

A Roll of Plenty

(practice *Instant Challenges*, that is!)



developed by
Students for a Creative Iowa
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Note: Although the *Instant Challenges* in this booklet are divided into competitive (scored) and non-competitive (Rising Stars!®) categories, all of them can be modified as necessary.

To modify the non-competitive Rising Stars!® *Instant Challenges* to fit competitive teams:

- Increase the difficulty by adding or subtracting materials, as appropriate
- Shorten the time
- Add steps
- Add scores (as appropriate) for completing tasks, developing a story (having a beginning, middle and ending), and for how well a team works together.

To modify the competitive *Instant Challenges* to fit Rising Stars!® teams:

- Simplify the language
- Shorten the list of materials
- Lengthen the time
- Remove steps
- Remove scores

Experiment with your team, and have fun!

How to Use Practice *Instant Challenges*

Tips for Team Managers

Remember to think like an Appraiser when helping your team prepare for the *Instant Challenge* portion of their Tournament.

- The Appraiser is looking for an impromptu solution that showcases teamwork, demonstrates creative problem solving, and is presented as a performance and/or some form of materials manipulation.
- The Appraiser appreciates a team's collective creative thinking, which they observe through the team's use of many, varied, and unusual or original possibilities, and their use of details to expand or enrich those possibilities while they brainstorm their solution.
- Successful teams go with the FFLOE: FLuency (they quickly think of many possibilities); FLexibility (varied possibilities), Originality (unusual/original possibilities), Elaboration (use of details to expand or enrich possibilities).
- Successful teams are good managers of time, materials, and details. They incorporate a Plan B. They are effective decision makers. They communicate well with each other.
- *Instant Challenge* takes practice. Appraisers can tell which teams have practiced *Instant Challenge*.
- The most successful teams have fun while they are in *Instant Challenge*, which puts Appraisers at their ease. Appraisers want to have fun, too. This is important!
- REMEMBER: *Nothing* is impossible! *Anything* is possible!

These tips were provided by Minnesota Destination ImagiNation, <http://www.mndi.org>.

Debriefing Questions for Your Team

While it is important to have your team practice *Instant Challenge* at every meeting, the quantity of challenges practiced is not as critical as the quality of the discussion you hold with your team afterward. This should be an interactive discussion.

Debriefing questions to cover with your team for PERFORMANCE-BASED *Instant Challenges* include the following:

1. Did you develop a clear story with a beginning, middle & ending?
2. Did your performance show all the things required in the challenge?
3. If there are imaginary props, did you clearly show them in your performance?
 - What techniques did you use to show something that is not really there?
4. How creative was your team in developing your idea?
5. How clear was your delivery? Were you loud enough? Did you have good voice changes? Good gestures?
6. How well did your team work together in the planning and during the presentation?
 - Did one team member keep track of the time?
 - Did one team member keep track of challenge requirements?
 - Did one team member keep everyone organized?
 - Did all team members contribute?

Debriefing questions to cover with your team for TASK-BASED *Instant Challenges* include the following:

1. Did you succeed in all the things required in the challenge?
2. Creativity is not always important in this type of challenge. Usually the most direct solution is the best. If creativity is included, it is usually in the use of the materials. Did you use the materials in an unusual way?
3. Did you make efficient use of the materials?
4. If there are boundaries in the challenge, did someone keep track of them?
5. How well did your team work together in the planning and during the presentation?
 - Did one team keep track of the time? Did you finish in time?
 - Did one team member keep track of challenge requirements?
 - Did one team member keep everyone organized?
 - Did all team members contribute?

Where to Find More Instant Challenges

The following sites provide FREE practice *Instant Challenges*. Please note that these are not official *Instant Challenges*, but they do serve a useful purpose as practice activities. For official *Instant Challenges*, visit www.shopdi.org, where you can purchase Destination ImagiNation® CDs and books.

cre8iowa Instant Challenge Library:

<http://www.cre8iowa-iclibrary.blogspot.com>

Australia: Creative Problem Solvers:

<http://www.angelfire.com/wi/thinkingcaps/Aframe.html>

Maine: Instant Challenge of the Week:

<http://www.createme.org/Practice%20IC%27s/IC%20Treasure%20Chest.htm>

Montana Practice Instant Challenges:

<http://www.mt-di.org/practice-instant-challenges>

North Dakota Challenge of the Month:

<http://www.creatend.org/ichallenge.htm>

Ohio Region XIV: (click on individual years)

<http://www.ohdixiv.org/RegXIVInstChal.html>

Reggie's Instant Challenge Playhouse:

<http://www.di-ic-playhouse.org/>

Sage's Instant Challenges:

<http://www.latorra.org/challenge/>

The Instant Challenge Gold Mine:

<http://mysite.verizon.net/vze2z83j/ic/id1.html>

Trinity Valley North Central, Texas Instant Challenge of the Week:

<http://tvnc.texasdi.org/>

Unofficial United Kingdom Instant Challenge Guide:

<http://www.illinoisdestinationimagination.org/node/226>

Wisconsin St. Croix Region Instant Challenge of the Month:

<http://www.hudsonwidi.org/>

Competitive (Scored)
Practice *Instant Challenges*

FutureTube

A PERFORMANCE-BASED *INSTANT CHALLENGE*
TEAM COPY

Challenge: Your challenge is to BROADCAST a commercial using REWIND and PLAY BACK that advertises a Product of the Future.

Time: You will have 5 minutes to plan your presentation, and 2 minutes to present it.

The Scene: It is the year 3500, when humans have traveled beyond the galaxy we know today. But some things never change. Television is gone, but advertising is not. Your job is to design a Product of the Future using cardboard tubes and other materials, and to present a commercial that will really sell your product. When you present your commercial, however, you experience some technical problems that cause part of your broadcast to REWIND and PLAY BACK.

During the first part of this challenge, you will plan your presentation and use the materials provided to create a Product of the Future. During the second part of this challenge, you will present your commercial.

Materials:

2 cardboard tubes	1 newspaper sheet	2 mailing labels	1 cup
2 straws	2 pipe cleaners	1 paper plate	2 paper clips

A marker and a pair of scissors may be used during the first part of your challenge, but may not be changed or damaged in any way, and may not be part of your presentation.

Scoring: You will receive up to

- A. 20 points for creative use of materials for the Product of the Future
- B. 20 points for creativity of the commercial
- C. 20 points for effective use of the REWIND and PLAY BACK technique
- D. 15 points for how well you develop your presentation (having a beginning, middle and ending)
- E. 25 points for how well your team works together

FutureTube

A PERFORMANCE-BASED *INSTANT CHALLENGE*
APPRAISER COPY

Challenge: Your challenge is to BROADCAST a commercial using REWIND and PLAY BACK that advertises a Product of the Future.

Time: You will have 5 minutes to plan your presentation, and 2 minutes to present it.

The Scene: It is the year 3500, when humans have traveled beyond the galaxy we know today. But some things never change. Television is gone, but advertising is not. Your job is to design a Product of the Future using cardboard tubes and other materials, and to present a commercial that will really sell your product. When you present your commercial, however, you experience some technical problems that cause part of your broadcast to REWIND and PLAY BACK.

- During the first part of this challenge, you will plan your presentation and use the materials provided to create a Product of the Future.
- During the second part of this challenge, you will present your commercial.

Materials:

2 cardboard tubes	1 newspaper sheet	2 mailing labels	1 cup
2 straws	2 pipe cleaners	1 paper plate	2 paper clips

A marker and a pair of scissors may be used during the first part of your challenge, but may not be changed or damaged in any way, and may not be part of your presentation.

Scoring: You will receive up to

- 20 points for creative use of materials for the Product of the Future
- 20 points for creativity of the commercial
- 20 points for effective use of the REWIND and PLAY BACK technique
- 15 points for how well you develop your presentation (having a beginning, middle and ending)
- 25 points for how well your team works together

FutureTube

A PERFORMANCE-BASED *INSTANT CHALLENGE* SCORE SHEET

DESCRIPTION	POINTS	TOTAL
A. Creative use of materials for the Product of the Future	1-25 points	_____
B. Creativity of the commercial	1-25 points	_____
C. Effective use of the REWIND and PLAY BACK technique	1-25 points	_____
D. How well the team develops its presentation (having a beginning, middle and ending) Beginning: _____ (1-5 points) Middle: _____ (1-5 points) Ending: _____ (1-5 points)	1-15 points total	_____
E. How well the team works together	1-25 points	_____

Comments:

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Roll Out the Red Carpet

A PERFORMANCE-BASED *INSTANT CHALLENGE*
TEAM COPY

Challenge: Your challenge is to PRESENT a story using MIME about how a Special Visitor is welcomed to a Unique Place.

Time: You will have 5 minutes to plan your presentation, and 2 minutes to present it.

The Scene: No matter where you live, you always want to roll out the red carpet and make guests feel welcome. At the end of the week, you are expecting a Special Visitor or Visitors, and your job is to make your visitor or visitors feel so welcome that you know the visitor or visitors will want to return.

During the first part of this challenge, you will plan your presentation using the provided materials. During the second part of this challenge, you will present a story about how the red carpet is rolled out to welcome your Special Visitor or Visitors to the Unique Place. "Rolling out the red carpet" is an expression that means to treat someone in a special way, especially when welcoming them. Your entire presentation must be in MIME. For the purpose of this challenge, MIME means to act without talking, mouthing out words, making verbal sounds, or spelling out your meaning. Before the second part of this challenge begins, you must write on a piece of paper who or what your Special Visitor or Visitors are, and what the Unique Place is that is being visited.

Materials:

Your imagination

1 roll of bathroom tissue

1 sheet of paper and a pencil to identify your Special Visitor or Visitors, as well as the Unique Place

The paper and pencil may not be part of your presentation.

Scoring: You will receive up to

- A. 20 points for the creativity of your Special Visitor or Visitors
- B. 20 points for the creativity of the Unique Place
- C. 20 points for effective use of the MIME technique
- D. 10 points for creative use of the roll of bathroom issue
- E. 15 points for how well you develop your presentation (having a beginning, middle and ending)
- F. 15 points for how well your team works together

Roll Out the Red Carpet

A PERFORMANCE-BASED *INSTANT CHALLENGE*
APPRAISER COPY

Challenge: Your challenge is to PRESENT a story using MIME about how a Special Visitor is welcomed to a Unique Place.

Time: You will have 5 minutes to plan your presentation, and 2 minutes to present it.

The Scene: No matter where you live, you always want to roll out the red carpet and make guests feel welcome. At the end of the week, you are expecting a Special Visitor or Visitors, and your job is to make your visitor or visitors feel so welcome that you know the visitor or visitors will want to return.

- During the first part of this challenge, you will plan your presentation using the provided materials.
- During the second part of this challenge, you will present a story about how the red carpet is rolled out to welcome your Special Visitor or Visitors to the Unique Place.
- “Rolling out the red carpet” is an expression that means to treat someone in a special way, especially when welcoming them.
- Your entire presentation must be in MIME.
- For the purpose of this challenge, MIME means to act without talking, mouthing out words, making verbal sounds, or spelling out your meaning.
- Before the second part of this challenge begins, you must write on a piece of paper who or what your Special Visitor or Visitors are, and what the Unique Place is that is being visited.

Materials:

Your imagination

1 roll of bathroom tissue

1 sheet of paper and a pencil to identify your Special Visitor or Visitors, as well as the Unique Place

The paper and pencil may not be part of your presentation.

Scoring: You will receive up to

- A. 20 points for the creativity of your Special Visitor or Visitors
- B. 20 points for the creativity of the Unique Place
- C. 20 points for effective use of the MIME technique
- D. 10 points for creative use of the roll of bathroom issue
- E. 15 points for how well you develop your presentation (having a beginning, middle and ending)
- F. 15 points for how well your team works together

Roll Out the Red Carpet

A PERFORMANCE-BASED *INSTANT CHALLENGE*
SCORE SHEET

DESCRIPTION	POINTS	TOTAL
A. Creativity of the Special Visitor(s): _____	1-20 points	_____
B. Creativity of the Unique Place: _____	1-20 points	_____
C. Effective use of the MIME technique	1-20 points	_____
D. Creative use of the roll of bathroom tissue	0-10 points	_____
E. How well the team develops its presentation (having a beginning, middle and ending) Beginning: _____ (1-5 points) Middle: _____ (1-5 points) Ending: _____ (1-5 points)	1-15 points total	_____
F. How well the team works together	1-15 points	_____

Comments:

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Roll Play

A PERFORMANCE-BASED *INSTANT CHALLENGE*
TEAM COPY

Challenge: Your challenge is to PRESENT a story using SLOW MOTION about how a task is completed in record time.

Time: You will have 5 minutes to plan your presentation, and 2 minutes to present it.

The Scene: Deadlines can be tricky to meet, especially when rushing means the result is a job that is poorly done. Your job is even harder when you're not in charge of who is going to be doing the work. Your challenge is to complete a task on time using characters who have a bad attitude.

During the first part of this challenge, you will plan your presentation using any of the provided materials you choose. Before the challenge begins, you will select 2 cardboard tubes that are numbered from 1 to 10. On the inside of each tube is the name of a character with a Bad Attitude. During the second part of this challenge, you will present a story about a TASK that is completed on time using 2 Characters with a Bad Attitude. The presentation must include at least 2 examples of SLOW MOTION. For the purposes of this challenge, SLOW MOTION means to exaggerate an action by moving much more slowly than normal to complete that action.

Materials:

2 lengths of curling ribbon	6 index cards	4 mailing labels
1 newspaper sheet	1 marker	1 pair of scissors

The marker and scissors may not be part of your presentation.

Scoring: You will receive up to

- A. 20 points for the creativity of your Task
- B. 20 points for the creativity of the 2 Characters with a Bad Attitude
- C. 20 points for effective use of the SLOW MOTION technique
- D. 15 points for how well you develop your presentation (having a beginning, middle and ending)
- E. 25 points for how well your team works together

Roll Play

A PERFORMANCE-BASED *INSTANT CHALLENGE* APPRAISER COPY

Challenge: Your challenge is to PRESENT a story using SLOW MOTION about how a task is completed in record time.

Time: You will have 5 minutes to plan your presentation, and 2 minutes to present it.

The Scene: Deadlines can be tricky to meet, especially when rushing means the result is a job that is poorly done. Your job is even harder when you're not in charge of who is going to be doing the work. Your challenge is to complete a task on time using characters who have a bad attitude.

- During the first part of this challenge, you will plan your presentation using any of the provided materials you choose.
- Before the challenge begins, you will select 2 cardboard tubes that are numbered from 1 to 10. On the inside of each tube is the name of a character with a Bad Attitude.
- During the second part of this challenge, you will present a story about a TASK that is completed on time using 2 Characters with a Bad Attitude.
- The presentation must include at least 2 examples of SLOW MOTION.
- For the purposes of this challenge, SLOW MOTION means to exaggerate an action by moving much more slowly than normal to complete that action.

Materials:

2 lengths of curling ribbon	6 index cards	4 mailing labels
1 newspaper sheet	1 marker	1 pair of scissors

The marker and scissors may not be part of your presentation.

Scoring: You will receive up to

- 20 points for the creativity of your Task
- 20 points for creative development of the 2 Characters with a Bad Attitude
- 20 points for effective use of the SLOW MOTION technique
- 15 points for how well you develop your presentation (having a beginning, middle and ending)
- 25 points for how well your team works together

For the Appraisers only:

Set-up:

- Ahead of time, slice open 10 cardboard tubes.
- On the inside of each roll, use a marker to write down the name of one character:
Mermaid Astronaut Wizard Scientist
Thief Dragon Doctor
Fire Fighter Tight Rope Walker Fortune Teller
- Number the outside of the cardboard tubes and stand them up on a table.

Notes:

1. The team can use any or none of the materials provided in its presentation. No points are actually awarded for creative use of materials.
2. The team may have as many characters with bad attitudes as it wishes, but only the characters chosen from the numbered cardboard tubes are scored for creative character development.
3. Before Part 2 begins, ask the team to read aloud the names of the 2 Characters with a Bad Attitude.
4. The cardboard tubes may not be used as part of the presentation.

Roll Play

A PERFORMANCE-BASED *INSTANT CHALLENGE*

SCORE SHEET

DESCRIPTION	POINTS	TOTAL
A. Creativity of the Task: _____	1-20 points	_____
B. Creative development of the Characters with a Bad Attitude: Character 1: _____ (1-10 points) Character 2: _____ (1-10 points)	1-20 points total	_____
C. Effective use of the SLOW MOTION technique	1-20 points	_____
D. How well the team develops its presentation (having a beginning, middle and ending) Beginning: _____ (1-5 points) Middle: _____ (1-5 points) Ending: _____ (1-5 points)	1-15 points total	_____
E. How well the team works together	1-25 points	_____

Comments:

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Jelly Bean Roll

A TASK-BASED *INSTANT CHALLENGE*
TEAM COPY

Challenge: Your TASK is to MOVE jelly beans across a distance using cardboard tubes and other provided materials.

Time: You will have 5 minutes to plan and create a solution, and 2 minutes to make your plan work.

Set-up: There are 2 parallel lines of tape on the floor. On a table are materials you can use to move jelly beans across the distance marked by the taped lines.

Procedure: *Part One.* In the first part of this challenge, you will have 5 minutes to plan and work with the materials provided to create a way for jelly beans to cross from one taped line across the other taped line. You must modify the cardboard tubes to be used as CONTROLLERS. For the purpose of this challenge, a CONTROLLER is a method for containing, guiding and/or moving the jelly beans. You may test your plan during this part of the challenge.

Part Two. In the second part of this challenge, you will have 2 minutes to move jelly beans across the taped distance. The jelly beans may not touch the floor at any time during Part Two. If they touch the floor, they may no longer be used. No part of a team member's body may come into contact with a jelly bean once it is launched by crossing a taped line. Launching is accomplished by placing one or more jelly beans on the flexible cutting sheet outside the taped lines, and using the cutting sheet to start the movement of the jelly bean(s). The jelly beans may not be dropped or thrown onto the cutting sheet. The cutting sheet may not cross the taped lines. Once a jelly bean is launched, any part of a team member's body may cross into the taped area, but the team will score more points if no part of a team member's body crosses into this area.

Materials:

2 cardboard tubes	4 mailing labels	4 index cards	10 straws
1 rubber band	1 balloon	6 paper clips	

These materials may not be changed or damaged in any way:
a vinyl cutting sheet a pair of scissors 20 jelly beans

The scissors may not be part of the solution.

Scoring: You will receive

- A. 5 points for each jelly bean that successfully crosses the marked distance
- B. 25 points if no part of a team member's body crosses into the taped area
- C. 25 points for creative use of the cardboard tubes as CONTROLLERS
- D. 25 points for creative use of materials
- E. 25 points for how well your team works together

Jelly Bean Roll

A TASK-BASED *INSTANT CHALLENGE*
APPRAISER COPY

Challenge: Your TASK is to MOVE jelly beans across a distance using cardboard tubes and other provided materials.

Time: You will have 5 minutes to plan and create a solution, and 2 minutes to make your plan work.

Set-up: There are 2 parallel lines of tape on the floor. On a table are materials you can use to move jelly beans across the distance marked by the taped lines.

Procedure: *Part One.*

- In the first part of this challenge, you will have 5 minutes to plan and work with the materials provided to create a way for jelly beans to cross from one taped line across the other taped line.
- You must modify the cardboard tubes to be used as CONTROLLERS. For the purpose of this challenge, a CONTROLLER is a method for containing, guiding and/or moving the jelly beans.
- You may test your plan during this part of the challenge.

Part Two.

- In the second part of this challenge, you will have 2 minutes to move jelly beans across the taped distance.
- The jelly beans may not touch the floor at any time during Part Two. If they touch the floor, they may no longer be used.
- No part of a team member's body may come into contact with a jelly bean once it is launched by crossing a taped line.
- Launching is accomplished by placing one or more jelly beans on the flexible cutting sheet outside the taped lines, and using the cutting sheet to start the movement of the jelly bean(s). The jelly beans may not be dropped or thrown onto the cutting sheet.
- The cutting sheet may not cross the taped lines.
- Once a jelly bean is launched, any part of a team member's body may cross into the taped area, but the team will score more points if no part of a team member's body crosses into this area.

Materials:

2 cardboard tubes	4 mailing labels	4 index cards	10 straws
1 rubber band	1 balloon	6 paper clips	

These materials may not be changed or damaged in any way:

a vinyl cutting sheet	a pair of scissors	20 jelly beans
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The scissors may not be part of the solution.

Scoring: You will receive

- A. 5 points for each jelly bean that successfully crosses the marked distance
- B. 25 points if no part of a team member's body crosses into the taped area
- C. 25 points for creative use of the cardboard tubes as CONTROLLERS
- D. 25 points for creative use of materials
- E. 25 points for how well your team works together

For the Appraisers only:

1. The taped lines should be 3 feet apart. Assume that they extend into infinity. There is an imaginary vertical plane that extends into the air where the taped lines are.
2. Give a boundary warning if the cutting sheet crosses a taped line.
3. If any jelly bean crosses the taped line when the cutting sheet crosses it at the same time, that jelly bean cannot be scored unless it is re-launched.
4. Any jelly bean that touches the floor during Part Two is not scored.
5. Any jelly bean that touches the floor during Part One is simply considered part of a trial-and-error process. It may be re-used during Part Two.
6. Team members may stand wherever they wish during this challenge. However, if they stand within the taped lines during Part Two, they lose the opportunity to score 25 additional points.

Jelly Bean Roll

A TASK-BASED *INSTANT CHALLENGE*
SCORE SHEET

DESCRIPTION	POINTS	TOTAL
A. Number of jelly beans that successfully cross the marked distance: _____	x 5 points each	_____
B. No part of a team member's body crosses into the taped area	0 or 25 points	_____
C. Creative use of the cardboard tubes as CONTROLLERS (zero points if tubes are not used as controllers)	0-25 points	_____
D. Creative use of materials	1-25 points	_____
E. How well the team works together	1-25 points	_____

Comments:

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
--	---	--

7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Test Tube Towers

A TASK-BASED *INSTANT CHALLENGE*
TEAM COPY

Challenge: Your TASK is to BUILD weight-bearing connected towers using cardboard tubes and other provided materials.

Time: You will have 5 minutes to plan and create a solution, and 1 minute to hang weights.

Set-up: There is a taped square on the floor. On a table are materials you can use to build up to three connected towers inside the square, along with weights that must hang from the point where the towers are connected.

Procedure: Part One. In the first part of this challenge, you will have 5 minutes to plan and work with the materials provided to build up to three towers. You must modify at least one cardboard tube for each tower in order for the tower to be scored, and each tube must be used as an EXTENDER. For the purpose of this challenge, an EXTENDER is a material used to increase the height of a tower. The towers must be connected to each other at a central point near the tallest tower, and support hanging weights from this central point. This hanging point must be within one inch of the height of the tallest tower. You may test your plan during this part of the challenge.

Part Two. In the second part of this challenge, you will have 1 minute to hang weights from the point where all towers are connected. No part of the weights may touch the floor. Neither the towers nor the weights may cross any part of the taped lines of the square. No part of any team member's body may support the hanging weights or be part of the tower.

Materials:

2 binder clips	2 paper clips	2 pencils
6 straws	1 rubber band	1 large marshmallow
3 cardboard tubes	1 Styrofoam cup	12 inches of string
1 large nail	1 pair of scissors (may not be used as part of solution)	
10 weights (may not be changed or used as part of towers)		

Scoring: You will receive

- A. 5 points for each inch of the combined height of the towers inside the taped square
- B. 10 points for each connected tower, multiplied by the number of weights that hang from the central connecting point
- C. Up to 10 points for creative use of each cardboard tube as an EXTENDER (30 pts. max.)
- D. Up to 20 points for creative use of materials
- E. Up to 20 points for how well your team works together

Test Tube Towers

A TASK-BASED *INSTANT CHALLENGE*
APPRAISER COPY

Challenge: Your TASK is to BUILD weight-bearing connected towers using cardboard tubes and other provided materials.

Time: You will have 5 minutes to plan and create a solution, and 1 minute to hang weights.

Set-up: There is a taped square on the floor. On a table are materials you can use to build up to three connected towers inside the square, along with weights that must hang from the point where the towers are connected.

Procedure: *Part One.*

- In the first part of this challenge, you will have 5 minutes to plan and work with the materials provided to build up to three towers.
- It is the intent of this challenge that you will modify at least one cardboard tube for each tower in order for the tower to be scored, and each tube must be used as an EXTENDER.
- For the purpose of this challenge, an EXTENDER is a material used to increase the height of a tower.
- The towers must be connected to each other at a central point near the tallest tower, and support hanging weights from this central point. This hanging point must be within one inch of the height of the tallest tower.
- You may test your plan during this part of the challenge.

Part Two.

- In the second part of this challenge, you will have 1 minute to hang weights from the point where all towers are connected.
- No part of the weights may touch the floor.
- Neither the towers nor the weights may cross any part of the taped lines of the square.
- No part of any team member's body may support the hanging weights or be part of the tower.

Materials:

2 binder clips	2 paper clips	2 pencils
6 straws	1 rubber band	1 large marshmallow
3 cardboard tubes	1 Styrofoam cup	12 inches of string
1 large nail	1 pair of scissors (may not be used as part of solution)	
10 weights (may not be changed or used as part of towers)		

Scoring: You will receive

- 5 points for each inch of the combined height of towers that use cardboard tubes as EXTENDERS
- 10 points for each connected tower, multiplied by the number of weights that hang from the central connecting point (300 pts. max)
- Up to 10 points for creative use of each cardboard tube as an EXTENDER (30 pts. max.)
- Up to 20 points for creative use of materials
- Up to 20 points for how well your team works together

For the Appraisers only:

1. The taped square should be 12 inches on each side. There is an imaginary vertical plane that extends into the air where the taped lines are. Use the outside edge of the taped lines as your boundary.
2. It is up to the team how many cardboard tubes they wish to use, but points are scored only for tubes used as extenders. Each tower must use at least one cardboard tube, or the tower is not scored.
3. In order for weights to be scored, two or more towers must be connected.
4. Weights must be hung on a connection point that is within one inch of the height of the tallest tower.
5. Towers or weights that extend beyond the taped square are not scored.
6. Time ends during Part Two when one minute expires, or when the team says it is done, whichever occurs first.

Test Tube Towers

A TASK-BASED *INSTANT CHALLENGE*
SCORE SHEET

DESCRIPTION	POINTS	TOTAL
<p>A. Combined height of towers (Note: No score for towers that do not use at least one cardboard tube.)</p> <p>Tower 1: _____ inches Tower 2: _____ inches Tower 3: _____ inches Total: _____ inches</p>	x 5 points each	_____
<p>B. Number of connected towers _____ x number of weights _____ = _____</p>	x 10 points (300 points max.)	_____
<p>C. Creative use of the cardboard tubes as EXTENDERS (zero points if tubes are not used as extenders)</p> <p>Tube 1: _____ (0-10 points) Tube 2: _____ (0-10 points) Tube 3: _____ (0-10 points)</p>	0-30 points total	_____
<p>D. Creative use of materials</p>	1-20 points	_____
<p>E. How well the team works together</p>	1-20 points	_____

Comments:

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Tube Shot

A TASK-BASED *INSTANT CHALLENGE*
TEAM COPY

Challenge: Your TASK is to DESIGN devices using cardboard tubes and other provided materials that will toss ping pong balls at targets to knock them down.

Time: You will have 5 minutes to plan and create a solution, and 2 minutes to make your plan work.

Set-up: There is one taped line on the floor behind which team members must stand when shooting ping pong balls. On the other side of the taped line are cardboard tube targets. On a table are materials you can use to design devices to toss ping pong balls.

Procedure: Part One. In the first part of this challenge, you will have 5 minutes to plan and work with the materials provided to design devices that will toss ping pong balls at targets. You may create more than one device, but each device must use at least one modified cardboard tube as a CONNECTOR in order to be scored and used during Part Two. For the purpose of this challenge, a CONNECTOR is a material used to connect or combine other materials. You may test your plan during this part of the challenge.

Part Two. In the second part of this challenge, you will have 2 minutes to hit targets from behind a taped line using your devices to toss ping pong balls. No part of any team member's body may cross the taped line, although it is okay for the device to do so. The device must toss the ping pong ball, not a team member. Ping pong balls may be retrieved and re-used as long as a team member does not cross the taped line.

Materials:

2 rubber bands	1 balloon	2 craft sticks
1 pencil	2 mailing labels	3 cardboard tubes
1 paper brad	2 paper clips	1 Styrofoam cup
2 index cards	1 sheet of aluminum foil	
1 pair of scissors (may not be used as part of solution)		

Scoring: You will receive

- A. Up to 25 points for the creativity of each device that includes a cardboard tube CONTROLLER (75 pts. max.)
- B. 5 points for each target that is knocked down
- C. 25 points for how well your team works together

Tube Shot

A TASK-BASED *INSTANT CHALLENGE*
APPRAISER COPY

Challenge: Your TASK is to DESIGN devices using cardboard tubes and other provided materials that will toss ping pong balls at targets to knock them down.

Time: You will have 5 minutes to plan and create a solution, and 2 minutes to make your plan work.

Set-up: There is one taped line on the floor behind which team members must stand when shooting ping pong balls. On the other side of the taped line are cardboard tube targets. On a table are materials you can use to design devices to toss ping pong balls.

Procedure: *Part One.*

- In the first part of this challenge, you will have 5 minutes to plan and work with the materials provided to design devices that will toss ping pong balls at targets.
- You may create more than one device, but each device must use at least one modified cardboard tube as a CONNECTOR in order to be scored and used during Part Two.
- For the purpose of this challenge, a CONNECTOR is a material used to connect or combine other materials. You may test your plan during this part of the challenge.

Part Two.

- In the second part of this challenge, you will have 2 minutes to hit targets from behind a taped line using your devices to toss ping pong balls.
- No part of any team member's body may cross the taped line, although it is okay for the device to do so
- The device must toss the ping pong ball, not a team member.
- Ping pong balls may be retrieved and re-used as long as a team member does not cross the taped line.

Materials:

2 rubber bands	1 balloon	2 craft sticks
1 pencil	2 mailing labels	3 cardboard tubes
1 paper brad	2 paper clips	1 Styrofoam cup
2 index cards	1 sheet of aluminum foil	
1 pair of scissors (may not be used as part of solution)		
6 ping pong balls for knocking down targets (may not be modified or damaged)		

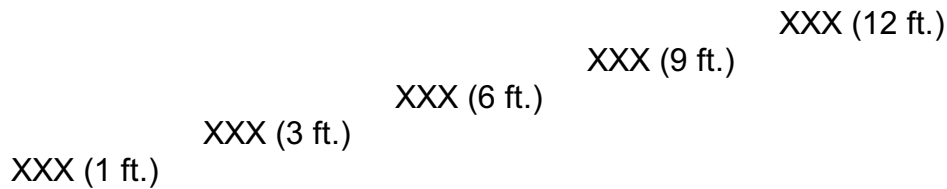
Scoring: You will receive

- Up to 25 points for the creativity of each device that includes a cardboard tube CONTROLLER (max. 75 pts.)
- 3 points for each target that is knocked down (max. 75 pts.)
- Up to 25 points for how well your team works together

For the Appraisers only:

Set-up:

1. Set up targets diagonally, from left to right, at 1-3-6-9-12 feet from the taped line, as follows:



2. The adjacent tubes should be set about 1 inch apart.

Notes:

1. The taped line should be as long as possible so that Appraisers can see where team members are standing. The taped line extends into infinity. There is an imaginary vertical plane that extends into the air where the taped line is.
2. If the team creates more than 3 devices, at the end of Part One, but BEFORE Part Two, ask them which devices should be scored.
2. Give a boundary warning if a team member crosses a taped line with any part of his or her body during Part 2.
3. It is okay for the device to extend any distance beyond the taped line.
4. Team members can retrieve and re-use any ping pong ball during Part Two as long as no part of their body crosses the taped line.
5. If team members use devices during Part Two that do not include one or more cardboard tubes as CONNECTORS, neither the device nor any targets that are knocked down are scored.

Tube Shot

A TASK-BASED *INSTANT CHALLENGE* SCORE SHEET

DESCRIPTION	POINTS	TOTAL
A. Creativity of devices (must include cardboard tube CONNECTOR in order to be scored) Device #1: _____ Device #2: _____ Device #3: _____	0-25 points each (75 pts. max.)	_____
B. No. of targets knocked down	x 3 points each (75 pts. max.)	_____
C. How well the team works together	1-25 points	_____

Comments:

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Non-Competitive (Rising Stars!®)
Practice *Instant Challenges*

Magic Carpet Roll

A RISING STARS!® PERFORMANCE-BASED INSTANT CHALLENGE
TEAM COPY

Challenge: Try to TELL A STORY about a Magic Carpet that flies to the moon.

Time: You will have 10 minutes to make up a story about a Magic Carpet that flies to the moon. Then you will have 3 minutes to act out the story.

The Scene: Imagine what would happen if you found a Magic Carpet in your bedroom that could fly to the moon. What creatures would you meet? What would you find? Would there be any danger?

Before you begin this challenge, you will choose a cardboard tube that has a number on the outside, but when you open it up, there is a picture of someone or something inside it. This Surprise Character should be part of your story.

During your first 10 minutes, you will talk to each other about a Magic Carpet that flies to the moon. Your story should include the character whose picture you found inside the cardboard tube. Use your IMAGINATION to use as many of the materials as you can. When your 10 minutes is past, you should act out the story.

Materials:

These materials may be used in any way you wish, but they should not be damaged:

1 rug	1 boa	1 set of keys
1 jump rope	1 hat	1 bucket
1 maraca	1 jumbo playing card	1 rubber ball

Your team should try to . . .

- A. Use your imagination to make up a story about a Magic Carpet that flies to the moon
- B. Use your imagination to make your Surprise Character interesting
- C. Use as many of the materials as possible
- D. Make sure everybody gets to tell or act out part of the story

Magic Carpet Roll

A RISING STARS!® PERFORMANCE-BASED INSTANT CHALLENGE
APPRAISER COPY

Challenge: Try to TELL A STORY about a Magic Carpet that flies to the moon.

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- Before you begin this challenge, you will choose a cardboard tube that has a number on the outside, but when you open it up, there is a picture of someone or something inside it. This Surprise Character should be part of your story.
- During your first 10 minutes, you will talk to each other about a Magic Carpet that flies to the moon.
- Your story should include the character whose picture you found inside the cardboard tube.
- Use your IMAGINATION to use as many of the materials as you can.
- When your 10 minutes is past, you should act out the story.

Materials:

These materials may be used in any way you wish, but they should not be damaged:

1 rug	1 boa	1 set of keys
1 jump rope	1 hat	1 bucket
1 maraca	1 jumbo playing card	1 rubber ball

Your team should try to . . .

- A. Use your imagination to make up a story about a Magic Carpet that flies to the moon
- B. Use your imagination to make your Surprise Character interesting
- C. Use as many of the materials as possible
- D. Make sure everybody gets to tell or act out part of the story

For the Appraisers only:

1. Ahead of time, use a marker to write numbers on the outside of 5 cardboard tubes. Slice them open and adhere a picture of these characters to the inside: rabbit, dragon, wizard, mermaid, turtle.
2. Before you begin the challenge, ask the team to choose one numbered cardboard tube and open it up.
3. Ask the team to tell the Appraisers what Surprise Character is pictured.

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Roll Out a Rescue

A RISING STARS!® PERFORMANCE-BASED INSTANT CHALLENGE
TEAM COPY

Challenge: Try to TELL A STORY about sea creatures who rescue a fisherman using the provided materials.

Time: You will have 10 minutes to make up a story about sea creatures who rescue a fisherman. Then you will have 3 minutes to act out the story.

The Scene: A fisherman is caught out at sea when there is a terrible storm. The waves roll right over his boat, which begins to sink. You'll never believe what happens next!

During your first 10 minutes, you will talk to each other about how sea creatures could rescue the fisherman. You should also talk about how to use the materials that are provided. Use your IMAGINATION to find a way to use the roll of bathroom tissue in your story. When your 10 minutes is past, you should act out the story.

Materials:

1 roll of bathroom tissue 1 plastic fork 2 cups

You may use the following items in any way you wish, but you should not damage them:

1 Hula Hoop 1 plastic bowl 1 feather duster
1 rope

Your team should try to . . .

- A. Use your imagination to make up a story about sea creatures rescuing a fisherman
- B. Use your imagination to use the roll of bathroom tissue in the story
- C. Use as many of the materials as possible
- D. Make sure everybody gets to tell or act out part of the story

Roll Out a Rescue

A RISING STARS!® PERFORMANCE-BASED INSTANT CHALLENGE
APPRAISER COPY

Challenge: Try to TELL A STORY about sea creatures who rescue a fisherman using the provided materials.

Time: You will have 10 minutes to make up a story about sea creatures who rescue a fisherman. Then you will have 3 minutes to act out the story.

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- You should also talk about how to use the materials that are provided.
- Use your IMAGINATION to find a way to use the roll of bathroom tissue in your story.\
- When your 10 minutes is past, you should act out the story.

Materials:

1 roll of bathroom tissue 1 plastic fork 2 cups

You may use the following items in any way you wish, but you should not damage them:

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Your team should try to . . .

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- B. Use your imagination to use the roll of bathroom tissue in the story
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- D. Make sure everybody gets to tell or act out part of the story

Team Assessment

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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Tube Trek

A RISING STARS!® PERFORMANCE-BASED INSTANT CHALLENGE
TEAM COPY

Challenge: Try to TELL A STORY with Tube Creatures using cardboard tubes and other materials.

Time: You will have 10 minutes to create your Tube Creatures and talk about your story with each other. Then you will have 3 minutes to make your Tube Creatures act out the story.

The Scene: Your Tube Creatures are going on a special TREK where they will face danger. A TREK is an adventure.

During your first 10 minutes, you will make Tube Creatures. Each Tube Creature will use a cardboard roll as part of its body. You should also use this time to talk about your story with each other. When your 10 minutes is past, you should begin your TREK by having your Tube Creatures act out the story.

Materials:

1 cardboard tube for each team member	12 mailing labels
An assortment of stickers	A set of markers
10 rubber bands	10 paper clips
10 half-pipe cleaners	2 coffee filters
10 craft sticks	1 pair of scissors

Your team should try to . . .

- A. Use your imagination to make Tube Creatures
- B. Use your imagination to make up a story about the Tube Creatures' Trek
- C. Use your imagination to think about a danger the Tube Creatures will face
- D. Make sure everybody's creature acts out part of the story

Tube Trek

A RISING STARS!® PERFORMANCE-BASED INSTANT CHALLENGE
APPRAISER COPY

Challenge: Try to TELL A STORY with Tube Creatures using cardboard tubes and other materials.

Time: You will have 10 minutes to create your Tube Creatures and talk about your story with each other. Then you will have 3 minutes to make your Tube Creatures act out the story.

The Scene: Your Tube Creatures are going on a special TREK where they will face danger. A TREK is an adventure.

- During your first 7 minutes, you will make Tube Creatures.
- Each Tube Creature will use a cardboard roll as part of its body.
- You should also use this time to talk about your story with each other.
- When your 7 minutes is past, you should begin your TREK by having your Tube Creatures act out the story.

Materials:

1 cardboard tube for each team member
An assortment of stickers
10 rubber bands
10 half-pipe cleaners
10 craft sticks

12 mailing labels
A set of markers
10 paper clips
2 coffee filters
1 pair of scissors

Your team should try to . . .

- A. Use your imagination to make Tube Creatures
- B. Use your imagination to make up a story about the Tube Creatures' Trek
- C. Use your imagination to think about a danger the Tube Creatures will face
- D. Make sure everybody's creature acts out part of the story

Team Assessment

Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement. (Source for this page's content: Minnesota Destination ImagiNation, <http://www.mndi.org>)

1. Did the solution match what the team was asked to do in the challenge?

Not complete.	Finished, but just barely.	Finished with time to spare, and time to rehearse.
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2. Did the team develop a well-organized plan of action to solve the challenge?

Were disorganized. Did not make a plan.	Sort of knew what they wanted to do and how.	Jumped right in on a plan and carried it out with flair.
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3. Was the team aware of time-management issues and constraints?

Time flew and team didn't realize it.	Was aware of the time and tried to use it well.	Monitored time, worked efficiently and had time to think.
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4. Did team members interact and depend on each other?

They were individuals, wanting own way; dominators.	Looked to each other for ideas and support.	Fed off each other and multiplied the outcome; each felt great at the end.
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5. Did everyone in the *Instant Challenge* participate?

A couple of strong voices; others were invisible.	Most participated and added to the challenge.	Each member played a role and was affirmed for it.
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6. Did the team listen and follow directions?

Not completely; jumped to conclusions and wasted time.	Knew what they had to do; knew what was expected.	Follow to a "T" . . . played the game with confidence!
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7. Was the solution creative/unique?

Predictable, obvious solution.	Tried to change the obvious to unusual application/outcome.	One-of-a-kind; out-of-the-blue; clever.
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8. How creatively did the team use the materials provided?

Predictable and expected use of the components.	New twists to some common items.	Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.
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Comments:

Let the Good Times Roll

A RISING STARS!® TASK-BASED INSTANT CHALLENGE
TEAM COPY

Challenge: Use your IMAGINATION to CREATE a fun game that will hit targets using cardboard tubes and other materials.

Time: You will have 10 minutes to talk about and create a fun game, and 5 minutes to show the Appraisers how the game is played.

Set-up: There is a table with materials on it.

Procedure: During your first 10 minutes, you should talk about how to create a fun game in which you hit targets. You should also use this time to make your game. Use your IMAGINATION for the cardboard tubes and other materials in your game. When your 10 minutes is past, your team will have 5 minutes to show the Appraisers how the game is played.

Materials:

5 cardboard tubes

20 index cards

10 straws

3 sheets of aluminum foil

poster board

tub of Play Doh®

A pair of scissors and a set of markers will be provided to your team to help create the game, but the scissors and markers cannot be part of the game.

Your team should try to . . .

- A. Use your imagination to make a fun game that will hit targets
- B. Use your imagination with the cardboard tubes
- C. Use as many materials as you can
- D. Make sure everybody gets a chance to do something

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Procedure:

- During your first 10 minutes, you should talk about how to create a fun game in which you hit targets.
- You should also use this time to make your game.
- Use your IMAGINATION for the cardboard tubes and other materials in your game.
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Comments:

Tough Tube Tower

A RISING STARS!® TASK-BASED INSTANT CHALLENGE
TEAM COPY

Challenge: Try to BUILD as tall a tower as you can using cardboard tubes and other materials, but make the tower strong enough to hold weight.

Time: You will have 10 minutes to discuss your plan and build a Tough Tube Tower that will hold weight, and 2 minutes to test how much weight the Tough Tube Tower will hold.

Set-up: There is a table with building materials on it. There is also a cup with 20 marbles in it that will be used to test how much weight your Tough Tube Tower can hold.

Procedure: During your first 10 minutes, you should discuss your plan for how to build a Tough Tube Tower that will hold as much weight as possible. You should also use this time to build. You must use the cardboard rolls as part of your Tough Tower. You can test how strong your Tough Tube Tower is using the cup with marbles, but be careful! When your 10 minutes is past, your team will place a cup on top of the Tough Tube Tower, and then you can try to put as many marbles in the cup as possible to see if your Tough Tube Tower can hold the weight. You should put only one marble in the cup at a time.

Materials:

2 mailing labels	6 index cards	2 cardboard tubes
4 straws	1 rubber band	10 spaghetti noodles
3 paper clips	1 pipe cleaner	1 pencil

A cup with 20 marbles in it will be used to test the weight that your Tough Tube Tower can hold.

Your team should try to . . .

- A. Make your Tough Tube Tower as strong and tall as possible
- B. Use your imagination to make up a story about the Tube Creatures' Trek
- C. Use your imagination when you build your Tough Tube Story
- D. Make sure everybody gets a chance to do something

Tough Tube Tower

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APPRAISER COPY

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Procedure:

- During your first 10 minutes, you should discuss your plan for how to build a Tough Tube Tower that will hold as much weight as possible.
- You should also use this time to build.
- You must use the cardboard rolls as part of your Tough Tower.
- You can test how strong your Tough Tube Tower is using the cup with marbles, but be careful!
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Comments:

Tunnel Tubes

A RISING STARS!® TASK-BASED INSTANT CHALLENGE
TEAM COPY

Challenge: Try to MOVE jelly beans through all of the cardboard tubes using the materials on the table.

Time: You will have 10 minutes to discuss your plan and make Jelly Bean Movers, and 3 minutes to make your plan work.

Set-up: There is a rectangle shape taped to the floor with cardboard tubes attached to it. On a table are materials you can use to make Jelly Bean Movers.

Procedure: During your first 10 minutes, you can discuss your plan for how to move jelly beans through all of the cardboard tubes, and you can make Jelly Bean Movers. You can test your Jelly Bean Movers to see if they will work. Then you will have 3 minutes to use your Jelly Bean Movers to move the jelly beans through the cardboard tubes. Pretend there are invisible walls around the edges of the rectangle and that no part of your body can go through the walls. However, your Jelly Bean Movers have magical powers and can go through the invisible walls.

Materials:

6 mailing labels	4 index cards	2 paper plates	2 pencils
10 straws	2 rubber bands	6 paper clips	6 marshmallows
10 jelly beans that have to be moved through the cardboard tubes			

Your team should try to . . .

- A. Get as many of the jelly beans through the cardboard tubes as you can
- B. Keep your body parts from going through the invisible wall
- C. Use your imagination when you build Jelly Bean Movers
- D. Make sure everybody gets a chance to do something

Tunnel Tubes

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Materials:

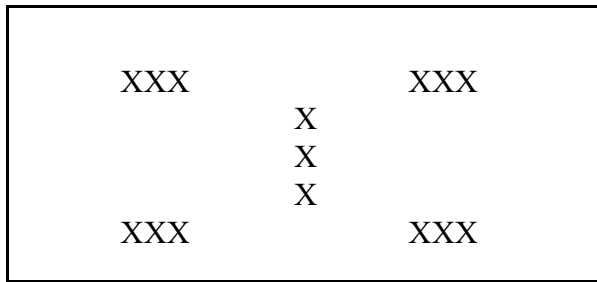
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10 straws	2 rubber bands	6 paper clips	6 marshmallows
2 pipe cleaners	10 jelly beans that have to be moved through the cardboard tubes		

Try to:

- A. Get as many of the jelly beans through the cardboard tubes as you can
- B. Keep your body parts from going through the invisible wall
- C. Use your imagination when you build Jelly Bean Movers
- D. Work well together as a team

For the Appraisers only:

1. Use a poster board as the rectangle, and tape it securely to the floor.
2. Lay out cardboard tubes as shown in the diagram, making sure all tubes are at least a pencil length away from invisible walls. Attach them to the poster board with adhesive.



3. The team can begin wherever it wishes and end wherever it wishes, as long as all jelly beans go through all cardboard tubes.
4. Give a boundary warning if any part of a team member's body crosses the invisible wall, and encourage team members to try again.

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