Slide for Life
A Task-Based Instant Challenge
Team Copy

Challenge: Your TASK is to build Carriers for ping pong balls and to build tools that move the Carriers along a rope.

Time: You will have 7 minutes to design your solution, and 2 minutes to move the Carriers.

Set-up: There is a table with building materials. The ends of a rope are attached to the table and to the floor. The rope is taped to mark the START ZONE and the END ZONE. Taped lines on the floor mark the boundaries of No Man’s Land.

Procedure: Your team must design and build one carrier for each ping pong ball, and move the Carriers one at a time from the START ZONE to the END ZONE, using your tools.

Part 1 (7 min.):
- Use the materials provided to build one Carrier for each ping pong ball, and up to 2 tools for moving the Carriers one at a time along the rope.
- For the purpose of this Challenge, a Carrier is any device that supports a single ball.
- For the purpose of this Challenge, a Journey is the distance a Carrier moves between the START ZONE and the END ZONE.
- The Journey begins when a Carrier is placed by hand in the START ZONE. The START ZONE is located between the table and the taped line at the high end of the rope.
- The Journey ends when the Carrier stops in the End Zone or is removed from the End Zone, the Carrier or ball detach from the rope, or a Journey is begun by another Carrier. The END ZONE is marked between 2 taped lines on the low end of the rope.
- You may practice moving your Carriers along the rope during Part 1.

Part 2 (2 min.):
- When you are ready to begin a Carrier’s Journey, place it with your hands in the START ZONE.
- The only times a team member may cross into No Man’s Land are when placing the Carrier in the Start Zone, when removing the Carrier from the rope in order to begin a Journey with a different Carrier, and when removing a Carrier from the END ZONE.
- Using up to two tools you have built, move one Carrier at a time from the START ZONE to the END ZONE.
- If one Carrier moves another Carrier out of the END ZONE, the first Carrier will still be scored as a successful Journey.

Materials:
- 1 string
- 2 balloons
- 1 business envelope
- 4 paper clips
- 2 chenille stems
- 1 newspaper sheet
- 4 mailing labels
- 4 toothpicks
- 2 index cards
- Scissors that may not be part of the solution
- You may not attach labels to the following materials:
- 1 yardstick
- 4 ping pong balls

Scoring: You will receive
A. Up to 5 points (20 points max.) for the creativity of each unique Carrier design
B. Up to 10 points (20 points max.) for the effectiveness of each tool you use
C. 10 points (40 points max.) for each successful Carrier’s Journey along the rope
D. Up to 20 points for how well your team works together
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D. Up to 20 points for how well your team works together
A Task-Based Instant Challenge

For the Appraisers only:

Set-up:

1. Set up a table or desk with building materials and 4 ping pong balls.
2. Attach an 8-foot rope to the top of a table or desk with duct tape.
3. Using masking tape, wrap tape around the upper end of the rope 8 inches from the end of the desk.
4. Using duct tape, fasten the other end of the rope to the floor.
5. Wrap masking tape around the lower end of the rope 8 inches away and 12 inches away from the duct tape. This represents the END ZONE.

Using masking tape, tape lines parallel to both sides of the rope, 3 feet away from it on either side. This represents No Man’s Land. The lines extend into infinity. During Part 2, team members may not cross these lines, except to place the Carrier in the Start Zone, to removing the Carrier from the rope in order to begin a Journey with a different Carrier, and to remove a Carrier from the END ZONE.
**Slide for Life**  
A Task-Based Instant Challenge  
Score Sheet

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>POINTS</th>
<th>TOTAL</th>
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<tbody>
<tr>
<td>A. Creativity of each unique Carrier design</td>
<td></td>
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</tr>
<tr>
<td>Carrier 1 (0 or 1-5 pts.): ___</td>
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<td>0 or 1-20</td>
</tr>
<tr>
<td>Carrier 2 (0 or 1-5 pts.): ___</td>
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<tr>
<td>Carrier 3 (0 or 1-5 pts): ___</td>
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<td>Carrier 4 (0 or 1-5 pts): ___</td>
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<tr>
<td>B. Effectiveness of each tool</td>
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<td>0 or 1-20</td>
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<tr>
<td>Tool 1 (0 or 1-10 pts.): ___</td>
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<tr>
<td>Tool 2 (0 or 1-10 pts.): ___</td>
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<tr>
<td>C. Successful Journey of each Carrier</td>
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<td>0 or 10, 20, 30, or 40</td>
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<tr>
<td>Carrier 1 (0 or 10 pts.): ___</td>
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<td>Carrier 2 (0 or 10 pts.): ___</td>
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<td>Carrier 3 (0 or 10 pts): ___</td>
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<td>Carrier 4 (0 or 10 pts): ___</td>
<td></td>
<td></td>
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<tr>
<td>D. How well the team works together</td>
<td></td>
<td>1-20</td>
</tr>
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Comments:
# Team Assessment
## Slide for Life
### 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](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.

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):