The Lid Flies Away With the Spoon
A Task-Based Instant Challenge
Team Copy

Challenge: Your TASK is to build a vehicle that will fly with its load to a targeted area.

Time: You will have 6 minutes to create your vehicle, and 2 minutes to fly it.

Set-up: On a table are materials for creating your vehicle. There is a taped line on one side of the room that divides the Launch Area from the Flight Area. There are 3 taped squares, one inside the other, on the other side of the room, that represent the Target Area.

Procedure: Using the materials provided, build a vehicle that will carry a ping pong ball and fly from the Launch Area to the Target Area.

Part 1 (6 minutes):
- Your vehicle must include the entire lid and the spoon.
- The lid and spoon may be modified.
- Your vehicle must include bathroom tissue.
- The bathroom tissue must be removed from the roll in order to be used.
- Design your vehicle so that it carries a ping pong ball when you launch, during flight, and when you land.
- You may practice flying your vehicle during Part 1.

Part 2 (2 minutes):
- You may continue to build your vehicle during Part 2.
- When you are ready, launch your vehicle from the Launch Area to the Target Area.
- No part of your body may cross the taped line.
- You may launch your vehicle up to 3 times and may choose the landing you want to be scored.
- For the purpose of this Challenge, “land” means the location where your vehicle comes to rest after being launched.
- If your vehicle lands in such a way that it is between 2 squares, or if it falls apart, it will score points for the location where most of its body lands.
- At the end of Part 2, tell the Appraisers which landing you want to be scored: 1st, 2nd or 3rd.

Materials:
- 1 roll of bathroom tissue
- 4 craft sticks
- 4 mailing labels
- 6 drinking straws
- 1 rubber band
- 4 paper clips
- 1 plastic drinking cup lid
- 1 plastic spoon
- ping pong ball that may not be damaged or have labels attached to it

Scoring: Your team will receive
A. 30 points for landing the vehicle in the smallest square, 20 points for landing in the medium square, and 10 points for landing in the large square
B. 10 points for landing with the ball carried by the vehicle
C. 10 points for landing without the vehicle falling apart
D. Up to 15 points for efficient use of bathroom tissue
E. Up to 15 points for creative use of materials
F. Up to 20 points for how well your team works together
The Lid Flies Away With the Spoon
A Task-Based Instant Challenge
Appraiser Copy

Challenge: Your TASK is to build a vehicle that will fly with its load to a targeted area.

Time: You will have 6 minutes to create your vehicle, and 2 minutes to fly it.

Set-up: On a table are materials for creating your vehicle. There is a taped line on one side of the room that divides the Launch Area from the Flight Area. There are 3 taped squares, one inside the other, on the other side of the room, that represent the Target Area.

Procedure: Using the materials provided, build a vehicle that will carry a ping pong ball and fly from the Launch Area to the Target Area.

Part 1 (6 minutes):
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- The lid and spoon may be modified.
- Your vehicle must include bathroom tissue.
- The bathroom tissue must be removed from the roll in order to be used.
- Design your vehicle so that it carries a ping pong ball when you launch, during flight, and when you land.
- You may practice flying your vehicle during Part 1.

Part 2 (2 minutes):
- You may continue to build your vehicle during Part 2.
- When you are ready, launch your vehicle from the Launch Area to the Target Area.
- No part of your body may cross the taped line.
- You may launch your vehicle up to 3 times and may choose the landing you want to be scored.
- For the purpose of this Challenge, “land” means the location where your vehicle comes to rest after being launched.
- If your vehicle lands in such a way that it is between 2 squares, or if it falls apart, it will score points for the location where most of its body lands.
- At the end of Part 2, tell the Appraisers which landing you want to be scored: 1st, 2nd or 3rd.

Materials:
- 1 roll of bathroom tissue
- 4 craft sticks
- 4 mailing labels
- 6 drinking straws
- 1 rubber band
- 4 paper clips
- 1 plastic drinking cup lid
- 1 plastic spoon
- ping pong ball that may not be damaged or have labels attached to it

Scoring: Your team will receive
A. 30 points for landing the vehicle in the smallest square, 20 points for landing in the medium square, and 10 points for landing in the large square
B. 10 points for landing with the ball carried by the vehicle
C. 10 points for landing without the vehicle falling apart
D. Up to 15 points for efficient use of bathroom tissue
E. Up to 15 points for creative use of materials
F. Up to 20 points for how well your team works together
For the Appraisers only:

Set-up:

Materials:
1. Use a translucent (light-weight) drinking lid with a slit cut in it for a drinking straw.
2. Use a small roll of better quality 2-ply or 3-ply bathroom tissue.

Room:
1. Ahead of time, place the building materials on a table.
2. On the floor, tape a line that separates the Launch Area from the Flight Area.
3. Find the mid-point of the taped line, and measure out __ feet. Tape down a 3-ft. x 3-ft. large square.
4. Inside the large taped square, tape down a medium square that measures 2-ft. x 2-ft.
5. Inside the medium taped square, tape down a small square that measures 1-ft. x 1-ft.

Notes:
1. There is nothing in the rules that prevents the team from unwinding all of the bathroom tissue and using the cardboard core. However, doing so can affect the score for efficient use of bathroom tissue.
2. There is nothing in the rules that prevents the team from breaking the spoon or tearing the lid. However, since the rules also state that the “entire lid and spoon” must be used, the vehicle has to use all of the parts.
3. If the vehicle lands between 2 squares, the Appraisers will determine where most of the body of the vehicle has landed. “Most” means 50 percent or more of the body.
4. If the vehicle breaks apart before or when it lands, the Appraisers will determine where most of the body is located when it lands, and use that information for scoring. “Most” means the largest intact piece.
5. The team should tell you which landing it wants you to score: 1st, 2nd or 3rd. However, if the team does not tell you, ask the team at the end of Part 2.
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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. Landing the vehicle in the Target Area</td>
<td></td>
<td>0 or 10, 20, 30</td>
</tr>
<tr>
<td>Smallest square (30 points): ____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medium square (20 points): ____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Large square (10 points): ____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Outside the Target Area (0 points): ____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B. Landing with the ball carried by the vehicle</td>
<td>0 or 10</td>
<td></td>
</tr>
<tr>
<td>C. Landing without the vehicle falling apart</td>
<td>0 or 10</td>
<td></td>
</tr>
<tr>
<td>D. Efficient use of bathroom tissue</td>
<td>1-15</td>
<td></td>
</tr>
<tr>
<td>E. Creative use of materials</td>
<td>1-15</td>
<td></td>
</tr>
<tr>
<td>F. How well the team works together</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
## Team Assessment

**The Spoon Flies Away With the Lid**  
A Performance-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):