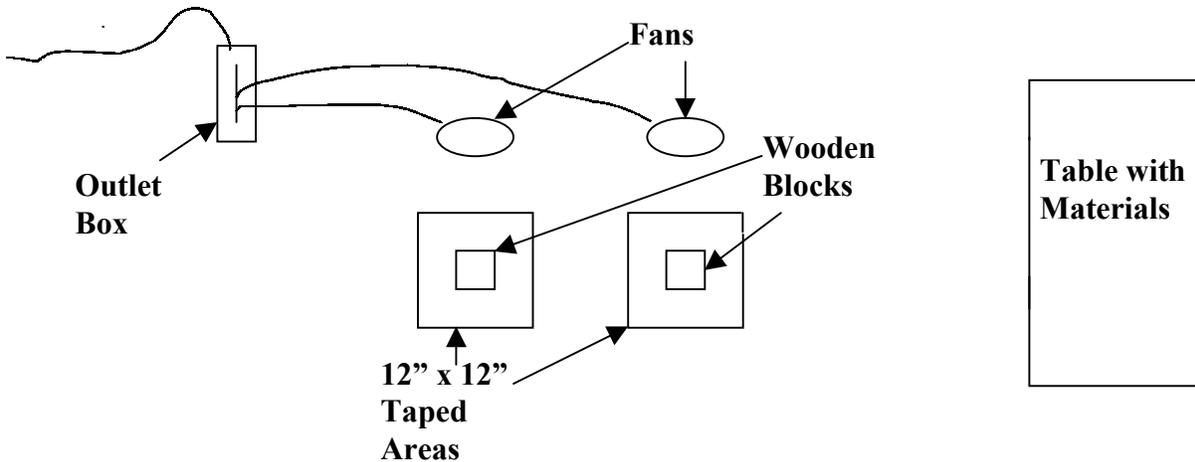
20 Paper clips	6 Straws
4 Paper plates	8 Craft sticks
10 Index cards	1 Pair of scissors (MAY NOT be damaged)
8 Mailing labels	2 Wooden blocks (MAY NOT be damaged)
	2 Fans (MAY NOT be damaged)

**Scoring:** You will receive

- A. 2 points for each full inch of height in the two structures
- B. 15 points if the structure built around the straw block no longer goes completely around the block after the “hurricane.”
- C. 15 points if the structure built around the brick block still goes completely around the block after the “hurricane.”
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of a table with the materials at one end of the room. In addition, there are two 12" x 12" taped areas each containing a 4" x 4" x 18" block. One of the blocks is labeled "straw," the other "brick." In addition, 6" away from each taped area is a fan taped to the floor. The fans are plugged into an outlet box that allows both fans to be turned on simultaneously.



2. The height of each tower 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 tower. A mark can be made on the pole corresponding to this height, and the height then measured with a measuring tape.
3. If a structure extends outside the taped area, its height at the point where it crosses the taped line should be measured. Appraisers should try to measure the heights of the 2 structures as soon as Part 1 ends. If a structure loses height after time has ended, the height of the structure as time ended should be estimated.

## Destination ImagiNation® HURRICANE

**Challenge:** Build two structures, one that will be demolished by wind and the other that can withstand a blowing wind.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build your structures and 30 seconds to submit them to the hurricane.

**Set-up:** On the floor are two taped areas, each containing a wooden block. One block is labeled straw and the other bricks. Fans are positioned next to each taped area. In addition, there is a table with materials that you can use to build your structures.

### Procedure:

- Part 1 (6 minutes): Using the materials provided, you are to build two structures. Each structure must go completely around each of the blocks, be as tall as possible and not extend outside the taped area. You will receive score for the combined heights of your structures. You may not be touching the structures when they are measured and the structures may not be attached to the blocks or the floor.
- Part 2 (30 seconds): Your team will stand away from the structures. An Appraiser will turn on fans to create “hurricane” conditions around each of the structures. You will receive additional score if the structure built around the straw block is demolished by the hurricane, and if the structure built around the brick block can withstand the storm.

### Materials:

20 Paper clips	6 Straws
4 Paper plates	8 Popsicle® sticks
10 Index cards	1 Pair of scissors (MAY NOT be damaged)
8 Mailing labels	2 Wooden blocks (MAY NOT be damaged)
	2 Fans (MAY NOT be damaged)

**Scoring:** You will receive

- 2 points for each full inch of height in the two structures
- 15 points if the structure built around the straw block no longer goes completely around the block after the “hurricane.”
- 15 points if the structure built around the brick block still goes completely around the block after the “hurricane.”
- 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***  
**2001 Affiliate Competition – Advanced Level Version**  
**IMAGINED JOURNEY**

**Challenge:** Present a story about your trip to the land called Imagination.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create a solution and up to 2 minutes to present your solution to the Appraisers.

**The Scene:** Your team won a trip to the land called Imagination. You have just returned. You are to show and tell the Appraisers all about your experiences.

**Imaginary Items to Use in Your Presentation  
(WILL NOT BE PROVIDED):**

Bicycle horn	Hat
Flashlight	Set of Keys
Pair of shoes	2 Different souvenirs from your trip
Ice cream cone	

A piece of paper and a pencil will be provided for your team to use as you prepare your presentation.

- Scoring:** You will receive up to
- A. 30 points for the creativity of your presentation.
  - B. 5 points each (40 points total) for how well you demonstrate and use the imaginary items.
  - C. 20 points for the humor of your presentation.
  - D. 20 points for how well your team works together.

TEAM COPY

**Destination ImagiNation®**  
**IMAGINED JOURNEY**

**Challenge:** Present a story about your trip to the land called Imagination.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create a solution and up to 2 minutes to present your solution to the Appraisers.

**The Scene:** Your team won a trip to the land called Imagination. You have just returned. You are to show and tell the Appraisers all about your experiences.

**Imaginary Items to Use in Your Presentation**  
**(WILL NOT BE PROVIDED):**

Bicycle horn

Hat

Flashlight

Set of Keys

Pair of shoes

2 Different souvenirs from your trip

Ice cream cone

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

**Scoring:** You will receive up to

A. 30 points for the creativity of your presentation.

B. 5 points each (40 points total) for how well you demonstrate and use the imaginary items.

C. 20 points for the humor of your presentation.

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

**Destination ImagiNation®**  
***Instant Challenge***  
**2001 Regional Competition – Entry and Advanced Levels**  
**IT’S ALL NEWS TO ME!**

**Challenge:** Develop a broadcast that contains 5 creative news items that are incorrect.

**Time:** You will have up to 4 minutes to use your IMAGINATION to prepare your broadcast and up to 2 minutes to present your news show to the Appraisers.

**The Scene:** Your team has been hired by the DI Education Company to help with a new way of testing what students know about the news. They have asked you to create a news broadcast that contains 5 news items that are incorrect. Here’s your chance to stretch the truth! After the performance, the Appraisers will ask you to name the 5 news items you have included in your performance that are incorrect.

**Items to Use in Your Presentation:**

Three chairs and a table will be provided. A piece of paper and a pencil will be available for your team to use as you plan your broadcast.

**Scoring:** You will receive up to

- A. 20 points for the creativity of your presentation
- B. 10 points each (50 points total) for the creativity of the 5 news items you present that are incorrect.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

TEAM COPY

**Destination ImagiNation®  
IT'S ALL NEWS TO ME!**

**Challenge:** Develop a broadcast that contains 5 creative news items that are incorrect.

**Time:** You will have up to 4 minutes to use your IMAGINATION to prepare your broadcast and 2 minutes to present your news show to the Appraisers.

**The Scene:** Your team has been hired by the DI Education Company to help with a new way of testing what students know about the news. They have asked you to create a news broadcast that contains 5 news items that are incorrect. Here's your chance to stretch the truth! After the performance, the Appraisers will ask you to name the five news items you have included in your performance that are incorrect.

**Items to Use in Your Presentation:**

Three chairs and a table will be provided. A piece of paper and a pencil will be available for your team to use as you plan your broadcast.

**Scoring:** You will receive up to

- A. 20 points for the creativity of your presentation
- B. 10 points each (50 points total) for the creativity of the 5 news items you present that are incorrect.
- C. 10 points for the humor of your presentation.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
**2001 Affiliate Competition – Advanced Level**  
**JOB FAIR**

**Challenge:** Demonstrate 5 occupations using actions and sound effects but not words.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your solution and up to 2 minutes to present your 5 occupations to the Appraisers.

**The Scene:** Your team has been asked to present a short demonstration of 5 occupations for a Job Fair, a show where different types of work are displayed. Each occupation or job needs to be demonstrated by at least one team member. Since this Job Fair is being given to an international audience, you may NOT use words in your presentation; however, each demonstration should be accompanied by appropriate sound effects to keep the audience interested. Be creative and demonstrate how diverse the job market is!

**Items to Use in Your Presentation:**

2 chairs will be provided. In addition, a piece of paper and a pencil will be available for your team to use as you prepare your presentation.

**Scoring:** You will receive up to

- A. 5 points each (25 points total) for the creativity of the actions that you use to demonstrate the occupations.
- B. 5 points each (25 points total) for the creativity of the sound effects that you use to demonstrate the occupations.
- C. 25 points for the creativity of your presentation.
- D. 25 points for how well your team works together.

## Destination ImagiNation® Job Fair

**Challenge:** Demonstrate 5 occupations using actions and sound effects but not words.

**Time:** You will have up to 4 minutes to use your IMAGINATION to create your solution and up to 2 minutes to present your 5 occupations to the Appraisers.

**The Scene:** Your team has been asked to present a short demonstration of 5 occupations for a Job Fair, a show where different types of work are displayed. Each occupation or job needs to be demonstrated by at least one team member. Since this Job Fair is being given to an international audience, you may NOT use words in your presentation; however, each demonstration should be accompanied by appropriate sound effects to keep the audience interested. Be creative and demonstrate how diverse the job market is!

### Items to Use in Your Presentation:

2 chairs will be provided. A piece of paper and a pencil will also be available for your team to use as you plan your presentation.

**Scoring:** You will receive up to

- A. 5 points each (25 points total) for the creativity of the actions that you use to demonstrate the occupations.
- B. 5 points each (25 points total) for the creativity of the sound effects that you use to demonstrate the occupations.
- C. 25 points for the creativity of your presentation.
- D. 25 points for how well your team works together.

**Destination ImagiNation®**  
*Instant Challenge*  
2001 Regional Competition – Entry and Advanced Levels  
**JOURNEY TO THE CENTER OF THE  
EARTH**

**Challenge:** Become explorers and present the secrets at the center of the earth.

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

**The Scene:** You are a team of unusual and amazing explorers that has found a tunnel that leads to the center of the earth. As you come around the last corner, you discover something unbelievable. You now have a chance to recreate that discovery and present what you found to a panel from the DI Geographic Society. Make them believe using your unique personalities and creative props!

**Items to Use in Your Presentation:**

On the table are 8 markers, a pair of scissors and two large sheets of paper to use to make props. A piece of paper and a pencil are also available for your team to use as you plan your presentation.

**Scoring:** You will receive up to

- A. 25 points for the creativity of your discovery.
- B. 25 points for the creativity of your props and how you use them
- C. 25 points for the creativity of your characterizations of the explorers.
- D. 25 points for how well your team works together.

## JOURNEY TO THE CENTER OF THE EARTH

**Challenge:** Become explorers and present the secrets at the center of the earth.

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

**The Scene:** You are a team of explorers that has found a tunnel that leads to the center of the earth. As you come around the last corner, you discover something unbelievable. You now have a chance to recreate that discovery and present what you found to a panel from the DI Geographic Society. Make them believe and show them your true selves!

**Items to Use in Your Presentation:** On the table are 8 markers, a pair of scissors and two large sheets of paper to use to make props. A piece of paper and a pencil are also available for your team to use as you plan your presentation.

**Scoring:** You will receive up to

- A. 25 points for the creativity of your discovery.
- B. 25 points total for the creativity of your props and how you use them.
- C. 25 points for the creativity of your characterizations of the explorers.
- D. 25 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
2001 Regional Competition – Entry and Advanced Levels  
**LOCATION, LOCATION, LOCATION**

**Challenge:** Build 3 towers and move them to 3 locations.

**Time:** You will have up to 3 minutes to use your IMAGINATION to build the towers and up to 2 minutes to move the towers to new locations.

**Set-up:** In the center of the room is a table with 3 taped squares. There are also materials on the table that you can use to build a tower in each of the squares. On the other side of the room is a table with a ball, 3 plastic glasses and a slanting board.

**Procedure:**

- Part 1 (3 minutes): You are to use the materials to build a tower at least 12 inches tall in each of the 3 taped squares. Your towers may NOT be attached to the table. The Appraisers will award score for your towers before proceeding to Part 2.
- Part 2 (2 minutes): You are to move the towers to 3 new locations, one tower on top of the basketball, a second on top of the 3 plastic glasses, and a third on top of the slanting board. In moving the towers, you may ONLY touch the towers with unused materials. You will be scored again at the end of Part 2. In order to receive score:
  - no part of a tower must have fallen off during the move
  - a tower must be in the same position as it was in at the end of Part 1 for at least an additional 5 seconds
  - a tower must touch only the ball, all 3 of the glasses, or the slanting board.

**Materials:**

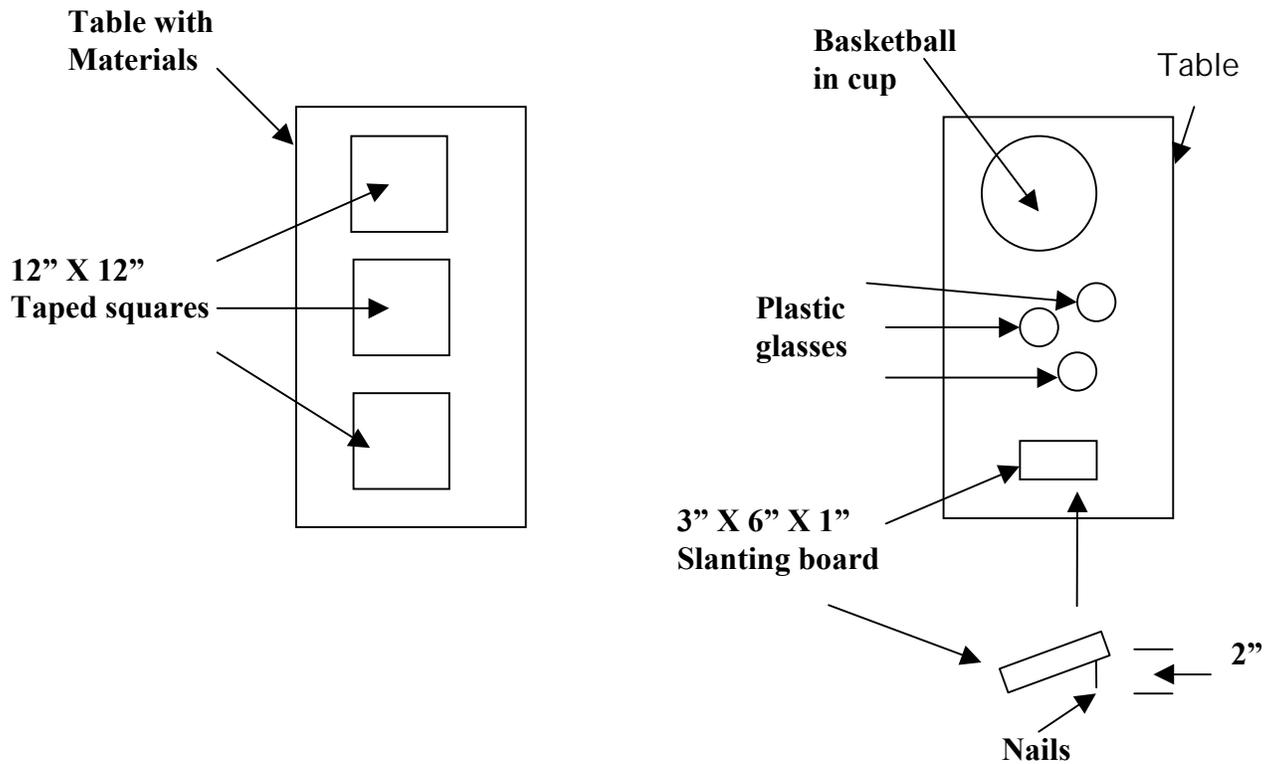
6 straws	4 paper clips
4 Popsicle sticks	2 sheets of paper
2 Styrofoam cups	4 rubber bands
10 drink stirrers	6 mailing labels
1 12” ruler (MAY NOT be damaged)	1 pair of tongs (MAY NOT be damaged)

**Scoring:** You will receive

- A. 10 points (30 points maximum) for each tower that is inside a taped square and at least 12” tall at the end of Part 1.
- B. 20 points (60 points maximum) for each tower successfully moved to the ball, glasses and slanting board by the end of 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 a table in the center of the room with 3 taped 12" X 12" squares. On this table are also materials, a ruler and a pair of tongs. On a second table there is a basketball sitting in a cup, 3 plastic glasses (taped to the table) and a 3" X 6" X 1" board that is elevated 2" on one side by resting on nails.



**LOCATION, LOCATION, LOCATION**

**Challenge:** Build 3 towers and move them to 3 locations.

**Time:** You will have up to 3 minutes to use your IMAGINATION to build the towers and up to 2 minutes to move the towers to new locations.

**Set-up:** In the center of the room is a table with 3 taped squares. There are also materials on the table that you can use to build a tower in each of the squares. On the other side of the room is a table with a ball, 3 plastic glasses and a slanting board.

**Procedure:**

- Part 1 (3 minutes): You are to use the materials to build a tower at least 12 inches tall in each of the 3 taped squares. Your towers may NOT be attached to the table. The Appraisers will award score for your towers before proceeding to Part 2.
- Part 2 (2 minutes): You are to move the towers to 3 new locations, one tower on top of the basketball, a second on top of the 3 plastic glasses, and a third on top of the slanting board. In moving the towers, you may ONLY touch the towers with unused materials. You will be scored again at the end of Part 2. In order to receive score:
  - no part of a tower must have fallen off during the move
  - a tower must be in the same position as it was in at the end of Part 1 for at least an additional 5 seconds
  - a tower must touch only the ball, all 3 of the glasses, or the slanting board.

**Materials:**

6 straws	4 paper clips
4 Popsicle sticks	2 sheets of paper
2 Styrofoam cups	4 rubber bands
10 drink stirrers	6 mailing labels
1 12" ruler (MAY NOT be damaged)	1 pair of tongs (MAY NOT be damaged)

**Scoring:** You will receive

- A. 10 points (30 points maximum) for each tower that is inside a taped square and at least 12" tall at the end of Part 1.
- B. 20 points (60 points maximum) for each tower successfully moved to the ball, glasses and slanting board by the end of 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*

d2k.1 – Elementary Level

# MOBILE

**Challenge:** Create a mobile that represents a particular theme and tell the Appraisers about it. A mobile is a hanging piece of art that moves in the wind.

**Time:** You will have up to 6 minutes to use your IMAGINATION to create your mobile and up to 1 minute to tell the Appraisers about it.

**Set-up:** There are materials on the table that you can use to create a mobile. In addition, in the middle of the room there is a hook to hang your mobile on.

### **Procedure:**

- Part 1 (6 minutes): Using the materials provided, you are to create a mobile that hangs from the hook and represents one of three themes: Sports, Food, or Transportation. At the end of Part 1, no team member may be touching the mobile.
- Part 2 (1 minute): You are to explain to the Appraisers how your mobile represents the theme you have chosen.

### **Materials:**

- |                  |   |
|------------------|---|
| 4 Coat hangers   | 6 Mailing labels                        |
| 4 Paper plates   | 4 Straws                                |
| 8 Index cards    | 2 Pieces of aluminum foil               |
| 4 Styrofoam cups | 4 Pipe cleaners                         |
| 4 Rubber bands   | 8 Markers (MAY NOT be damaged)          |
| 6 Paper clips    | 1 Pair of scissors (MAY NOT be damaged) |

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

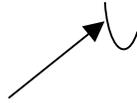
**Scoring:** You will receive up to

- 30 points for how well your mobile represents the theme you have chosen.
- 30 points for how creatively you use the materials.
- 20 points for the creativity of your presentation.
- 20 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of a table with materials. In addition, there is a hook in the center of the room. The hook can be suspended from the ceiling or be attached to a pole that is suspended between two ladders.

**Hook in  
middle of  
room**



**Table with  
Materials**

2. Note that in scoring item B, teams are to be appraised for their CREATIVITY, not their artistic talent.

## Destination ImagiNation® MOBILE

**Challenge:** Create a mobile that represents a particular theme and tell the Appraisers about it. A mobile is a hanging piece of art that moves in the wind.

**Time:** You will have up to 6 minutes to use your IMAGINATION to create your mobile and up to 1 minute to tell the Appraisers about it.

**Set-up:** There are materials on the table that you can use to create a mobile. In addition, in the middle of the room there is a hook to hang your mobile on.

### Procedure:

- Part 1 (6 minutes): Using the materials provided, you are to create a mobile that hangs from the hook and represents one of three themes: Sports, Food, or Transportation. At the end of Part 1, no team member may be touching the mobile.
- Part 2 (1 minute): You are to explain to the Appraisers how your mobile represents the theme you have chosen.

### Materials:

4 Coat hangers	6 Mailing labels
4 Paper plates	4 Straws
8 Index cards	2 Pieces of aluminum foil
4 Styrofoam cups	4 Pipe cleaners
4 Rubber bands	8 Markers (MAY NOT be damaged)
6 Paper clips	1 Pair of scissors (MAY NOT be damaged)

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

**Scoring:** You will receive up to

- 30 points for how well your mobile represents the theme you have chosen.
- 30 points for how creatively you use the materials.
- 20 points for the creativity of your presentation.
- 20 points for how well your team works together.

**Destination ImagiNation®**  
*Instant Challenge*  
2001 Affiliate Competition – Entry Level  
**MOVE ‘EM OUT**

**Challenge:** Move objects across 2 taped lines.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop and practice a solution and up to 2 minutes to move objects for score.

**Set-up:** ALL TEAM MEMBERS WILL NEED TO WEAR SAFETY GLASSES DURING THIS CHALLENGE. On each side of the room, there are 3 taped lines. The 2 yellow lines are closest together, followed by the red lines and then the blue lines, which are farthest apart. Behind each of the blue lines is a table with 3 objects, as well as materials that can be used to move the objects.

**Procedure:**

- Part 1 (4 minutes): Your team will receive points for moving objects from one side to the other. The number of points that your team will earn for moving an object to the other side will depend upon how far apart your team stands. You are to divide your team into 2 groups that will each stand behind a set of lines. Once the team is divided, team members are to use the materials on their table to move 3 objects across to the other side. You may practice during Part 1. During Part 1, you must decide whether you want to use the yellow red or blue lines when you move objects for score. When moving objects,
  - no part of a team member’s body may cross over the set of lines the team has chosen.
  - none of the objects or materials may touch the area between the lines.
  - objects and materials may NOT be thrown across the lines.
  - nothing may be attached to the objects, but materials may be attached to each other.
- Part 2 (2 minutes): You are to move objects for score. Prior to starting Part 2, the objects and materials must be returned to their original tables, and the team must tell the Appraisers which set of lines the team will be using.

**Materials:**

*Side one:*

**2 Golf clubs (may NOT be damaged)**  
**1 Rope (may NOT be damaged)**  
**1 Plunger (may NOT be damaged)**  
**1 Coat hanger**  
**6 Paper clips**  
**Objects: tennis ball, penny, hula hoop**

*Side two:*

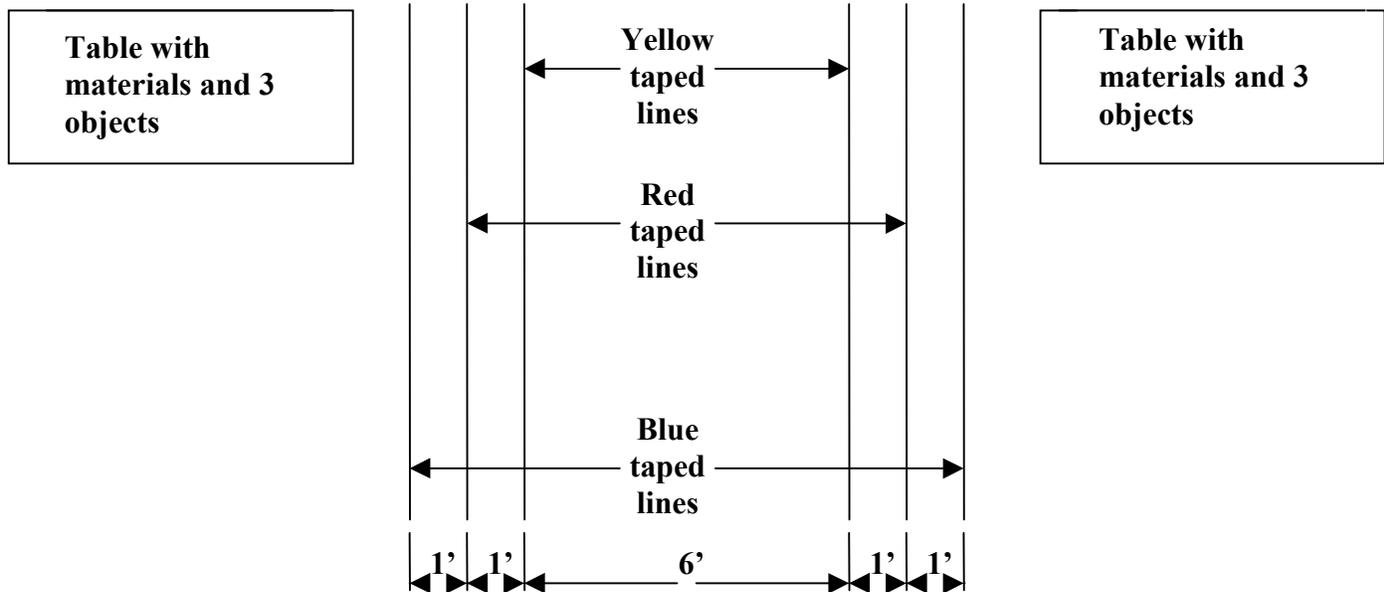
**2 6’ Poles (may NOT be damaged)**  
**1 Towel (may NOT be damaged)**  
**1 Baseball bat (may NOT be damaged)**  
**6 Mailing labels**  
**4 Straws**  
**Objects: basketball, wooden spoon, can of food**

**Scoring:** You will receive

- A. 3 (yellow), 6 (red) or 9 (blue) points for each object moved across the taped lines.
- 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 3 sets of taped lines: 6', 8' and 10' apart. There is a table with materials and 3 objects behind each of the outside lines. The lines should each be at least 2" wide to help team members know where the boundaries are.



2. If an object or any of the materials falls to the floor between the 2 lines the team is using, the object or the material(s) may not be used further. If one of the materials touches the area in between the taped lines, that material can no longer be used to transport objects.
3. When moving objects, no part of a team member's body may cross over the taped lines. Appraisers should be positioned to watch for this. If a part of a team member's body does cross over a taped line, the team member should be warned. Any object moved as a result of the team member crossing the line would not receive score.
4. All team members involved in this Challenge need to wear safety glasses during both Parts 1 and 2 of the Challenge.

## Destination ImagiNation® MOVE 'EM OUT

**Challenge:** Move objects across 2 taped lines.

**Time:** You will have up to 4 minutes to use your IMAGINATION to develop and practice a solution and up to 2 minutes to move objects for score.

**Set-up:** ALL TEAM MEMBERS WILL NEED TO WEAR SAFETY GLASSES DURING THIS CHALLENGE. On each side of the room, there are 3 taped lines. The 2 yellow lines are closest together, followed by the red lines and then the blue lines, which are farthest apart. Behind each of the blue lines is a table with 3 objects, as well as materials that can be used to move the objects.

### Procedure:

- Part 1 (4 minutes): Your team will receive points for moving objects from one side to the other. The number of points that your team will earn for moving an object to the other side will depend upon how far apart your team stands. You are to divide your team into 2 groups that will each stand behind a set of lines. Once the team is divided, team members are to use the materials on their table to move 3 objects across to the other side. You may practice during Part 1. During Part 1, you must decide whether you want to use the yellow red or blue lines when you move objects for score. When moving objects,
  - no part of a team member's body may cross over the set of lines the team has chosen.
  - none of the objects or materials may touch the area between the lines.
  - objects and materials may NOT be thrown across the lines.
  - nothing may be attached to the objects, but materials may be attached to each other.
- Part 2 (2 minutes): You are to move objects for score. Prior to starting Part 2, the objects and materials must be returned to their original tables, and the team must tell the Appraisers which set of lines they will be using.

### Materials:

#### *Side one:*

**2 Golf clubs (may NOT be damaged)**  
**1 Rope (may NOT be damaged)**  
**1 Plunger (may NOT be damaged)**  
**1 Coat hanger**  
**6 Paper clips**  
**Objects: tennis ball, penny, hula hoop**

#### *Side two:*

**2 6' Poles (may NOT be damaged)**  
**1 Towel (may NOT be damaged)**  
**1 Baseball bat (may NOT be damaged)**  
**6 Mailing labels**  
**4 Straws**  
**Objects: basketball, wooden spoon, can of food**

**Scoring:** You will receive

- A. 3 (yellow), 6 (red) or 9 (blue) points for each object moved across the taped lines.
- 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***  
**2001 Regional Competition – Entry Level**  
**PICNIC PESTS**

**Challenge:** Keep an army of ants from destroying your picnic.

**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 solution to the Appraisers.

**The Scene:** Your team is outside having a picnic, when all of a sudden, you see an army of ants charging your way! You need to find a way to keep them from destroying your picnic, and fast! Your presentation should include 3 characters that each react differently to the approaching ants. For example, one character might be a baby who thinks the ants are for eating!

**Items to Use in Your Presentation:**

*MAY be changed*

5 paper plates  
5 plastic forks  
5 paper napkins

*MAY NOT be damaged or altered*

1 picnic basket  
1 plastic tablecloth  
1 loaf of bread

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

**Scoring:** You will receive up to

- A. 30 points for the creativity of your solution and presentation.
- B. 10 points each (30 points total) for the creativity of your characters.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

**Destination ImagiNation®  
PICNIC PESTS**

**Challenge:** Keep an army of ants from destroying your picnic.

**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 solution to the Appraisers.

**The Scene:** Your team is outside having a picnic, when all of a sudden, you see an army of ants charging your way! You need to find a way to keep them from destroying your picnic, and fast! Your presentation should include 3 characters that each react differently to the approaching ants. For example, one character might be a baby who thinks the ants are for eating!

**Items to Use in Your Presentation:**

*MAY be changed*

5 paper plates

5 plastic forks

5 paper napkins

*MAY NOT be damaged or altered*

1 picnic basket

1 plastic tablecloth

1 loaf of bread

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

**Scoring:** You will receive up to

- A. 30 points for the creativity of your solution and presentation.
- B. 10 points each (30 points total) for the creativity of your characters.
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

## Destination ImagiNation®

### *Instant Challenge*

d2k.1 – Middle Level

# REMODELING

**Challenge:** Build a single structure and then remodel it as needed.

**Time:** You will have up to 1 minute to use your IMAGINATION to discuss how to create a single structure that meets a certain goal and up to 1 minute to build it. You will then have 1 more minute to discuss how to remodel the structure to meet a new goal and 30 more seconds to remodel it. There will be an opportunity to remodel the structure 3 times.

**Set-up:** In the center of the room is a table with two wooden blocks that your structure must rest on and materials you can use to build your structure and remodel it. The two blocks are located within a taped square, with opposite blue and red sides.

### **Procedure:**

- Part 1: You will be given a sheet of paper telling you what kind of structure you need to build. You can take up to 1 minute to decide how you will build the structure and then up to 1 minute to build it. The Appraisers will then assess the structure for score.
- Part 2: You will be given a second sheet of paper with a new goal for the structure. You will have 1 minute to decide how to remodel the structure to meet the new goal and 30 seconds to do the remodeling. The Appraisers will then assess the remodeled structure for score.
- Parts 3 and 4: You will be given 2 more remodeling goals, one at a time. The same procedure will be followed as for Part 2.

In all 4 Parts, the single structure must only touch the wooden blocks and may not be attached to them. When a structure is being remodeled to meet a new goal, the previous goal or goals must also still be met.

### **Materials:**

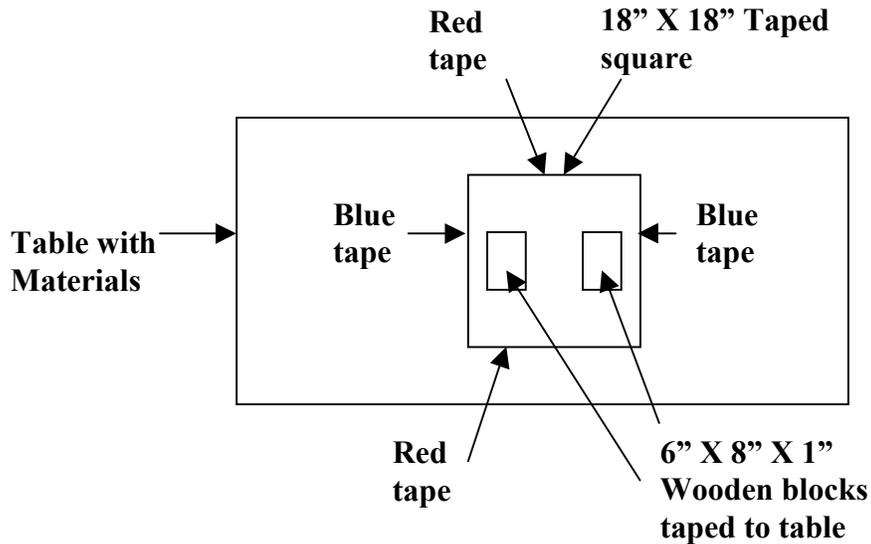
2 Sheets of paper	12" Piece of string
4 Paper clips	1 Paper bag
1 Box of raisins	2 Rubber bands
10 Pieces of spaghetti	6 Mailing labels
1 pencil	2 wooden blocks (MAY NOT be damaged)

**Scoring:** You will receive

- A. 10 points (40 points maximum) for each goal that you meet.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 30 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of an 18" X 18" taped square in the center of a table. Two 6" X 8" X 1" wooded blocks have been taped inside the square as shown. There are also materials on the table that the team can use to build and remodel their structure.



2. The team will be given the structure goals on the following pages at the appropriate times in the Challenge. The Appraisers will assess whether the structure meets the new goal (as well as all preceding goals) after each building/remodeling period.
3. It is possible that a structure might not meet an intermediate goal (and hence not receive score for that remodeling) but would meet a subsequent goal. Score would be given for the new goal as long as the team has created a structure that now meets the new goal as well as all the preceding goals, including the goal it missed.
4. A new box of raisins should be used for each team.

## Destination ImagiNation® REMODELING

**Challenge:** Build a single structure and then remodel it as needed.

**Time:** You will have up to 1 minute to use your IMAGINATION to discuss how to create a single structure that meets a certain goal and up to 1 minute to build it. You will then have 1 more minute to discuss how to remodel the structure to meet a new goal and 30 more seconds to remodel it. There will be an opportunity to remodel the structure 3 times.

**Set-up:** In the center of the room is a table with two wooden blocks that your structure must rest on and materials you can use to build your structure and remodel it. The two blocks are located within a taped square, with opposite blue and red sides.

### Procedure:

- Part 1: You will be given a sheet of paper telling you what kind of structure you need to build. You can take up to 1 minute to decide how you will build the structure and then up to 1 minute to build it. The Appraisers will then assess the structure for score.
- Part 2: You will be given a second sheet of paper with a new goal for the structure. You will have 1 minute to decide how to remodel the structure to meet the new goal and 30 seconds to do the remodeling. The Appraisers will then assess the remodeled structure for score.
- Parts 3 and 4: You will be given 2 more remodeling goals, one at a time. The same procedure will be followed as for Part 2.

In all 4 Parts, the single structure must only touch the wooden blocks and may not be attached to them. When a structure is being remodeled to meet a new goal, the previous goal or goals must also still be met.

### Materials:

2 Sheets of paper	12" Piece of string
4 Paper clips	1 Paper bag
1 Box of raisins	2 Rubber bands
10 Pieces of spaghetti	6 Mailing labels
1 pencil	2 wooden blocks (MAY NOT be damaged)

**Scoring:** You will receive

- A. 10 points (40 points maximum) for each goal that you meet.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 30 points for how well your team works together.

**GOAL ONE: BUILD A  
STRUCTURE THAT  
STRETCHES BETWEEN  
THE TWO BLOCKS OF  
WOOD.**

**GOAL TWO: BUILD A  
STRUCTURE THAT IS AT  
LEAST 1 PENCIL LENGTH  
IN HEIGHT.**

**GOAL THREE: BUILD A  
STRUCTURE THAT  
EXTENDS BEYOND AT  
LEAST ONE OF THE BLUE  
LINES OF THE SQUARE.**

**GOAL FOUR: BUILD A  
STRUCTURE THAT  
EXTENDS BEYOND  
BOTH OF THE RED LINES  
OF THE SQUARE.**

**Destination ImagiNation®**  
*Instant Challenge*  
d2k.1 – Elementary Level  
**SAND SCENE**

**Challenge:** Create a scene of a real or imagined country.

**Time:** You will have up to 6 minutes to use your **IMAGINATION** to create your scene.

**Set-up:** On the floor is a tub filled with sand. Water has been added to the sand to allow you to build things with it. There is also a table with materials you can use to help create your sand scene, along with a piece of cardboard for you to write the name of the country you have chosen.

**Procedure:** You must use the materials and the sand to create a scene about a country. The country can be real or imaginary. You should write the name of the country on the piece of cardboard. The scene must be made within the tub, and all of the sand should stay inside the tub. You may not be touching any part of the scene when it is scored.

**Materials:**

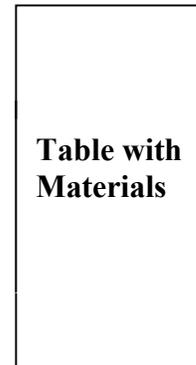
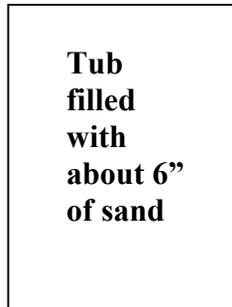
6 Paper cups	4 Markers (MAY NOT be damaged)
4 Paper plates	1 Pair of scissors (MAY NOT be damaged)
8 Pipe cleaners	1 Tub with sand (MAY NOT be damaged)
2 Plastic bowls	1 Piece of cardboard (for country name)

**Scoring:** You will receive up to

- A. 50 points for the creativity of your scene.
- B. 30 points for how creatively you use the materials.
- C. 20 points for how well your team works together.

## **For Appraisers only:**

1. The set-up consists of a tub filled with about 6” of fine sand. The sand should be moistened to allow one to be able to mold it easily. There is also a table with materials.



2. A broom and a dustpan would be useful to sweep up any sand that may come out of the tub during the competition.
3. The tub should be covered when it is not in use to prevent the sand from drying out. Extra water should be added to the sand as needed to keep the moisture content similar for all teams.

## Destination ImagiNation® SAND SCENE

**Challenge:** Create a scene of a real or imagined country.

**Time:** You will have up to 6 minutes to use your IMAGINATION to create your scene.

**Set-up:** On the floor is a tub filled with sand. Water has been added to the sand to allow you to build things with it. There is also a table with materials you can use to help create your sand scene, along with a piece of cardboard for you to write the name of the country you have chosen.

**Procedure:** You must use the materials and the sand to create a scene about a country. The country can be real or imaginary. You should write the name of the country on the piece of cardboard. The scene must be made within the tub, and all of the sand should stay inside the tub. You may not be touching any part of the scene when it is scored.

### Materials:

6 Paper cups	4 Markers (MAY NOT be damaged)
4 Paper plates	1 Pair of scissors (MAY NOT be damaged)
8 Pipe cleaners	1 Tub with sand (MAY NOT be damaged)
2 Plastic bowls	1 Piece of cardboard (for country name)

**Scoring:** You will receive up to

- A. 50 points for the creativity of your scene.
- B. 30 points for how creatively you use the materials.
- C. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
2001 Affiliate Competition – Advanced Level  
**SEMANTIC SLEUTHING – PART 1**  
**This is Part 1 of a Two-part Challenge.**

**First Challenge:** Write down answers to 5 different commands.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss and write down your answers.

**Procedure:** Your team will be given two copies of 5 different commands asking you to name things. You should decide your responses to these commands and write down your answers on the two sheets. One of the sheets is for the Appraisers. The other copy is to be used by the team in the second part of the Challenge. The 5 things that your team names will be used to solve a mystery.

**Scoring:** Your responses in the first part of the Challenge will not be scored.

FIRST TEAM COPY     Destination ImagiNation®  
**SEMANTIC SLEUTHING – PART 1**

**First Challenge:** Write down answers to 5 different commands.

**Time:** You will have up to 2 minutes to use your IMAGINATION to discuss and write down your answers.

**Procedure:** Your team will be given two copies of 5 different commands asking you to name things. You should decide your responses to these commands and write down your answers on the two sheets. One of the sheets is for the Appraisers. The other copy is to be used by the team in the second Challenge. The 5 things that your team names will be used to solve a mystery.

**Scoring:** Your responses to the first Challenge will not be scored.

NAME AN ANIMAL.

---

NAME A PIECE OF  
CLOTHING.

---

NAME A TOY.

---

NAME A TOOL.

---

NAME SOMETHING  
FOUND IN SCHOOL.

---

**Destination ImagiNation®**  
***Instant Challenge***  
2001 Affiliate Competition – Advanced Level  
**SEMANTIC SLEUTHING – PART 2**  
**This is Part 2 of a Two-part Challenge.**

**Second Challenge:** Make the town’s water supply safe to drink.

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

**The Scene:** Your hometown’s water supply has mysteriously become unsafe to drink. Your team has been called in to find the cause of the problem and make the water safe to drink again.

**Items to Use in Your Presentation:**

You should incorporate the things that you have chosen in the first part of the Challenge into your solution. At least one of the things you have named should be instrumental in either finding out why the water is unsafe to drink or in making the water safe again. You will then have the opportunity to present your findings to the DI Water Quality Board. Remember, you never outgrow your need for clean water!

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

**Scoring:** You will receive up to

- A. 30 points for the creativity of your solution and presentation.
- B. 6 points each (30 points total) for how creatively you incorporate the things you have named into your solution and presentation
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

SECOND TEAM COPY    **Destination ImagiNation®**  
**SEMANTIC SLEUTHING – PART 2**

**Second Challenge:** Make the town’s water supply safe to drink.

**Time:** You will have up to 3 minutes to use your IMAGINATION to develop your solution and up to 2 minutes to present your solution to the Appraisers.

**The Scene:** Your hometown’s water supply has mysteriously become unsafe to drink. Your team has been called in to find the root of the problem and make the water safe to drink again.

**Items to Use in Your Presentation:**

You should incorporate the things that you have chosen in the first part of the Challenge into your solution. At least one of the things you have named should be instrumental in either finding out why the water is unsafe to drink or in making the water safe again. You will then have the opportunity to present your findings to the DI Water Quality Board. Remember, you never outgrow your need for clean water!

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

**Scoring:** You will receive up to

- A. 30 points for the creativity of your solution and presentation.
- B. 6 points each (30 points total) for how creatively you incorporate the things you have named into your solution and presentation
- C. 20 points for the humor of your presentation.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
*Instant Challenge*  
d2k.1– Secondary Level  
**SOUNDS, SIGHTS, SOLUTIONS**

**Challenge:** Communicate words using only sounds or actions.

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

**The Scene:** Your team is being challenged to communicate common words using only sounds (higher score) or actions (lower score).

- Part 1 (2 minutes): Develop strategy. You also should divide your team into 2 groups. Each group will go behind one of the taped lines that are 3 feet apart and remain there for the rest of the Challenge.
- Part 2 (5 minutes): Communicate words for score.
  - The group nearest the door will face the wall. The other group will be shown a word. Once the word has been shown to the communicating group, they cannot talk among themselves. An Appraiser will then say “begin.” Using only sounds—no word or letters or letter sounds, the group will have 30 seconds to communicate the word to their teammates.
  - If the word is communicated, an Appraiser will say “correct” and 10 points will be awarded. The group identifying the word should speak loudly and clearly.
  - If the word is not communicated, an Appraiser will say “stop” and the teammates will turn around. Using only actions, the group will have 30 more seconds to communicate the word. When using actions, the whole word must be depicted—no sounds, signing or writing. An Appraiser will say “begin,” and “correct” or “stop” as before. Five points will be awarded if the word is communicated using actions.
  - Following completion of this word, the groups will then change roles and another word will be given. This process will be continued until a total of 5 minutes of communication time has been utilized.

**Scoring:** You will receive

- A. 10 points for each word that is identified only using sounds.
- B. 5 points for each word identified by actions.
- C. Up to 30 points for the creativity of how the words are communicated.
- D. Up to 20 points for how well you team works together.

# Destination ImagiNation®

## SOUNDS, SIGHTS, SOLUTIONS

**Challenge:** Communicate words using only sounds or actions.

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

**The Scene:** Your team is being challenged to communicate common words using only sounds (higher score) or actions (lower score).

- Part 1 (2 minutes): Develop strategy. You also should divide your team into 2 groups. Each group will go behind one of the taped lines that are three feet apart and remain there for the rest of the Challenge.
- Part 2 (5 minutes): Communicate words for score.
  - The group nearest the door will face the wall. The other group will be shown a word. Once the word has been shown to the communicating group, they cannot talk among themselves. An Appraiser will then say “begin.” Using only sounds—no word or letters or letter sounds, the group will have 30 seconds to communicate the word to their teammates.
  - If the word is communicated, an Appraiser will say “correct” and 10 points will be awarded. The group identifying the word should speak loudly and clearly.
  - If the word is not communicated, an Appraiser will say “stop” and the teammates will turn around. Using only actions, the group will have 30 more seconds to communicate the word. When using actions, the whole word must be depicted—no sounds, signing or writing. An Appraiser will say “begin,” and “correct” or “stop” as before. Five points will be awarded if the word is communicated using actions.
  - Following completion of this word, the groups will then change roles and another word will be given. This process will be continued until a total of 5 minutes of communication time has been utilized.

**Scoring:** You will receive

- A. 10 points for each word that is identified only using sounds.
- B. 5 points for each word identified by actions.
- C. Up to 30 points for the creativity of how the words are communicated.
- D. Up to 20 points for how well you team works together.

Robin

Orchestra

Olympics

Rocket

Winter

Happy

Creativity

Surprise

Temperature

Moon

Sadness

Table

President

Ocean

Cone

Bullet

Giraffe

Antarctica

Octopus

Flag

Coffee

**Destination ImagiNation®**  
***Instant Challenge***  
**2001 Affiliate Competition – Entry Level**  
**SQUISHY SQUEEZY PET**

**Challenge:** Create an original Pet and tell a funny story about it.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your original Pet and develop your story and up to 2 minutes to tell your story to the Appraisers.

**The Scene:** Using the provided materials, you are to create a Squishy Squeezy Pet. You will then have a chance creatively to present a funny story involving at least one of your team members and your team's Squishy Squeezy Pet. Here's your chance to dream up an unbelievable story!

**Items to Use in Your Presentation:**

1 Large rectangular sponge	10' of yarn
3 Small, round sponges	12" X 12" Piece of cloth
12 Craft sticks	Black marker (may NOT be damaged)
10 Pipe cleaners	Pair of scissors (may NOT be damaged)
5 Mailing labels	Yardstick (may NOT be damaged)

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

**Scoring:** You will receive up to

- A. 25 points for the creativity of your Pet.
- B. 25 points for how creatively you use the materials.
- C. 30 points for the creativity of your presentation.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
**SQUISHY SQUEEZY PET**

**Challenge:** Create an original Pet and tell a funny story about it.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create your original Pet and develop your story and up to 2 minutes to tell your story to the appraisers.

**The Scene:** Using the provided materials, you are to create a Squishy Squeezy Pet. You will then have a chance creatively to present a funny story involving at least one of your team members and your team's Squishy Squeezy Pet. Here's your chance to dream up an unbelievable story!

**Items to Use in Your Presentation:**

1 Large rectangular sponge	10' of yarn
3 Small, round sponges	12" X 12" Piece of cloth
12 Craft sticks	Black marker (may NOT be damaged)
10 Pipe cleaners	Pair of scissors (may NOT be damaged)
5 Mailing labels	Yardstick (may NOT be damaged)

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

**Scoring:** You will receive up to

- A. 25 points for the creativity of your Pet.
- B. 25 points for how creatively you use the materials.
- C. 30 points for the creativity of your presentation.
- D. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
d2k.1 – Middle Level  
**TOWER AND BRIDGE**

**Challenge:** Build a tower that is as high as possible and that will hold as much weight as possible when the tower becomes a bridge.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build your tower and up to 1 minute to turn your tower into a bridge and add weight.

**Set-up:** On the floor are a taped area within which you must build your tower and 2 bricks that your tower must span when you turn it into a bridge. There is also a table with materials to use in building your tower, a pair of tongs to use in moving the tower, and sets of weights to add to the bridge in order to obtain score.

**Procedure:**

- Part 1 (6 minutes): Use the materials on the table to build a tower that is as high as possible. At the end of Part 1, your tower must be within the taped area. The Appraisers then will measure the height of your tower to the nearest inch.
- Part 2 (1 minute): Pick up the tower with the tongs and place it on the 2 bricks to become a bridge. Only the tongs may touch the tower. If anything other than the tongs touches the tower, time will end. Pieces of the tower may fall off as it is being changed into a bridge. Once the tower has become a bridge, you may not touch the bridge. However, you may add sets of weights one at a time to the bridge between the bricks until the bridge no longer spans the gap or a set of weights touches the floor or bricks.

**Materials:**

8 Pencils	4 Paper clips
8 Straws	2 Rubber bands
8 Index cards	2 12" Pieces of string
4 Sheets of paper	1 Pair of tongs (MAY NOT be damaged)
6 Mailing labels	10 Sets of weights (MAY NOT be damaged)

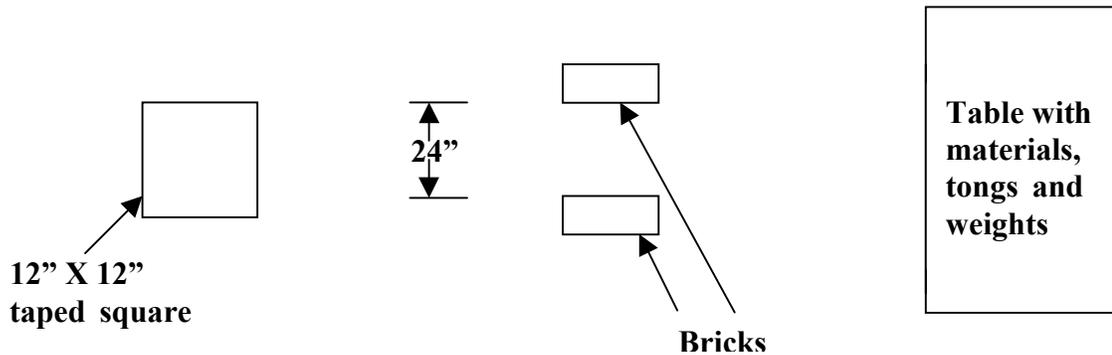
**Scoring:**

You will receive

- A. 3 points for each full inch your structure rises above the floor.
- B. 20 points if your tower becomes a bridge.
- C. 5 points for each set of weights supported by your 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.

## For Appraisers only:

1. The set-up consists of a 12" X 12" taped square on the floor, 2 bricks placed 12 inches apart, and a table with materials, a pair of tongs, and 10 sets of weights.



2. The height of the tower 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 tower. A mark can be made on the pole corresponding to this height, and the height then measured with a measuring tape.
3. In order to receive the 20 points for the tower becoming a bridge, one of the team members must successfully move the tower and place it on the bricks to become a bridge. If a piece of the tower falls off during the move, the team member may continue. If the team is not successful in creating a bridge, time ends.
4. The sets of weights should be 2 6" nails attached by a rubber band. Weights must be added between the bricks. If time ends as a weight is being added or the bridge no longer spans the gap or one of the sets of weights touches the bricks or floor, that weight should not receive score.

## Destination ImagiNation® TOWER AND BRIDGE

**Challenge:** Build a tower that is as high as possible and that will hold as much weight as possible when the tower becomes a bridge.

**Time:** You will have up to 6 minutes to use your IMAGINATION to build your tower and up to 1 minute to turn your tower into a bridge and add weight.

**Set-up:** On the floor are a taped area within which you must build your tower and 2 bricks that your tower must span when you turn it into a bridge. There is also a table with materials to use in building your tower, a pair of tongs to use in moving the tower, and sets of weights to add to the bridge in order to obtain score.

### Procedure:

- Part 1 (6 minutes): Use the materials on the table to build a tower that is as high as possible. At the end of Part 1, your tower must be within the taped area. The Appraisers then will measure the height of your tower to the nearest inch.
- Part 2 (1 minute): Pick up the tower with the tongs and place it on the 2 bricks to become a bridge. Only the tongs may touch the tower. If anything other than the tongs touches the tower, time will end. Pieces of the tower may fall off as it is being changed into a bridge. Once the tower has become a bridge, you may not touch the bridge. However, you may add sets of weights one at a time to the bridge between the bricks until the bridge no longer spans the gap or a set of weights touches the floor or bricks.

### Materials:

8 Pencils	4 Paper clips
8 Straws	2 Rubber bands
8 Index cards	2 12" Pieces of string
4 Sheets of paper	1 Pair of tongs (MAY NOT be damaged)
6 Mailing labels	10 Sets of weights (MAY NOT be damaged)

### Scoring:

You will receive

- A. 3 points for each full inch your structure rises above the floor.
- B. 20 points if your tower becomes a bridge.
- C. 5 points for each set of weights supported by your 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*  
2001 Regional Competition – Advanced Level  
**UNALPHABETICAL ORDER**

**Challenge:** Rearrange the alphabet and creatively present your new ordering system.

**Time:** You will have up to 4 minutes to use your IMAGINATION to rearrange the alphabet and up to 2 minutes to explain your new ordering system to the Appraisers.

**The Scene:** The DI Alphabet Federation is tired of hearing about the ABC's. They have asked your team to take the 26 letters of the alphabet and create a new order for the letters. After putting the letters in a new order, you will have a chance to tell the Federation's Appraisers the reasoning behind the new order you have created. Where will Z be now?

**Items to Use in Your Presentation:** You will be given the 26 letters to rearrange. A piece of paper and a pencil also will be available for your team to use as you plan your new ordering system.

**Scoring:** You will receive up to

- A. 35 points for the creativity of your new ordering system.
- B. 35 points for the creativity of your presentation.
- C. 30 points for how well your team works together.

**Destination ImagiNation®**  
**UNALPHABETICAL ORDER**

**Challenge:** Rearrange the alphabet and creatively present your new ordering system.

**Time:** You will have up to 4 minutes to use your IMAGINATION to rearrange the alphabet and up to 2 minutes to explain your new ordering system to the Appraisers.

**The Scene:** The DI Alphabet Federation is tired of hearing about the ABC's. They have asked your team to take the 26 letters of the alphabet and create a new order for the letters. After putting the letters in a new order, you will have a chance to tell the Federation's Appraisers the reasoning behind the new order you have created. Where will Z be now?

**Items to Use in Your Presentation:** You will be given the 26 letters to rearrange. A piece of paper and a pencil also will be available for your team to use as you plan your new ordering system.

**Scoring:** You will receive up to

- A. 35 points for the creativity of your new ordering system.
- B. 35 points for the creativity of your presentation.
- C. 30 points for how well your team works together.

ENGLISH

A B C D

E F G H

I J K L

M N O P

Q R S T

U V W X

Y Z

SPANISH

A B C D  
E F G H  
I J K L  
LL M N N  
O P Q R  
S T U V  
W X Y Z

**Destination ImagiNation®**  
*Instant Challenge*  
2001 Regional Competition – Primary Level  
**UNDER WATER**

**Challenge:** Use clay to make an underwater scene.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create an underwater scene and up to 2 minutes to tell the Appraisers about your underwater scene in a creative way.

**Set-up:** On the table in front of you is some clay that you can use to create an underwater scene. In the middle of the table is a board to put what you have made on.

**Procedure:** In the first part of the Challenge, you are to use the clay to make objects that you might find underwater. For example, you might make a fish or a submarine to place within your scene. Put all of the things that you make on the board in the center of the table. During this part of the Challenge, try to work together as a team. You may talk to each other at any time. In the second part of the Challenge, you will have a chance to tell the Appraisers about your underwater scene in a creative way.

**Materials:** Clay and a board to put the underwater objects on.

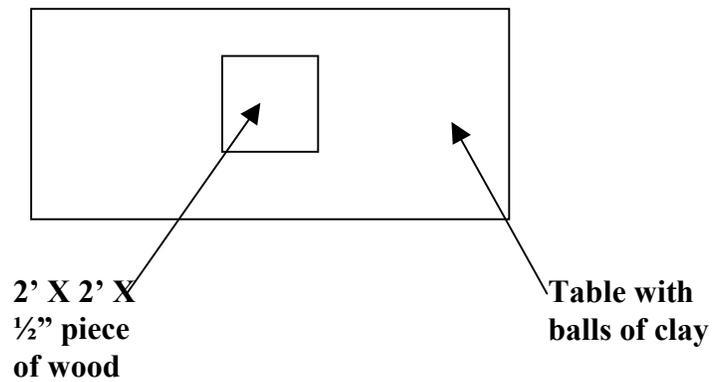
**Scoring (If used):**

You will receive up to

- A. 50 points for the creativity of your underwater objects.
- B. 30 points for how creatively you describe the underwater scene.
- C. 20 points for how well your team works together.

## **For Appraisers only:**

1. The set-up consists of a table. On the table are balls of clay (or Plastocene). The clay should be multicolored and non-toxic. In the center of the table, is a 2' X 2' X ½" piece of wood.



**Destination ImagiNation®  
UNDER WATER**

**Challenge:** Use clay to make an underwater scene.

**Time:** You will have up to 5 minutes to use your IMAGINATION to create an underwater scene and up to 2 minutes to tell the Appraisers about your underwater scene in a creative way.

**Set-up:** On the table in front of you is some clay that you can use to create an underwater scene. In the middle of the table is a board to put what you have made on.

**Procedure:** In the first part of the Challenge, you are to use the clay to make objects that you might find underwater. For example, you might make a fish or a submarine to place within your scene. Put all of the things that you make on the board in the center of the table. During this part of the Challenge, try to work together as a team. You may talk to each other at any time. In the second part of the Challenge, you will have a chance to tell the Appraisers about your underwater scene in a creative way.

**Materials:** Clay and a board to put the underwater objects on.

**Scoring (If used):** You will receive up to

- A. 50 points for the creativity of your underwater objects.
- B. 30 points for how creatively you describe the underwater scene.
- C. 20 points for how well your team works together.

**Destination ImagiNation®**  
***Instant Challenge***  
d2k.1 – Secondary Level  
**UP AND OVER**

**Challenge:** Build a structure that leans over obstacles.

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

**Set-up:** In the center of the room is a table with a taped area where you are to build a structure and 3 obstacles of different heights that your structure is to extend over. There is also a second table with materials you can use to build your structure.

**Procedure:** Using the materials provided, you are to build a structure within the taped area that extends over the obstacles and is as high above the obstacles as possible. Your completed structure may not touch anything outside the taped area or the tape itself. The structure may not be attached to the table. If a piece of the completed structure falls off, the piece will not be considered part of the structure and the piece may not be retrieved.

**Materials:**

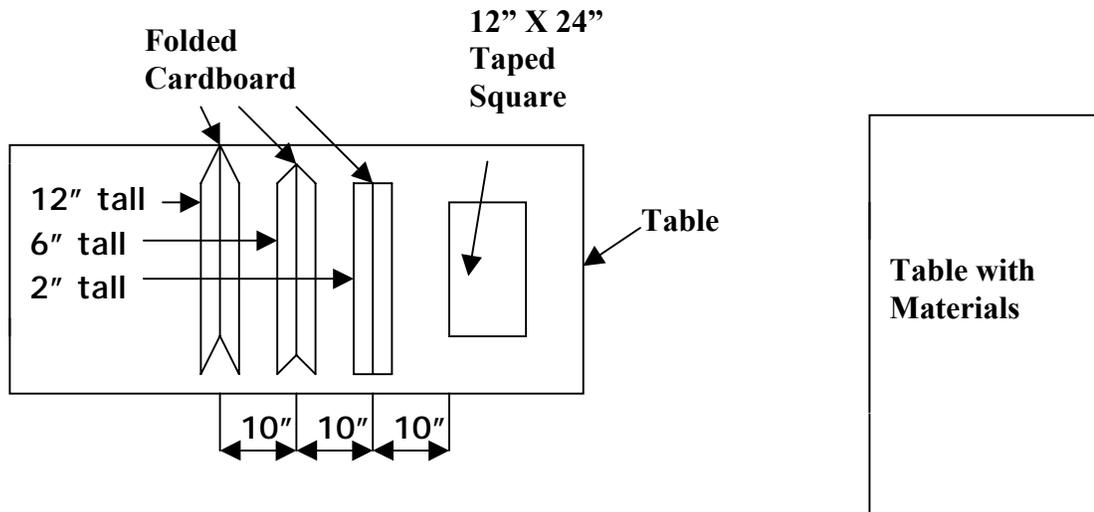
4 Sheets of paper	10 Pieces of spaghetti
6 Paper clips	3 Pencils
4 Large marshmallows	1 Sheet of newspaper
6 Mailing labels	1 Coat hanger
1 Roll of duct tape (may NOT be opened)	

**Scoring:** You will receive

- A. 2 points for each full inch of height between your structure and the lowest obstacle.
- B. 5 points for each full inch of height between your structure and the middle obstacle.
- C. 10 points for each full inch of height between your structure and highest obstacle.
- D. Up to 20 points for how creatively you use the materials.
- E. Up to 20 points for how well your team works together.

## For Appraisers only:

1. The set-up consists of two tables. One table is in the center of the room and has a 12" X 24" taped area on one side. There are also three obstacles (folded cardboard) at 10" intervals from the taped area. The heights of the obstacles are 2", 6" and 12" respectively.



2. The obstacles should be constructed of poster board, folded and taped to the table.
3. If a structure touches anything outside of the taped area or the tape, no score will be awarded for parts A, B, and C. Measurement is taken from the bottom of the leaning structure directly down to the top of the obstacle.

## Destination ImagiNation® UP AND OVER

**Challenge:** Build a structure that leans over obstacles.

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

**Set-up:** In the center of the room is a table with a taped area where you are to build a structure and 3 obstacles of different heights that your structure is to extend over. There is also a second table with materials you can use to build your structure.

**Procedure:** Using the materials provided, you are to build a structure within the taped area that extends over the obstacles and is as high above the obstacles as possible. Your completed structure may not touch anything outside the taped area or the tape itself. The structure may not be attached to the table. If a piece of the completed structure falls off, the piece will not be considered part of the structure and the piece may not be retrieved.

### Materials:

4 Sheet of paper	10 Pieces of spaghetti
6 Paper clips	3 Pencils
4 Large marshmallows	1 Sheet of newspaper
6 Mailing labels	1 Coat hanger
1 Roll of duct tape (may NOT be opened)	

**Scoring:** You will receive

- A. 2 points for each full inch of height between your structure and the lowest obstacle.
- B. 5 points for each full inch of height between your structure and the middle obstacle.
- C. 10 points for each full inch of height between your structure and highest obstacle.
- 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***  
**2001 Affiliate Competition – Entry and Advanced Levels**  
**WIND WAGON**

**Challenge:** Construct a wind-powered vehicle that will hold and move ping pong balls.

**Time:** You will have up to 5 minutes to use your IMAGINATION to build and test your vehicle and up to 1 minute to move ping pong balls for score.

**Set-up:** ALL TEAM MEMBERS WILL NEED TO WEAR SAFETY GLASSES DURING THIS CHALLENGE. There is a leaf blower behind a taped line and a table with materials.

**Procedure:** Using only the materials provided, you are to make a vehicle that holds and moves ping pong balls. Power for the vehicle will be supplied by a leaf blower.

- Part 1 (5 minutes): You are to construct your vehicle and practice moving it with the leaf blower. Nothing may be attached to the ping pong balls. At the end of Part 1, your vehicle with ping pong balls must be behind the taped line.
- Part 2 (1 minute): Using the leaf blower, move your vehicle for score. During Part 2, you may not touch the vehicle or ping pong balls. The leaf blower must be completely behind the taped line at all times. At the end of Part 2, the location of the vehicle and the number of ping pong balls in the vehicle will be scored.

**Materials:**

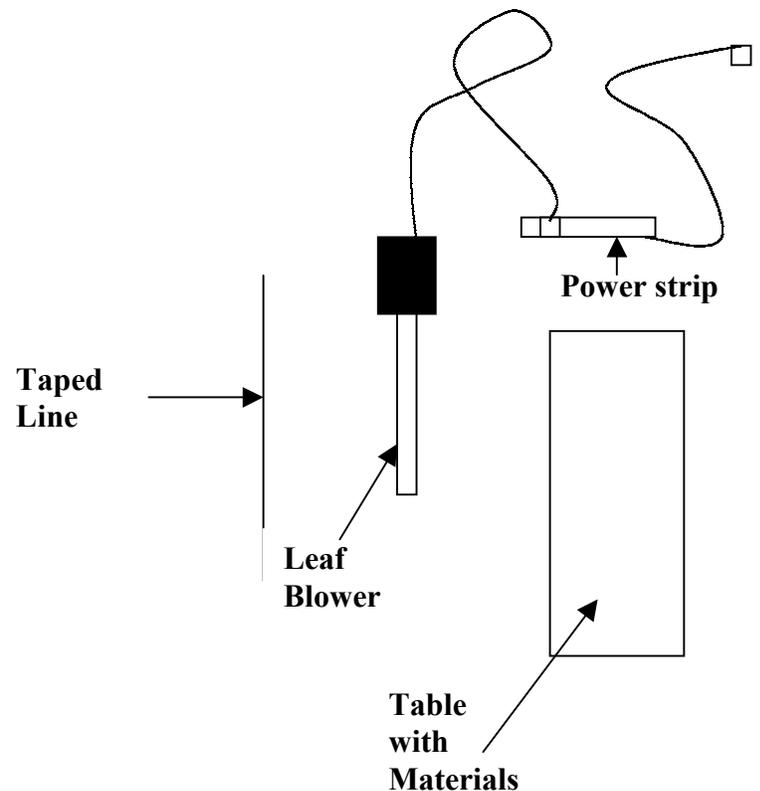
4 Cardboard sheets	8 Plastic soft drink tops
4 Mailing labels	8 Toothpicks
4 Paper clips	Scissors (may NOT be damaged)
4 Rubber bands	Leaf blower (may NOT be damaged)
8 Pencils	10 Ping pong balls (for score)

**Scoring:** You will receive

- A. 1 point for each complete foot your vehicle extends beyond the taped line measured from the line to the closest part of the vehicle; if the vehicle is in more than one piece, the piece with at least 1 ping pong ball closest to the line will be scored. Points for distance will be multiplied by the number of ping pong balls in the piece of the vehicle used for scoring.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well the team works together.

## For Appraisers only:

1. The set-up consists of a taped line at one end of the room. The line should be at least 2” wide to help team members know where the boundary is. Behind the line, a leaf blower should be plugged into a power strip that makes it easy to turn the leaf blower on and off.



2. During Part 2, if any part of the leaf blower crosses the line, the team should be warned. An appraiser should be positioned to watch for this. If such a crossing results in the vehicle moving further from the line, the vehicle must be brought back to where it was prior to the leaf blower crossing the line.
3. All team members involved in this Challenge must wear safety glasses during both Parts 1 and 2 of the Challenge.

## Destination ImagiNation® WIND WAGON

**Challenge:** Construct a wind-powered vehicle that will hold and move ping pong balls.

**Time:** You will have up to 5 minutes to use your IMAGINATION to build and test your vehicle and up to 1 minute to move ping pong balls for score.

**Set-up:** ALL TEAM MEMBERS NEED TO WEAR SAFETY GLASSES DURING THIS CHALLENGE. There is a leaf blower behind a taped line and a table with materials.

**Procedure:** Using only the materials provided, you are to make a vehicle that holds and moves ping pong balls. Power for the vehicle will be supplied by a leaf blower.

- Part 1 (5 minutes): You are to construct your vehicle and practice moving it with the leaf blower. Nothing may be attached to the ping pong balls. At the end of Part 1, your vehicle with ping pong balls must be behind the taped line.
- Part 2 (1 minute): Using the leaf blower, move your vehicle for score. During Part 2, you may not touch the vehicle or ping pong balls. The leaf blower must be completely behind the taped line at all times. At the end of Part 2, the location of the vehicle and the number of ping pong balls in the vehicle will be scored.

### Materials:

4 Cardboard sheets  
4 Mailing labels  
4 Paper clips  
4 Rubber bands  
8 Pencils

8 Plastic soft drink tops  
8 Toothpicks  
Scissors (may NOT be damaged)  
Leaf blower (may NOT be damaged)  
10 Ping pong balls (for score)

**Scoring:** You will receive

- A. 1 point for each complete foot your vehicle extends beyond the taped line measured from the line to the closest part of the vehicle; if the vehicle is in more than one piece, the piece with at least 1 ping pong ball closest to the line will be scored. Points for distance will be multiplied by the number of ping pong balls in the piece of the vehicle used for scoring.
- B. Up to 20 points for how creatively you use the materials.
- C. Up to 20 points for how well the team works together.