Target That Frame
A Task-Based Instant Challenge
Team Copy

Challenge: Your task is to create up to 3 different devices that will catapult ping pong balls through frames and land in a box.

Time: You will have 4 minutes to create your devices and practice, and 4 minutes to catapult ping pong balls for score.

Set-up: In the center of the room is an empty taped square called the Catapulting Frame. Outside the Catapulting Frame are 3 boxes called Target Stations with Frames facing different ways. There is also a table with materials.

Procedure: Using only the materials provided, your task is to create up to 3 different devices that will catapult 10 ping pong balls from the Catapulting Frame through the frame and into the box of any Target Station.

- Any ping pong ball must travel through the frame of that Target Station.
- A single different device must be used for each Target Station.
- If a device does not work in Part 2, it may be modified using the provided materials, including the materials from another device.
- In order for a ping pong ball to be catapulted in Part 2, any team members controlling the device must stand within the Catapulting Frame. No part of a team member's body or clothing may cross the lines of the Catapulting Frame while the device is being used.
- To be scored for creativity, you must actually use your device.
- All ping pong balls may be catapulted only once, one at a time, during Part 2.
- The ping pong balls may not be damaged or changed in any way.

Materials:

- aluminum foil
- 1 balloon
- 2 chenille sticks
- 1 clothespin
- 4 craft sticks
- 4 large paper clips
- 4 mailing labels
- 1 newspaper sheet
- 1 paper cup
- 1 paper plate
- 1 plastic spoon
- 2 rubber bands
- ruler that cannot be damaged
- 4 straws
- Scissors that cannot be damaged or used as any part of your solution
- String

Scoring: You will receive

A. Up to 40 points (4 points each) for each ball that lands in a box appropriately
B. 10 bonus points if you get at least one ball in all 3 boxes with 3 different devices
C. Up to 30 points (10 points each) for the creativity of each different catapulting device that is used
D. Up to 20 points for how well your team works together
Target That Frame
A Task-Based *Instant Challenge*
Appraiser Copy

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For the Appraisers only:

1. The Catapulting Frame measures 4 feet x 4 feet. It is a taped-off area.
2. There should be one Target Station (a Post Office Medium Flat Rate box with an 8-1/2 inch x 11 inch frame), centered, on each of 3 sides of the Catapulting Frame. The table with materials should be located on the 4th side of the Catapulting Frame.
3. The nearest point of each Target Station and the table with materials should be 4 feet away from the edge of the Catapulting Frame.
4. Target Station #1 will have a frame attached to the front of the box in a vertical position. Target Station #2 will have a frame attached above the box in a horizontal position. Target Station #3 will have a frame attached above the box in an inclined (slanted) position, with the high end facing the Catapulting Frame.
5. When you score creativity of the devices, you may score only the ones that are actually used, successfully or not, up to 3 devices. In other words, if a team at least attempts to use any device, they should be able to score creativity points.
6. If the team creates more than 3 devices, only one device may be used at each Target Station, and that is the device that is scored. If the team tries to use more than one device, remind the team that only one device may be used at each Target Station.
7. Four minutes are allowed in Part 2 so that the team can learn a lesson about time management. If the team creates devices in Part 1 that don’t work, or they don’t complete their devices, they can continue building in Part 2 to generate the best possibilities. They can catapult each ball only once, and a different device is required for each Target Station, so students should take their time to create devices that are both effective and creative.
# Target That Frame

**A Task-Based Instant Challenge**  
Score Sheet

<table>
<thead>
<tr>
<th><strong>DESCRIPTION</strong></th>
<th><strong>POINTS</strong></th>
<th><strong>TOTAL</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Number of balls landing in box(es): _____</td>
<td>No. of balls x 4 (up to 40 points)</td>
<td></td>
</tr>
<tr>
<td>B. There is at least one ball in every box.</td>
<td>0 or 10 points</td>
<td></td>
</tr>
<tr>
<td>C. Creativity of catapulting devices:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Device 3: Was this device used at Target Station 1?</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>No? Score: 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yes? Score: 1-10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Device 2: Was this device used at Target Station 2?</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>No? Score: 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yes? Score: 1-10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Device 3: Was this device used at Target Station 3?</td>
<td>0 or 1-10 points</td>
<td></td>
</tr>
<tr>
<td>No? Score: 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yes? Score: 1-10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>D. How well the team works together</td>
<td>1-20 points</td>
<td></td>
</tr>
</tbody>
</table>

**Comments:**
Team Assessment
Target That Frame
A Task-Based Instant Challenge

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. |

2. Did the team develop a well-organized plan of action to solve the challenge?

| Were disorganized. | Sort of knew what they wanted to do and how. | Jumped right in on a plan and carried it out with flair. |
| Did not make a plan. |

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. |

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. |

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. |

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. |

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. |

Comments (use reverse if necessary):