Framed and Counted
A Task-Based Instant Challenge
Team Copy

Challenge: Your Challenge is to DESIGN and BUILD frame traps to capture creatures for a population study. For this Challenge, a population study is a count of different creatures in a certain area. A frame trap is any structure in which creatures are caught.

Set-up: In the center of the room is a taped-off area called the Field. Inside this area are small objects, or creatures. A fan stands on one end of the Field. There is also a table with materials.

Time: You will have 5 minutes to design, build and place frame traps on the Field, and 1 minute to capture the creatures with your frame traps.

Procedure: Your task is to do a population study for the creatures in the Field. You will capture as many creatures as you can, and as many kinds of creatures as possible. You will do this by designing and building frame traps, and placing them where they will capture creatures as they move across the Field. The creatures are currently spread out in the Field. A fan has been placed at one end of the Field. Team members may not touch the fan with any part of their body.

Part 1 (5 minutes):
- Design, build, and place your frame traps.
- Your frame traps may not be attached to the table or to the floor.

Part 2 (1 minute):
- The creatures will move due to the wind caused by a fan.
- The Appraiser will turn on the fan. No part of a team member may touch the fan.
- Creatures will be considered caught if they are within or touching your frame trap, or if they go through the frame of the trap. Creatures may not be damaged.
- You may ask for Part 2 to end and have the fan turned off before time is up.

Materials:
- 10 straws
- 5 chenille stems
- 5 craft sticks
- Scissors, used only as a tool in Part 1
- 36 inches of yarn
- 6 mailing labels
- 20 toothpicks

Scoring: You will receive
A. 10 points for catching at least one of each type of creature
B. 4 points (60 points maximum) for each creature caught
C. Up to 15 points for how creatively you use the materials to build your frame traps
D. Up to 15 points for how well your team works together
Framed and Counted
A Task-Based Instant Challenge
Appraiser Copy

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D. Up to 15 points for how well your team works together

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A Task-Based Instant Challenge

For the Appraisers only:

Set-up:
1. There should be 3 different types of creatures, 5 of each, for a total of 15 creatures. Suggestions for creatures include: feathers, cotton balls, pompons, Styrofoam balls or ping pong balls.
2. Spread the creatures around the Field, which measures 3 x 5 feet. Some can be clustered, but others should be off by themselves.
3. The fan should be placed at one end of the field. See diagram.
4. Different kinds of fans can be used, or even hair blow dryers with a cool setting. Test with the fan first to make sure the creatures do move a bit. Movement depends on the type of fan and the surface texture. You may need to adjust the fan speed.
5. Be sure to tape down the cord or protect members from tripping.
# Framed and Counted

## A Task-Based Instant Challenge

### Score Sheet

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Was one creature of each type caught? (No = 0 points; Yes = 10 points)</td>
<td>0 or 10 points</td>
<td></td>
</tr>
<tr>
<td>B. How many creatures were trapped? (___ creatures x 4 points; 60 points maximum)</td>
<td>0 or 4-60 points</td>
<td></td>
</tr>
<tr>
<td>C. Creative use of materials</td>
<td>1-15 points</td>
<td></td>
</tr>
<tr>
<td>D. How well the team works together</td>
<td>1-15 points</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
## Team Assessment
**Framed and Counted**
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*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](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.
   - plan Did not make a plan.
   - Sort of knew what they wanted to do and how.
   - Jumped right in on a and carried it out with flair.

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):