Training Module 7: Instant Challenge

Audience:
- Team Managers and Team Members,
- Instant Challenge Challenge Masters and Instant Challenge Appraisers
- Coordinators and Parents

Goals:
- To locate helpful information about Instant Challenge in Rules of the Road
- To have an awareness of the types of Instant Challenges
- To learn techniques and process tools for team practice of Instant Challenges
- To identify the roles of the different members of the Instant Challenge Appraisal Team
- To understand the general logistical flow at a Tournament Instant Challenge Site
- To provide a video representation of two Tournament Instant Challenge Presentation Sites of teams presenting Performance-Based and Task-Based Instant Challenge solutions
- To provide the experience of solving an Instant Challenge
- To create Instant Challenges from the Morphological Matrix provided

Methods:
- Presentation
- Discussion
- Video/DVD
- Activities
- Debrief

Materials:
- Copy of current Rules of the Road
- Video: Understanding Instant Challenge
- Tournament Challenge Performances DVD
- CDs: Instant Challenge, vol. 1-6
- Instant Challenge Book
- Instant Challenge resources available from www.shopdi.org
- Materials listed in Instant Challenges
- Handouts:
  - Appendix A: Performance-Based IC Check List for a Team and for Appraisers
  - Appendix B: Outer Space Samples
  - Appendix C: Task-Based IC Check List for a Team and for Appraisers
  - Appendix D: Paper Tower
  - Appendix E: Crossword Puzzle
  - Appendix F: Create Your Own Performance-Based Instant Challenge
  - Appendix G: Create Your Own Task-Based Instant Challenge
  - Appendix H: Creating Your Own Instant Challenges Using Morphological Matrix
  - Appendix I: Ten Important Questions to ask after every Instant Challenge Activity
### Topics & Talking Points:

<table>
<thead>
<tr>
<th>Materials</th>
<th>Talking Points</th>
<th>Estimated Time</th>
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<tbody>
<tr>
<td>1 Slide: Rules of the Road</td>
<td><strong>What is Instant Challenge?</strong>&lt;br&gt;Instant Challenge is a Challenge each team will receive at the Tournament that has to be solved ‘instantly,’ unlike Team Challenges for which teams may take months to create solutions. Points will be awarded for teamwork and quick creativity. The better a team demonstrates their ability to problem solve cooperatively and creatively, the higher their score should be.</td>
<td>20 min.</td>
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<tr>
<td>Slide: Instant Challenge Facts</td>
<td>The Instant Challenge presentation is a chance for your team to show off its creative problem solving skills in a short, unrehearsed presentation to Appraisers. Refer to the Rules of the Road for more detail.</td>
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<tr>
<td>Slide: What is Instant Challenge?</td>
<td>The Instant Challenge portion of the Tournament is usually between three and ten minutes in duration, and is worth a total possible score of 100 points. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for teamwork and the uniqueness and creativity of the team’s solution.</td>
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<td>Instant Challenge scoring criteria may include but are not limited to:</td>
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<td>1. Performance Skills</td>
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<td>Development of a skit</td>
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<td>Character development</td>
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<td>Originality</td>
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<td>Display of emotions</td>
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<td></td>
<td>2. Use of materials provided</td>
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<td></td>
<td>Creativity</td>
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<td>Multiplicity of uses</td>
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<td>Materials used in combination</td>
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<td>3. Creativity of the solution</td>
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<td>Humor</td>
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<td>Risk</td>
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<td>4. Teamwork</td>
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<td>Show first portion of Understanding Instant Challenge video (stop video before team presents)</td>
<td>Main points:</td>
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<td>1. Teams report to a separate competition area and are escorted to a room where Appraisers will give the team a Challenge to solve “instantly.”</td>
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<td>2. Only the team, one Team Manager and Appraisers are allowed in the room.</td>
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<td>3. The Challenges are 3-10 minutes in length and worth up to 100 points (25% of total possible score).</td>
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<td>4. Each team who competes in a specific Team Challenge at a specific</td>
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<tr>
<td>Slide: Why do Instant Challenge?</td>
<td>Competition Level will receive the same <em>Instant Challenge</em>. 5. At the time of the Challenge, teams will receive two copies of the Challenge. The Challenge will then be read to the team. 6. It is very important to keep the nature of the Challenge a secret after your team has competed. You may discuss it privately among yourselves but you will be disqualified if you are overheard discussing it on competition day. Teams should not discuss Challenges publicly until after the Global Finals Tournament because Regional and Affiliate Finals use the same Challenges. (See <em>Rules of the Road</em>.)</td>
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| Appendix I: Ten Important Questions | **Why Do Instant Challenge?**  
- It’s a great way to learn and practice CPS tools for use in the *Central Challenge*.  
- Team members can use the techniques to help solve "challenges" in their daily lives.  
- Team members can use the techniques to help solve "challenges" as adults.  
- To instill confidence in a younger person. Without confidence in their own opinions and unique thoughts, they might be concerned that their ideas are not of sufficient worth to express them. However, once a young person understands and values his/her own unique thoughts, he will more likely to grow up having confidence in his own ideas/concepts. That confidence can potentially lead a young adult to producing the new art, music, and technology of tomorrow. They will understand that different is not right or wrong, it is just that - different. And, different thoughts can lead to new, innovative products and ways of life. |                 |
| Slide: Types of Instant Challenge | **Types of Instant Challenges**  
*Instant Challenges* can be loosely divided into three types, **Performance-Based, Task-Based and Combination**. Keep in mind that, even though most *Instant Challenges* can be categorized as one type or the other, many *Instant Challenges* are a blend of the basic types. You will not know which type of *Instant Challenge* your team will receive until you enter the room. |                 |
| Working with a Team | 1. Work with a combination of Performance-Based and Task-Based *Instant Challenges*. Do not do just one type. A team needs time to develop “solution techniques” for all types of *Instant Challenges*.  
2. Teams should make *Instant Challenge* practice a regular part of their meetings.  
3. Have team members and parents prepare practice Challenges.  
4. Have team members practice Appraising.  
5. Remember that there are points for teamwork in every *Instant Challenge*.  
6. All the CPS Tools can be taught to the team. Using CPS Tools in *Instant Challenge* are encouraged. The use of CPS generating tools and |                |
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<th>Slide: Interference</th>
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<th><strong>Talking Points</strong></th>
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<td>focusing tools is helpful to teams in all <em>Instant Challenge</em> situations. It is just as valid to teach CPS Tools in IC as it is to teach general sewing, etc. in the <em>Central Challenge</em>. 7. The <em>Side Trip Specialties Inventory</em> can be implemented to help the team identify individual <em>Instant Challenge</em> task specialists! 8. Practice activities your Team Manager learns at training workshops in Improv, Performance Skills, Making Materials Work, Creative Problem Solving Tools, Teamwork. 9. Ask Ten Important Questions after every Instant Challenge activity.</td>
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<td><strong>Interference</strong></td>
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<td>There are two ways the team can commit Interference in <em>Instant Challenge</em>:</td>
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<td>• If the team and/or a team member knows the Challenge before their scheduled competition time.</td>
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<td>• If someone helps the team in the <em>Instant Challenge</em> room during their competition time.</td>
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<td>2 Slide: Performance-Based <em>Instant Challenge</em></td>
<td><strong>Performance-Based <em>Instant Challenges</em></strong></td>
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<td>The focus of a Performance-Based <em>Instant Challenge</em> is on the team working together to create and present a theatrically-oriented solution for the Appraisers. Each team is evaluated on the creativity of their solution, presentation, and/or use of materials, along with teamwork. The team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Teams may be given real or imaginary materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.</td>
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<td><strong>Performance-Based <em>Instant Challenges</em> are written with the following sub-headings:</strong></td>
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<td>2. Time: A statement of how much time the team has for each part of the Challenge. Usually a team may ask to be scored early before time has been called.</td>
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<td>3. The Scene: This section sets up the rules for the team’s presentation before the Appraisers.</td>
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<td>4. Items to Use in Your Presentation: Items usually will be separated into things that can be changed (or altered) and things that cannot be damaged.</td>
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<td>5. Scoring: This section gives the details of how the team will be scored on the Challenge.</td>
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<td></td>
<td><strong>Types of Performance-Based <em>Instant Challenges</em></strong></td>
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<td></td>
<td>a. <strong>Without Props:</strong></td>
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<td></td>
<td>No props given or listed</td>
<td><strong>Estimated Time</strong></td>
<td>40 min.</td>
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<td>Materials</td>
<td>Talking Points</td>
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<td>Slide:</td>
<td>Scored entirely on what the team does with themselves</td>
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| Performance-Based IC Tips | b. **With Props:**  
                      Props are provided  
                      Some emphasis may includes creative use of props  
|                    | c. **Team-Created Props:**  
                      Team is given basic supplies with which to make their props (i.e. paper, scissors, markers)  
                      Usually similar in other respects to the “with props” Challenges  
|                    | d. **Imaginary Props**  
                      Team is given a list of props but not the actual props  
                      Team pantomimes the uses of the imaginary prop during the presentation  
|                    | **Preparing for Performance-Based Instant Challenge Presentation:**  
                      1. Speak loudly and clearly.  
                      2. Listen to instructions carefully. Ask questions if the instructions are not clear.  
                      3. Know where the points are in the Challenge.  
                      4. Listen to your teammates when doing Improv. Relax and go with the flow!  
                      5. Don’t make unnecessary long speeches. Give everyone a chance to add to the solution.  
                      6. Practice giving everyone a part. Making up a skit where team members play scenery sometimes demonstrates teamwork better than using only the strong performers.  
                      7. Practice talking yourself out of a jam when your mind goes blank.  
                      8. Practice saving a teammate who cannot think of a line or reaction.  
                      10. Make up your own Improv games that include different criteria for scoring.  
|                    | **Present Performance-Based Section of the Instant Challenge video (10 minutes) and discuss:**  
                      • In what ways did the team use the props creatively?  
                      • In what way was the event memorable at the Bus Stop?  
                      • What were the strong points of this team? In what ways could their performance have been better?  
|                    | **Let’s DO a Performance-Based Instant Challenge.**  
                      1. Before doing the following Challenge, read and briefly discuss Appendix A.  
                      2. Note that both teams and Appraisers should be aware of the concepts in the list.  
                      3. Have one team of participants do the Challenge and another team of participants be the Appraisers.  
<p>| Handout:           |                                                                                                                                             |                |
| Appendix A         |                                                                                                                                             |                |
| Show next portion of video, <strong>Bus Stop</strong> presentation (stop after presentation) |                                                                                                                                         |                |</p>
<table>
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<tr>
<th>Materials</th>
<th>Talking Points</th>
<th>Estimated Time</th>
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| Slide: Performance-Based IC Activity; Handout: Appendix B “Outer Space Samples” *Instant Challenge* | **Activity: Performance-Based IC: *Outer Space Samples***  
**Type:** With Props  
**Level:** Entry and Advanced Levels  
**Materials:**  
- 5 bags with ‘samples’ (each bag contains ½ cup of 5 different samples: rice, cereals, pastas)  
- Stopwatch or timer.  
- Piece of paper and pencil  
- Copy of the “Outer Space Samples” Challenge  
**Set Up:**  
1. Have the samples prepared in plastic sealed bags, and have pencil and paper on the table.  
**Procedure:**  
1. Ask for volunteers to form one team. As the team is preparing their solution, the other participants work in groups and act as Appraisers analyzing the Challenge.  
2. Give a copy of the Challenge to the team and read the Challenge aloud.  
3. Set the timer for 4 minutes and begin the Challenge.  
**Debrief/Conclusions:**  
At the end of the Challenge, ask for comments.  
1. Place: Where can this take place?  
2. Samples: What are the samples? What is their meaning? How were they used?  
5. Other: Other creative examples? | **3 Slide: Task-Based *Instant Challenge***  
**Task-Based *Instant Challenge***  
The focus of a Task-Based *Instant Challenge* is on the team working together to move, build, change, or protect materials they are given in order to complete a task. Teams will be scored on how well they work together to design the solution and on the creativity of their final project. Team members may or may not be allowed to talk during the Challenge.  
**Task-Based *Instant Challenges* are written with the following subheadings:**  
2. Time: A statement of how much time the team has for each part of the Challenge. Usually a team may ask to be scored early | **60 min.** |
before time has been called.
3. Set-up: This section describes the overall set-up of the room. Team members will be told where they can be located during different parts of the Challenge.
4. Procedure: The section includes the specific rules that the team is to follow. If it doesn’t say it here, the team can probably do it.
5. Materials: Items usually will be separated into things that can be changed (or altered) and things that cannot be damaged.
6. Scoring: This section gives the details of how the team will be scored on the Challenge.

Types of Task-Based Instant Challenges
a. **To Build**: To Build Challenges usually build up, possibly hold weight, build out, and build as long as possible.
   1. Build a tower as tall as possible
   2. Build a bridge across a 12 inch (.3m) span
   3. Build an object as long as possible
b. **To Move**: To Move Challenges involve “moving something from one place to another

c. **To Protect**: To Protect Challenges involve protecting something
d. **To Change**: To Change Challenges involve changing something into something else, using given materials
e. **To Communicate**: Communication Challenges involve sending and receiving and understanding a message. Some types of Communication Challenges might be:
   …To convey information using signals
   …To convey information using sounds
   …To convey information using drawings
   …To convey information using various devices instead of body movements

Preparing for Task-Based Instant Challenge Presentation:
- Listen to instructions carefully
- Know where the points are in the Challenge
- Understand all possible uses for materials
- Work through “alternative uses”
- Break into sub-groups if necessary -- Divide and Conquer
- Practice giving everyone a part

Present Task-Based section of Instant Challenge Video (10 minutes) and discuss
- In what ways did the team use the materials creatively/effectively?
- In what way was the solution creative/effective?
- What were the strong points of this team? In what ways could
**Materials** | **Talking Points** | **Estimated Time**
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Appendix C | 4. Let’s DO or TALK THROUGH a Task-Based *Instant Challenge*  
  a. Before doing the following Challenge, read and briefly discuss Appendix C.  
  b. Note that both teams and Appraisers should be aware of the concepts in the list.  
  c. If time allows, have the group actually DO the Challenge. Have one team of participants do the Challenge and another team of participants be the Appraisers.  
  d. If time does not allow, it is worthwhile to have the participants talk through how they might solve the Challenge. | 45 min.

Slide: Task-Based IC Activity; Appendix D: “Paper Tower” *Instant Challenge*

**Activity:** *Paper Tower*  
**Level:** Entry Level

**Materials:**  
- Stopwatch or timer.  
- Piece of paper and pencil  
- Copies of the “Paper Tower” Challenge  
- 20 pieces of sturdy paper (per team) on the floor  
- A long pole with a piece of tape on it and a stepping stool

**Set Up:**  
Have the paper on the floor and the pole and stepping stool nearby.

**Procedure:**  
1. Ask for volunteers to form one or more team/s. As the teams are preparing their solutions, the other participants work in groups and act as Appraisers analyzing the Challenge.  
2. Give a copy of the Challenge to the teams and read the Challenge aloud.  
3. Set the timer and begin the Challenge.

**Debrief/Conclusions:**  
At the end of the Challenge, ask for comments.  
1. How could you have made the tower taller? Stronger?  
2. How else could your team have worked together to meet the goals of the Challenge?

| 4 | **Combination Instant Challenges**  
 Many Instant Challenges are a combination of the above.  
 ..... To Build and To Move  
 ..... To Protect and Perform  
 ..... To Communicate and Perform | 5 min. |
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<th>Materials</th>
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| Let's DO or TALK THROUGH a Combination *Instant Challenge*. | **Activity: “Crossword Puzzle” – A Combination *Instant Challenge***  
Type: Task-Based and Performance  
Level: Entry Level  
**Materials:**  
- Stopwatch or timer.  
- Piece of paper and pencil  
- Two copies of the Crossword Puzzle Challenge per Team  
**Set Up:**  
1. Two copies of the *Crossword Puzzle Challenge* per team  
2. Set up the paper and pencil on the table  
3. Know the Challenge requirements  
**Procedure:**  
1. Ask for volunteers to form one or more Teams. As the team/s are preparing their solutions, other participants work in groups and act as Appraisers analyzing the Challenge.  
2. Give a copy of the Challenge to the Team and read the Challenge aloud.  
3. Set the timer for 4 minutes and begin the Challenge.  
**Debrief/Conclusions**  
As you discuss the Challenge:  
1. Discuss the strengths of the team  
2. Discuss the creativity of the Words in the puzzle  
3. Discuss the use of the Words in the story  
4. Discuss the Story’s beginning, middle, and end  
5. Discuss the creativity of the Performance  
6. Discuss the exhibited Teamwork  
7. Place: Where? When?  
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<th>Materials</th>
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<td>5</td>
<td>Review IC Checklist before writing your own.</td>
<td>2 min. 10 min.</td>
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**Creating Your Own Performance-Based Instant Challenges**
Believe it or not, anyone can create a practically endless supply of Performance-Based **Instant Challenges** to practice with his/her teams (whether Team Managers, Coordinators, Parents, team members or Appraisers!). Performance-Based **Instant Challenges** can be without props, with props, and/or with team-created props (e.g. a large sheet of paper, a scissors, and markers). A team should practice all three types. A single Performance-Based **Instant Challenge** can turn into multiple Challenges simply by changing one key requirement or attribute of the Challenge. For example, a requirement might be that the team must sing their solution. By changing that one requirement to miming, rhyming, dancing, etc., the team will have to approach their solution in multiple ways.

**Creating Your Own Task-Based Instant Challenges**
You can create your own practice Task-Based **Instant Challenges** by combining and recombining items and tasks. Below are a few ideas for creating Task-Based **Instant Challenges**. By changing the items used (e.g. straws instead of a ruler; paperclips instead of labels; a tissue instead of a paper cup) you change the Challenge!

When providing the team with props, try to include:
1. Items that will hold weight, or have some strength, or provide some length to go across distances (straws, pencils, cardboard tubes, etc.)
2. Items that will connect one item to the another (e.g. labels or paperclips)
3. Items that will hold and/or control items (e.g. a paper cup)

**Creating Your Own Instant Challenges with Morphological Matrix**
Use Appendix H and allow small groups or individuals create an **Instant Challenge** scenario.

**Debrief/Conclusions:**
1. Using the Morphological Matrix tool presents hundreds of possibilities for original **Instant Challenges**.
2. By adding more rows of possibilities and/or changing the column headings, we can create an infinite number of **Instant Challenges**.
3. By writing their own Challenges, teams will be more aware of the component parts of Challenges.

6 **Tournament**
If time allows, or there is a need, show the **Instant Challenge** Presentations 15+ min.
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<th>Materials</th>
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<tbody>
<tr>
<td>Challenge Performances DVD</td>
<td>on the DVD.</td>
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<tr>
<td>7 Other Training Modules</td>
<td>Consider using other Training Modules: Creativity, Creative Problem Solving Tools, Teamwork, Improvisation, Performance Skills, and Making Materials Work.</td>
<td>30+ min.</td>
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</table>
| 8 Slide: Assessment; Assessment section | **Assessment**  
See below. | 10 min. |
Training Tips:

- To save on time when conducting the Challenges, double up on the types of Challenges given. Give one table a "to build" Challenge while another table has "a protect" Challenge and so forth. Then have all participants watch how the Challenge was solved. Be sure to debrief at the end.
- Be sure to allow time for plenty of questions.
- Team Managers will need to learn how to write their own practice Challenges. Don’t rush through this activity. Stress creating all kinds of Challenges. The Appendix charts create ideas for Instant Challenges. Encourage your participants to use their imagination and the Morphological Matrix generating tool to create many more.
- Instant Challenge Appraisers will benefit from learning how to write Challenges.
- An excellent activity (Creative Vehicle) that illustrates scoring “Creativity” is found in Module: Creativity. Engage your participants in this exercise for a fuller understanding of how Appraisers evaluate “Creativity” in Instant Challenge Presentations. This is a good activity for team members, too.
- Point Team Managers and Coordinators to www.shopdi.org for extra resources to use with teams. Also make them aware that previous years’ IC’s are available on CDs and in Instant Challenge Book, Vol. 1 (show resources).

Assessment:

- How does Instant Challenge reflect the Educational Goals of the program?
- How do team members engage in process while practicing Instant Challenges?
- What are the benefits of Instant Challenge?
APPENDIX A

Performance-Based IC Check List for a Team and for Appraisers

1. **Read**: Read the Challenge.

2. **Determine**: What needs to be accomplished? What is the task? What is the goal, the end result?

3. **Discuss**: What is the team really supposed to be doing? How can the team best accomplish the goal? What is actually going to be Appraised? How can the team best accomplish their goal?

4. **Time Management**: Teams should decide how much time they want to spend in idea-generating, focusing on the selection of the solution, planning, constructing, preparing, and practicing.

5. **Teamwork**: How can the team work together to produce the best results? Is it beneficial for the team to divide into groups and attack the challenge in segments? Should team members work in pairs on the same task?

6. **CPS Tools**: How can the team effectively use the CPS Tools? Which idea-generating tools are best for this challenge? Which focusing tools are best for this challenge?

7. **Presentation Tools**: How might the team portray the characters? How might the team use posture, gestures, facial expression, body movement, and choice of words to enhance their Presentation? How might the team develop the story line? How might Improv Skills add to the Performance? How might special effects be used?

8. **Materials**: How might the team use the materials provided in a unique way? How might the materials be combined, be made stronger, be taken apart, be put to other use, be helpful, be used in an original manner?
APPENDIX B

Destination ImagiNation®

Instant Challenge

Entry and Advanced Levels

OUTER SPACE SAMPLES

Challenge: To figure out the meaning of 5 Samples from outer space and present a PERFORMANCE in which you share your ideas with the Appraisers.

Time: You will have up to 4 minutes to use your IMAGINATION to figure out the meaning of the 5 Samples and prepare your PERFORMANCE, and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
- Some very oddly shaped items have been discovered while exploring the outer universe. What could they represent? Are they harmful or not? Samples were collected and brought back to earth. Your team will be the first to untangle the mystery of the Outer Space Samples.

- In your PERFORMANCE you must identify each of the 5 Samples.

Materials:
You will be given 5 sealed bags of Samples taken from Outer Space. The bags must be kept closed.

In addition, a piece of paper and a pencil will be available for your team to use as you plan your PERFORMANCE.

Scoring: You will receive up to
1. 10 points each (50 points maximum) for the creativity of your identification of each of the Samples.
2. 30 points for the creativity of your PERFORMANCE.
3. 20 points for how well your team works together.
APPENDIX C

Task-Based IC Check List for a Team and for Appraisers

1. Read: Read the Challenge

2. Determine: What needs to be accomplished? What is the task? What is the goal, the end result?

3. Discuss: What is the team really supposed to be doing? How can the team best accomplish the goal? What is actually going to be Appraised? How can the team best accomplish their goal?

4. Time Management: Teams should decide how much time they want to spend in idea-generating, focusing on the selection of the solution, planning, constructing, preparing, and practicing.

5. Teamwork: How can the team work together to produce the best results? Is it beneficial for the team to divide into groups and attack the challenge in segments? Should team members work in pairs on the same task?

6. CPS Tools: How can the team effectively use the CPS Tools? Which idea-generating tools are best for this challenge? Which focusing tools are best for this challenge?

7. Presentation Tools: Are Presentation Tools needed in this Task-Based Challenge? Would a Presentation enhance the solution? If so, how might the team portray the characters? How might the team use posture, gestures, facial expression, body movement, and choice of words to enhance their Presentation? How might the team develop the story line? How might Improv Skills add to the Performance? How might special effects be used?

8. Materials: How might the team use the materials provided in a unique way? How might the materials be combined, be made stronger, be taken apart, be put to other use, be helpful, be used in an original manner?
APPENDIX D

Challenge: Your TASK is to build a free-standing tower that is only made of paper.

Time: You will have up to 2 minutes to use your IMAGINATION to discuss strategy and up to 4 minutes to build your free-standing tower.

Set-up: On the floor are 20 pieces of sturdy paper, a long pole with a piece of tape on it and a stepping stool.

Procedure:
• Part One (2 minutes): Discuss strategy.
• Part Two (4 minutes): Using only the sturdy paper, build a tower on the floor that is as high as possible. You should also try to use the paper in different and creative ways. The tower must be stable long enough to be measured. Your team will measure the height of the tower by putting the piece of tape on the long pole at a point that corresponds to the height of the tower. You may measure the height of the tower at any time. However, the tower must remain standing for at least 10 seconds after it has been measured. If the tower falls down before the end of the 10 seconds, you may rebuild the tower as long as time has not ended. Once you have measured the tower and it has remained standing for 10 seconds, you may not rebuild the tower. If time ends, you will have 30 additional seconds to measure the tower.

Materials to Use to Build Your Tower:
20 sheets of sturdy paper

Scoring:
You will receive
A. 3 points for each full inch (2.5 cm) of height of your tower.
B. Up to 20 points for how creatively you use the materials.
C. Up to 20 points for how well your team works together.
APPENDIX E

Destination ImagiNation®
Instant Challenge
CROSSWORD PUZZLE

Challenge: Your TASK is to fill in a crossword puzzle with words that are related and then present a PERFORMANCE in which you show how the words you have chosen belong together.

Time: You will have up to 4 minutes to use your IMAGINATION to complete your TASK of filling in the crossword puzzle and plan your PERFORMANCE and up to 2 minutes to present your PERFORMANCE to the Appraisers.

The Scene:
• The writers of a new puzzle book for kids have come to your team for help. They need one more puzzle to finish the book.
• They have the outline for the puzzle, but they need everyday words to fill the puzzle in.
• In order to fit with the rest of the puzzles in the book, they would like for all of the words to be related in some way.
• You should give one copy of your completed puzzle to the Appraisers, before you begin your PERFORMANCE.

Materials: Your team will receive 2 blank outlines for the crossword puzzle. In addition, a piece of paper and a pencil will be available for your team to use as you prepare your PERFORMANCE.

Scoring: You will receive
1. 3 points (30 points maximum) for each word that is put into the crossword puzzle.
2. Up to 20 points for the creativity of how the words are related.
3. Up to 30 points for the creativity of your PERFORMANCE
4. Up to 20 points for how well your team works together.
Training Module 7: Instant Challenge
## APPENDIX F

### Creating Your Own Performance-Based *Instant Challenge*

<table>
<thead>
<tr>
<th>Action to be Taken By the Team</th>
<th>Item/Event Used/Created</th>
<th>Examples of Props Team can alter</th>
<th>Examples of Props Team cannot alter</th>
</tr>
</thead>
<tbody>
<tr>
<td>To demonstrate new uses for</td>
<td>Peanut butter</td>
<td>White plastic bags</td>
<td>Scissors</td>
</tr>
<tr>
<td></td>
<td>Swiss cheese</td>
<td>Large sheets of paper</td>
<td>Balls</td>
</tr>
<tr>
<td></td>
<td>A fork</td>
<td>Paper cups</td>
<td>Bicycle tire</td>
</tr>
<tr>
<td></td>
<td>A spoon</td>
<td>Aluminum foil</td>
<td>Pan lid</td>
</tr>
<tr>
<td></td>
<td>A cell phone</td>
<td>Cardboard tubes</td>
<td>Pans</td>
</tr>
<tr>
<td></td>
<td>A rock</td>
<td>Labels</td>
<td>Glove</td>
</tr>
<tr>
<td></td>
<td>Paper</td>
<td>Paper clips</td>
<td>Remote control</td>
</tr>
<tr>
<td></td>
<td>Etc.</td>
<td>Toothpicks</td>
<td>Waste basket</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Paper Bags</td>
<td>Colored markers</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>To create &amp; present</td>
<td>Songs</td>
<td>Roll of toilet paper</td>
<td>Ruler</td>
</tr>
<tr>
<td></td>
<td>Mini-Trial</td>
<td>Sheets of paper</td>
<td>Pencils</td>
</tr>
<tr>
<td></td>
<td>A new game</td>
<td>Rubber Bands</td>
<td>Bucket</td>
</tr>
<tr>
<td></td>
<td>Imaginary instruments</td>
<td>Coat Hanger</td>
<td>Metal spoon</td>
</tr>
<tr>
<td></td>
<td>Opposites</td>
<td>Egg Carton</td>
<td>Cans of soda</td>
</tr>
<tr>
<td></td>
<td>Story w/o words</td>
<td>Straws</td>
<td>Rope</td>
</tr>
<tr>
<td></td>
<td>A silent movie</td>
<td>Envelope</td>
<td>Flashlight</td>
</tr>
<tr>
<td>Ways to celebrate</td>
<td>Clay</td>
<td>Paper Plate</td>
<td>Shoe</td>
</tr>
<tr>
<td>A birthday</td>
<td></td>
<td></td>
<td>Yard stick</td>
</tr>
<tr>
<td>A new machine</td>
<td>Cotton Balls</td>
<td></td>
<td>Dowel</td>
</tr>
<tr>
<td>New animals</td>
<td>Pasta</td>
<td></td>
<td>Towel</td>
</tr>
<tr>
<td>Novel vacations</td>
<td>Pipe Cleaners</td>
<td></td>
<td>Mirror</td>
</tr>
<tr>
<td>A different time period</td>
<td>Tissues</td>
<td></td>
<td>Marbles</td>
</tr>
<tr>
<td>A new product</td>
<td>Plastic tableware</td>
<td></td>
<td>Boxes</td>
</tr>
<tr>
<td>Etc.</td>
<td>Plastic cup</td>
<td></td>
<td>Plastic shovel</td>
</tr>
<tr>
<td>Design costumes for</td>
<td>Feather(s)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Dog's birthday party</td>
<td>Ribbon</td>
<td></td>
</tr>
<tr>
<td></td>
<td>A fashion show</td>
<td>Marshmallows</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Etc.</td>
<td>Newspaper</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Piece(s) of String</td>
<td></td>
</tr>
<tr>
<td>Rescue your team from</td>
<td>Sinking ship</td>
<td>Shoe boxes</td>
<td>Humor</td>
</tr>
<tr>
<td></td>
<td>Wild animals</td>
<td>Masking Tape</td>
<td>Teamwork</td>
</tr>
<tr>
<td></td>
<td>Snow storm</td>
<td>Piece(s) of Yarn</td>
<td></td>
</tr>
</tbody>
</table>

### Scoring may include:
- Creativity of presentation (presentation skills)
- Creativity of product/story/event
- Creative use of props
# APPENDIX G

## Creating Your Own Task-Based *Instant Challenges*

<table>
<thead>
<tr>
<th>Action to be Taken By the Team</th>
<th>Item to be Created</th>
<th>Examples of Props Team can alter</th>
<th>Examples of Props Team cannot alter</th>
</tr>
</thead>
<tbody>
<tr>
<td>To Build</td>
<td>Bridge to hold weight</td>
<td>Straws</td>
<td>Yardstick</td>
</tr>
<tr>
<td></td>
<td>Tower to hold weight</td>
<td>Paper</td>
<td>Ruler</td>
</tr>
<tr>
<td></td>
<td>Tower to stand after being moved</td>
<td>Index Cards</td>
<td>Dowel</td>
</tr>
<tr>
<td></td>
<td>Any other type of Structure for height, weight, length, thickness</td>
<td>Pipe Cleaners</td>
<td>Pencil</td>
</tr>
<tr>
<td></td>
<td>Any combination e.g. length &amp; weight</td>
<td>Envelopes</td>
<td>Spoons</td>
</tr>
<tr>
<td></td>
<td>Container to hold item(s)</td>
<td>Paper Clips</td>
<td>Etc.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Plastic tableware</td>
<td>Bowl</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Paper Tubes</td>
<td>Coat hangers</td>
</tr>
<tr>
<td>To Move Around obstacles</td>
<td></td>
<td>Spaghetti</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Over obstacles</td>
<td>Mailing Labels</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Across space</td>
<td>Tooth Picks</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Across distances</td>
<td>Clay</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Remove items across Distances</td>
<td>Gum Drops</td>
<td>Marshmallows</td>
</tr>
<tr>
<td></td>
<td>Remove obstacles w/o moving other items</td>
<td>Tape</td>
<td>String</td>
</tr>
<tr>
<td></td>
<td>Build a vehicle</td>
<td>Cotton Balls</td>
<td>Yarn</td>
</tr>
<tr>
<td></td>
<td>Transport something</td>
<td>Balloons</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Yarn</td>
<td></td>
</tr>
<tr>
<td>To Protect From moving</td>
<td></td>
<td>Rubber Bands</td>
<td></td>
</tr>
<tr>
<td>From falling</td>
<td></td>
<td>Pipe Cleaners</td>
<td></td>
</tr>
<tr>
<td>From changing</td>
<td></td>
<td>Pasta</td>
<td></td>
</tr>
<tr>
<td>From breaking</td>
<td></td>
<td>Aluminum Foil</td>
<td>Lunch Bags</td>
</tr>
<tr>
<td>To Change From original design</td>
<td></td>
<td>Etc.</td>
<td></td>
</tr>
<tr>
<td>To add to original</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>To something new</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Scoring may include:
- How high or how long
- How much weight is held
- How many inches/feet were crossed
- Creative use of materials
- How many items are contained/reached a goal
- How well the team worked together
- Creativity of item(s) built
APPENDIX H

Creating Your Own *Instant Challenges* Using Morphological Matrix

1. Performance-Based Challenge: RANDOMLY choose one or more items from A and one item from D and E.
2. Task-Based Challenge: RANDOMLY choose one or more items from A and one item from B and C.
3. Combination Challenge: RANDOMLY choose one or more items from A, and one item from one or more of the other columns (you MAY skip Column B, for example, and still have a great IC). Experiment!
4. Write an *Instant Challenge* using the randomly selected words or phrases.

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Shoe Box</td>
<td>Toy</td>
<td>Move</td>
<td>Western Town</td>
<td>Lost in a library</td>
</tr>
<tr>
<td>2.</td>
<td>Newspaper</td>
<td>Vehicle</td>
<td>Make a job easier</td>
<td>Mars</td>
<td>Overslept</td>
</tr>
<tr>
<td>3.</td>
<td>Envelope</td>
<td>Wagon</td>
<td>Appeal to a teenager</td>
<td>Underground</td>
<td>Waiting for a bus</td>
</tr>
<tr>
<td>4.</td>
<td>Pasta</td>
<td>Doll</td>
<td>Make people laugh</td>
<td>Up a tree</td>
<td>Baking a cake</td>
</tr>
<tr>
<td>5.</td>
<td>Cotton Balls</td>
<td>Sculpture</td>
<td>Keep people warm</td>
<td>Jungle</td>
<td>Cleaning a bathroom</td>
</tr>
<tr>
<td>6.</td>
<td>Yarn</td>
<td>Device</td>
<td>Amuse people</td>
<td>Seashore</td>
<td>Discovered a treasure</td>
</tr>
<tr>
<td>7.</td>
<td>Wax Paper</td>
<td>Structure</td>
<td>Hold a ping pong ball</td>
<td>Amusement Park</td>
<td>On a mission in space</td>
</tr>
<tr>
<td>8.</td>
<td>Tag Board</td>
<td>Shelter</td>
<td>Protect</td>
<td>Mountain Top</td>
<td>Can’t find your keys</td>
</tr>
<tr>
<td>9.</td>
<td>Ruler</td>
<td>Invention</td>
<td>Signal</td>
<td>Another Country</td>
<td>Fell in love at first sight</td>
</tr>
<tr>
<td>10.</td>
<td>Paper Plate</td>
<td>Piece of Furniture</td>
<td>Hit a target</td>
<td>Storybook Land</td>
<td>Cheerleading at a football game</td>
</tr>
<tr>
<td>11.</td>
<td>Gummy Worms</td>
<td>Article of Clothing</td>
<td>Be helpful</td>
<td>School</td>
<td>Doing a TV newscast</td>
</tr>
<tr>
<td>12.</td>
<td>Straws</td>
<td>Container</td>
<td>Make noise</td>
<td>Concert</td>
<td>Stay after school for detention</td>
</tr>
<tr>
<td>13.</td>
<td>Craft Sticks</td>
<td>Game</td>
<td>Help solve problems</td>
<td>Over the Rainbow</td>
<td>Ate too much</td>
</tr>
<tr>
<td>14.</td>
<td>Deck of Cards</td>
<td>Product</td>
<td>Keep us healthy</td>
<td>Lost in a Time Warp</td>
<td>A really, really, really hot day</td>
</tr>
</tbody>
</table>
APPENDIX I

Ten Important Questions to ask after every Instant Challenge Activity:

1. How do you think you did as a team? What did you learn about Teamwork by doing this Challenge?

2. How well did you manage your time? How might you have used your time more effectively?

3. What were some strengths of your solution? What worked well?

4. If you were to start the Challenge over again, what might you do differently?

5. Did your team use any CPS tools? If so, which ones? If not, which ones might you have used?

6. How well do you feel you utilized the materials you were given, if any? How might you have used the materials differently? Were there materials the participants did NOT use? If not, why not? How might they have been used?

7. How well did you create your solution to fit the emphasis in the scoring? Would you do anything differently?

8. If the solution did not work, what could you have done to make the solution work?

9. Could your solution have been more creative, novel, or unique? What might you have done to make that happen?

10. Finally, most important: WHAT DID YOU LEARN?
INstant Challenge
Creative Problem Solving against the Clock

Goals

- To locate helpful information about Instant Challenge in Rules of the Road
- To have an awareness of the types of Instant Challenges
- To learn techniques and process tools for team practice of Instant Challenges
- To identify the roles of the different members of the Instant Challenge Appraisal Team

Goals cont’d

- To understand the general logistical flow at a Tournament Instant Challenge Site
- To provide a video representation of two Tournament Instant Challenge Presentation Sites of teams presenting Performance-based and Task-based Instant Challenge solutions
- To provide the experience of solving an Instant Challenge
- To create Instant Challenges from the Morphological Matrix
Methods

- Presentation
- Discussion
- Video/DVD
- Activities
- Debrief

---

Rules of the Road

- Refer to *Rules of the Road* for more details pertaining to *Instant Challenge*
- IMPORTANT for team members and Team Managers to read and understand *Rules of the Road*

---

Instant Challenge (IC) Facts

- ICs are usually three to ten minutes long
- Teams will not know the IC until it is presented to them on Tournament day
- Teams may **NOT** talk about their IC, except privately among themselves
- IC scoring criteria may include but are not limited to:
  - Development of skit
  - Use of materials
  - Teamwork
  - Character development
  - Creativity of solution
  - Effectiveness of solution
What is Instant Challenge?

- Challenge each team receives at the Tournament that has to be instantly solved
- A chance for a team to show off its creative solving problem ability in a short unrehearsed Presentation to Appraisers
- At Tournament:
  - Teams report to a separate competition area
  - Only team, one Team Manager and Appraisers in room
  - At time of IC, team will receive two copies of Challenge
  - Same IC for same Central Challenge and Level
- Instant Challenge information is kept secret until after Global Finals

Why Do Instant Challenge?

- A great way to learn and practice CPS tools for use in the Central Challenge
- Team members can use techniques to help solve “challenges” in their daily lives
- Team members can use techniques to help solve “challenges” as adults
- Instill confidence in younger person

Types of Instant Challenges

- Performance-based
- Task-based
- Combination
Interference

- Two ways to commit Interference in IC room
  - If team knows the Challenge before their actual competition
  - If someone helps the team in the IC room during competition
- A Team Manager can have a lot of fun working with team and training them in IC techniques
- All CPS Tools can be taught to the team
- Teaching CPS tools in IC is analogous to teaching sewing skills for Central Challenge
- Have team practice all three types of ICs

Performance-based IC

- Focus is on team working together to create and present a theatrically-oriented solution
- Evaluated on creativity of solution, presentation and/or use of materials along with teamwork
- Types of Performance-based ICs
  - Without Props
  - With Props
  - Team-created Props
  - Imaginary Props

Performance-based IC Tips

- Speak loudly and clearly
- Listen to instructions carefully
- Know where the points are in the Challenge
- Listen to teammates when doing Improv
- Don’t make unnecessarily long speeches
- Practice giving everyone a part
- Practice talking yourself out of jam
- Practice saving a teammate who cannot think of line
- Practice using exaggerated movements / expressions
- Make up own Improv games
Performance-based
*Instant Challenge*
Activity

Task-based IC

- Focus is on team working together to move, build, change or protect materials they are given in order to complete a task
- Evaluated on how well team works together to design the solution, effectiveness of solution and on the creativity of their final project
- Team members may or may not be allowed to talk during the execution of the Challenge

Types of Task-based ICs

- **To Build**: possibly hold weight, build out, build as high as possible
- **To Move**: moving something from A to B
- **To Protect**: protecting something
- **To Change**: changing something into something else, using given materials
- **To Communicate**: sending and receiving and understanding messages
Task-based IC Tips

- Listen to instructions carefully
- Know where the points are in the Challenge
- Understand all possible uses for materials
- Work through “alternative uses”
- Break into sub-groups if necessary - Divide and Conquer
- Practice giving everyone a part

Task-based Instant Challenge Activity

Combination Instant Challenge Activity
**Instant Challenge Check List**

- Read: Read, read, the Challenge carefully
- Determine: What needs to be accomplished?
- Discuss: What is team really supposed to be doing?
- Time Management: Teams should allocate time to planning, constructing, preparing, practicing
- Teamwork: How can team work together to produce best results
- CPS Tools: Generating and Focusing tools
- Presentation Tools: Character portrayal, Story line…
- Materials: Use materials provided in unique ways

---

**Creating Your Own Performance-based IC**

- Create your own practice Performance-based ICs without props, with props, team-created props (e.g., paper, scissors, markers), imaginary props
- Use Morphological Matrix for scenario generation

---

**Creating Your Own Task-based IC**

- Create your own practice Task-Based ICs by combining and recombining items and tasks
- Try to include:
  - Items that will hold weight, or have strength, or provide length to go across distances (e.g., straws, pencils, cardboard tubes, etc.)
  - Items that will connect one item to another (e.g., labels, paperclips…)
  - Items that will hold and/or control items (e.g., paper cups…)
### Morphological Matrix

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>Materials</td>
<td>Make a ...</td>
<td>That will</td>
<td>Place</td>
<td>Situation</td>
</tr>
<tr>
<td>1 Shoe Box</td>
<td>Toy</td>
<td>Move</td>
<td>Western Town</td>
<td>Lost in a library</td>
</tr>
<tr>
<td>2 Newspaper</td>
<td>Vehicle</td>
<td>Make a job easier</td>
<td>Mars</td>
<td>Over slept</td>
</tr>
<tr>
<td>3 Envelope</td>
<td>Wagon</td>
<td>Appeal to a teenager</td>
<td>Underground</td>
<td>Waiting for a bus</td>
</tr>
<tr>
<td>4 Pasta</td>
<td>Doll</td>
<td>Make people laugh</td>
<td>Up a tree</td>
<td>Baking a cake</td>
</tr>
</tbody>
</table>

### Assessment

- How does *Instant Challenge* reflect the Educational Goals of the program?
- How do team members engage in process while practicing *Instant Challenges*?
- What are the benefits of *Instant Challenge*?

Thank you for coming.