

Ping Pong Animal

Challenge: Your TASK is to build a “creature” that can toss ping pong balls as high as possible.

Time: You will have 7 minutes to use your IMAGINATION to create your “creature” and to toss 12 ping pong balls as high as possible.

Set-up: On the table are materials for building a creature. On the floor is a 12-inch x 12-inch taped square in which your “creature” must stay while it tosses the ping pong balls.

Procedure:

Part 1: Create a “creature” to toss ping pong balls using the materials provided. The completed “creature” must fit inside the taped square on the floor. The ping pong balls may be used for testing purposes.

Part 2: The team will place its “creature” inside the taped square on the floor when it is ready to toss ping pong balls for score. The “creature” may not leave the taped square once Part 2 begins.

No part of the “creature” may touch anything outside of the square while tossing ping pong balls. Each ping pong ball may be tossed only once for score. The “creature” can be repaired at any time, but the clock will continue to run.

Materials:

- 12 mailing labels
- 2 paper cups
- 12 ping pong balls
- 2 sheets of newspaper
- 2 envelopes
- 6 pipe cleaners
- 10 straws
- 5 Index cards
- 3 rubber bands



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Scoring: You will receive

- A. 5 points for every 3 inches that a ball is tossed, up to 50 points
- B. Up to 25 points for the creativity of the "creature"
- C. Up to 25 points for how well your team works together



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For the Appraisers only:

Set-up:

1. Ahead of time, tape a paper "ruler" to the wall that is broken up into 3-inch increments.
2. Tape a 12-inch by 12-inch square close enough to the wall so that Appraisers can gauge ping pong balls for height when they are tossed.
3. Measuring of a ping pong ball's height will be approximate, not exact. To minimize the subjectivity of this "measurement," each Appraiser shall record his/her measurement to the nearest 3 inch interval for each ball. The measurements will be totaled for each Appraiser, and multiplied for Team Score (5 points each inch). Total all ball height scores, then divide by the total number of Appraisers.

Special considerations:

1. This challenge runs 7 minutes long and includes both Part 1 and Part 2. It is up to the team to determine when Part 2 begins.
2. During Part 1, the team may test the tossing of ping pong balls outside the taped square. Once the team places the "creature" inside the taped square, however, this signifies that Part 2 has begun.
3. If the team repairs the "creature" during Part 2, the "creature" must remain within the taped area.
4. Although a team member may initiate some part of the "creature" to cause it to toss ping pong balls, a team member may not be part of the "creature," and the "creature" must do the tossing.

