Snatch the Stuff
A Task-Based Instant Challenge
Team Copy

Challenge: Your TASK is to build devices to retrieve materials from across a taped line, incorporate those materials into your solution, and then put one of each material into a bucket for score.

Time: You will have 6 minutes to build retrieval devices and retrieve as many materials as possible.

Set Up: In the center of the room is a taped line. On one side of the line are a bucket and materials to build retrieval devices. On the other side of the line are retrievable materials.

Procedure: (6 minutes)
• Using the materials provided on one side of the line, build devices that will retrieve materials on the other side of the line.
• Incorporate the retrieved materials into your solution.
• No part of a team member may cross the taped line.
• Before time ends, put different types of materials into the bucket.

Materials:

On one side of the line you will find:
• 4 skewers
• 4 craft sticks
• 4 chenille stems
• 4 rubber bands

On the other side of the line you will find these retrievable materials:
• 4 straws
• 4 paper clips
• 1 ruler
• 4 mailing labels
• 1 sheet of aluminum foil
• 1 can
• 1 Slinky

The ruler, can, Slinky, and golf ball may not be damaged and may not have the mailing labels attached to them.

Scoring: You will receive
A. 5 points (60 points maximum) for each different type of material that is in the bucket when time ends
B. Up to 20 points for the creativity and development of your solution
C. Up to 20 points for how well your team works together
Snatch the Stuff
A Task-Based Instant Challenge
Appraiser Copy

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B. Up to 20 points for the creativity and development of your solution
C. Up to 20 points for how well your team works together
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For the Appraisers only:

Set-up:

Use the following diagram to set up the Challenge.

```
Taped line

Provided:
4 skewers
4 craft sticks
4 chenille stems
4 rubber bands

<table>
<thead>
<tr>
<th></th>
<th>1 ft</th>
<th>1 ft</th>
<th>1 ft</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 straws</td>
<td></td>
<td></td>
<td>1 sheet</td>
</tr>
<tr>
<td>4 paper clips</td>
<td>1 sheet of</td>
<td>aluminum foil</td>
<td></td>
</tr>
<tr>
<td>1 ruler</td>
<td>1 can</td>
<td>1 slinky</td>
<td></td>
</tr>
<tr>
<td>4 mailing labels</td>
<td>1 cup</td>
<td>1 golf ball</td>
<td></td>
</tr>
</tbody>
</table>

Bucket
```

Notes:
1. There are 14 possible types of materials to put in the bucket. However, only up to 12 of them will receive score.
2. The initial materials used to build devices can also be put into the bucket for score.
3. The team begins with a limited number of materials that it can use to make one or more devices.
4. Points are awarded for materials in the bucket, not for materials retrieved.
5. By the time the timer beeps, the retrieved materials should already be in the bucket.
### Snatch the Stuff
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. Types of materials found in the bucket when time ends</td>
<td>0 or 5-60</td>
<td></td>
</tr>
<tr>
<td>5 points x ___ type(s) of material = ___ points</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B. Creativity and development of solution</td>
<td>1-20</td>
<td></td>
</tr>
<tr>
<td>C. How well the team works together</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
## Team Assessment

### Snatch the Stuff

**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))*

<table>
<thead>
<tr>
<th></th>
<th>1. Did the solution match what the team was asked to do in the challenge?</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Not complete.</td>
</tr>
<tr>
<td></td>
<td>2. Did the team develop a well-organized plan of action to solve the challenge?</td>
</tr>
<tr>
<td></td>
<td>Were disorganized.</td>
</tr>
<tr>
<td></td>
<td>Did not make a plan.</td>
</tr>
<tr>
<td></td>
<td>3. Was the team aware of time-management issues and constraints?</td>
</tr>
<tr>
<td></td>
<td>Time flew and team didn’t realize it.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. Did team members interact and depend on each other?</td>
</tr>
<tr>
<td></td>
<td>They were individuals, wanting own way; dominators.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>5. Did everyone in the Instant Challenge participate?</td>
</tr>
<tr>
<td></td>
<td>A couple of strong voices; others were invisible.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>6. Did the team listen and follow directions?</td>
</tr>
<tr>
<td></td>
<td>Not completely; jumped to conclusions and wasted time.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>7. Was the solution creative/unique?</td>
</tr>
<tr>
<td></td>
<td>Predictable, obvious solution.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>8. How creatively did the team use the materials provided?</td>
</tr>
<tr>
<td></td>
<td>Predictable and expected use of the components.</td>
</tr>
</tbody>
</table>

Comments (use reverse if necessary):