

2021-22 CHALLENGE SEASON





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GETTING STARTED

2021-22 Instant Challenge Practice Set

At your tournament, your team will be scheduled to do an Instant Challenge in addition to your Team Challenge. Instant Challenges are kept confidential until the day of the tournament, so your team will not know anything about the specific Instant Challenge you will be asked to solve until you are escorted into your Instant Challenge room. The Instant Challenge portion of the tournament usually lasts between five and ten minutes and is worth a total possible score of 100 points. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for teamwork.

GRAVITY NOVELTY

Entry and Advanced Levels

Focus: Innovation, improvisational acting, teamwork



Challenge

Present a PERFORMANCE in which your team overcomes the effects of gravity that is different than it is on Earth.



Time

You will have up to 3 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.



Setup

Your team just landed on a planet where gravity is different than it is on Earth. Everything, including you, is either heavier or lighter here.

Part One (3 minutes): Plan and practice your PERFORMANCE. Your PERFORMANCE must show how the different gravity affects your team and how your team overcomes those effects.

Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE. The paper and pencil must NOT be used as props.



Scoring

You will receive:

- A. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 20 points for the creativity of how the different gravity affects your team.
- C. Up to 20 points for the creativity of how your team overcomes the effects of the different gravity.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

LOW TO HIGH PERCH

Advanced Level

Focus: Innovation and design process, technical design and construction, improvisation, teamwork



Challenge

Your TASK is to create a freestanding structure that will support weights at different heights. For this Challenge, “freestanding” means not attached to anything.



Time

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create your structure and place weights on it



Setup

In the center of the room is a table with materials and 10 plastic poker chips for weights.

Procedure (5 minutes): NOTE THAT THIS CHALLENGE HAS ONLY ONE PART! Create a freestanding structure that supports weights. You will earn additional points if your structure supports the weights at 3 different heights: at least 4in (10cm) and less than 8in (20cm) above the table; at least 8in (20cm) and less than 12in (30cm) above the table; and at least 12in (30cm) above the table. At the end of time, or sooner if you wish, the Appraisers will measure the height of each weight above the table.



Materials

- | | | |
|--|---|--|
| <input type="checkbox"/> 4 Chenille Sticks (Pipe Cleaners) | <input type="checkbox"/> 4 Mailing Labels | <input type="checkbox"/> 4 Paper Clips |
| <input type="checkbox"/> 3 Craft Sticks | <input type="checkbox"/> 1 Sheet of Newspaper | <input type="checkbox"/> 3 Index Cards |
| <input type="checkbox"/> 2 Straws | <input type="checkbox"/> 2 Pencils | <input type="checkbox"/> 2 Pencils |

The mailing labels must NOT be attached to the table or the weights. The weights must NOT be damaged. Your team will also have a paper measuring tape, but this must NOT be damaged and must NOT be part of your structure.



Scoring

You will receive:

- A. Variable points (50 points maximum) depending on the height at which your structure supports each weight above the table. Each weight will receive:
 - 5 points if your structure supports the weight at least 12in (30cm) above the table, OR
 - 4 points if your structure supports the weight at least 8in (20cm) above the table, OR
 - 3 points if your structure supports the weight at least 4in (10cm) above the table.
- B. 13 points if your structure supports a weight at each of the 3 different heights above the table.
- C. Up to 20 points for the creativity of your structure.
- D. Up to 20 points for how well your team works together.

MIRROR, MIRROR

Advanced Level

Focus: Innovation, improvisational acting, artistic design, teamwork



Challenge

Present a PERFORMANCE in which you find 3 surprising things in the mirror.



Time

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.



Setup

In the center of the room is a taped line that represents a mirror.

The Scene: You look into the mirror and are surprised by what you see!

Part One (4 minutes): Plan and practice your PERFORMANCE in which you find 3 surprising things in the mirror. Your PERFORMANCE should show what happens on both sides of the mirror. You will have a sheet of paper on which to write the 3 surprising things you find in the mirror. Hand this sheet of paper to the Appraisers at the end of Part One.

Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE. The paper and pencil must NOT be used as props.



Scoring

You will receive:

- A. 5 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. 10 points if your PERFORMANCE shows what happens on both sides of the mirror.
- C. Up to 15 points (45 points maximum) for the creativity of each surprising thing you find in the mirror.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

MULTI-TOOL

Entry Level

Focus: Innovation, improvisational acting, artistic design, teamwork



Challenge

Present a PERFORMANCE in which you show off an imaginary multi-tool with 3 unique features. For this Challenge, a “multi-tool” is a device or tool with many uses and/or attachments.



Time

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.



Setup

What if a single tool could take the place of an entire toolbox? What unique features would you want that tool to have?

Part One (4 minutes): Plan and practice your PERFORMANCE in which you show off an imaginary multi-tool with 3 unique features. You will have a sheet of paper on which to write the 3 unique features. Hand this sheet of paper to the Appraisers at the end of Part One.

Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE. The paper and pencil must NOT be used as props.



Scoring

You will receive:

- A. 5 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 15 points (45 points maximum) for the creativity of each unique feature of your multi-tool.
- C. Up to 30 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

TOWER DUO

Entry Level

Focus: Innovation and design process, technical design and construction, improvisation, teamwork



Challenge

Your TASK is to create 2 freestanding towers that are at least 6in (15cm) tall. For this Challenge, “freestanding” means not attached to anything.



Time

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create your towers.



Setup

In the center of the room is a table with two 12in (30cm) taped squares and materials.

Procedure (5 minutes): NOTE THAT THIS CHALLENGE HAS ONLY ONE PART! Create a freestanding tower within each taped area. Each tower should be at least 6in (15cm) tall. You will earn additional points if there is no type of material that is used in both towers. At the end of time, or sooner if you wish, the Appraisers will measure the heights of your towers.



Materials

- 3 Index Cards
- 3 Mailing Labels
- 3 Straws
- 3 Chenille Sticks (Pipe Cleaners)
- 2 Sheets of Paper
- 3 Paper Clips
- 3 Paper Cups
- 3 Rubber Bands

Your team will also have a yardstick (meterstick), but this must NOT be damaged and must NOT be part of your towers.



Scoring

You will receive:

- A. 10 points if each tower is at least 6in (15cm) tall.
- B. 10 points if there is no type of material that is used in both towers.
- C. 1 point (15 points maximum) for each inch (2.5cm) of height of your 1st tower.
- D. 1 point (15 points maximum) for each inch (2.5cm) of height of your 2nd tower.
- E. Up to 15 points (30 points maximum) for the creativity of each of your towers.
- F. Up to 20 points for how well your team works together.

CLOUD BURST

Entry Level

Focus: Innovation, improvisational acting, artistic design, teamwork.



Challenge

Your TASK is to create one or more devices to keep your team dry and then present a PERFORMANCE in which your team has been caught in a sudden rainstorm.



Time

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to create your device(s) and plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.



Setup

Your team is on the way to a special event when it suddenly starts to rain. Quick! You have to make something to keep your team dry!

Part One (4 minutes): Create one or more devices to keep your team dry during a sudden rainstorm. You should also use this time to plan and practice your PERFORMANCE.

Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

- 4 Cardboard Tubes
- 4 Paper Clips
- 8 Mailing Labels
- 4 Sheets of Newspaper
- 6 Straws
- 4 Paper Plates
- 5 Crayons

Your team will also have a piece of paper and a pencil to use as you plan and present your PERFORMANCE. The paper and pencil must NOT be used as props.



Scoring

You will receive:

- A. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 30 points for the creativity of your device(s).
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

CASE IN POINT

Entry Level

Focus: Innovation, improvisational acting, artistic design, teamwork



Challenge

Your TASK is to create a phone case and then present a PERFORMANCE in which you highlight 3 of its special features. For this Challenge, a “phone case” is a structure or design your team creates on a piece of cardboard that represents a phone.



Time

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to create your phone case and plan and practice your PERFORMANCE. You will then have up to 2 minutes to present your PERFORMANCE.



Setup

The Scene: Phones are an important part of everyday life, and many people use cases to express themselves or add helpful features to their phone.

Part One (4 minutes): Create your phone case. You should also use this time to plan and practice your PERFORMANCE. You will have a sheet of paper on which to write 3 special features of your phone case. You should highlight these special features in your PERFORMANCE. Hand this sheet of paper to the Appraisers at the end of Part One.

Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. Be sure you highlight the 3 special features of your phone case.



Materials

- 1 Cardboard “Phone”
- 4 Mailing Labels
- 2 Index Cards
- 3 Paper Clips
- 2 Chenille Sticks (Pipe Cleaners)
- 3 Crayons
- 1 Sheet of Paper
- 2 Straws

(The cardboard “phone” is a 3in x 5in (7.5cm x 12.5cm) piece of plain corrugated cardboard.) Your team will also have a piece of paper and a pencil to use as you plan and present your PERFORMANCE. The paper and pencil must NOT be used as props.



Scoring

You will receive:

- A. 5 points if you include 3 special features of your phone case in your PERFORMANCE.
- B. Up to 15 points (45 points maximum) for the creativity of each of the special features of your phone case.
- C. Up to 30 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

IT'S A TIE!

Advanced Level

Focus: Innovation and design process, technical design and construction, improvisation, teamwork



Challenge

Your TASK is to create a freestanding structure that can support a necktie above the table. For this Challenge, “freestanding” means not attached to anything.



Time

You will have up to 6 minutes to use your IMAGINATION and the CREATIVE PROCESS to create your structure to support the necktie.



Setup

In the center of the room is a table with materials and a necktie.

Procedure (6 minutes): NOTE THAT THIS CHALLENGE HAS ONLY ONE PART! Create a freestanding structure that can support the necktie above the table. The lowest point of the necktie must be at least 4in (10cm) above the table. At the end of time, or sooner if you wish, the Appraisers will measure the vertical distance between the two ends of the necktie.



Materials

- 4 Index Cards
- 6 Mailing Labels
- 1 Cardboard Tube
- 4 Paper Clips
- 3 Pencils
- 4 Rubber Bands
- 1 Sheet of Newspaper
- 4 Straws
- 2 Paper Cups
- 4 Rubber Bands
- 4 Chenille Sticks (Pipe Cleaners)

Your team will also have a yardstick (meterstick), but this must NOT be damaged and must NOT be part of your structure.



Scoring

You will receive:

- A. 1 point (50 points maximum) for each inch (2.5cm) of vertical distance between the two ends of the necktie, as long as the lowest point of the necktie is at least 4in (10cm) above the table.
- B. Up to 30 points for how creatively you use the materials.
- C. Up to 20 points for how well your team works together.

NEW VEHICLE

Entry and Advanced Levels

Focus: Innovation, improvisational acting, artistic design, teamwork



Challenge

Your TASK is to create a new vehicle and then present a PERFORMANCE in which you show 3 of its special features. For this Challenge a “vehicle” is a device that can move people or objects from one place to another.



Time

Use your IMAGINATION and the CREATIVE PROCESS to create your new vehicle and plan and practice your PERFORMANCE. You will then have up to 3 minutes to present your PERFORMANCE.



Setup

The Scene: If you are choosing a new vehicle, you are likely to have it for a very long time. Make sure it has all of the features you will want for many years to come!

Part One (4 minutes): Create your new vehicle. You should also use this time to plan and practice your PERFORMANCE. You will have a sheet of paper on which to write 3 special features of your vehicle. You should highlight these special features in your PERFORMANCE. Hand this sheet of paper to the Appraisers at the end of Part One.

Part Two (2 minutes): Present your PERFORMANCE to the Appraisers. Be sure you highlight the 3 special features of your vehicle.



Materials

- 3 Chenille Sticks (Pipe Cleaners)
- 1 Clothespin
- 3 Mailing Labels
- 1 Sheet of Newspaper
- 2 Cardboard Tubes
- 4 Paper Plate
- 2 Rubber Bands



Scoring

You will receive:

- A. 5 points if your PERFORMANCE includes the 3 special features of your vehicle.
- B. Up to 15 points (45 points maximum) for the creativity of each special feature of your vehicle.
- C. Up to 30 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.



PRACTICE SET

The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.

The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at Resources.DestinationImagination.org.

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