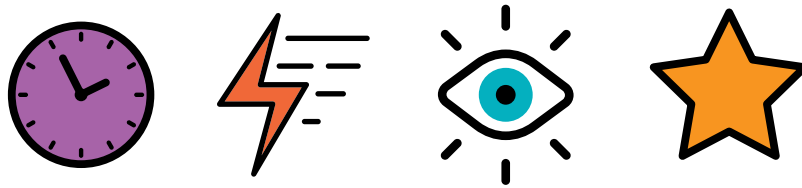


# INSTANT CHALLENGE

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BONUS PACK





Dear Team Manager,

The world, the educational landscape, and our lives has changed and will continue to change due to Covid-19. But there is one thing that will not change—the desire kids have to be challenged to find unique solutions to challenges. For that reason, the Destination Imagination (DI) Educational Experiences Team has put together an extra, pre-season set of Instant Challenges for teams to solve as they gear up for the 2020-21 DI season.

As you begin to work with your team and guide them through the creative process, look for ways to utilize Instant Challenge to suit your team's needs for social distancing or meeting virtually. The Instant Challenge experience is about quick thinking and rapid prototyping. So, don't let the traditional rules around Instant Challenge keep you as a Team Manager from using all the tools at your disposal to sharpen Instant Challenge skills.

Here are some suggestions to get you started!

- Present Instant Challenges of all types and difficulty levels and allow the team to talk through what possible solutions might look like. Keep the discussion of each possible solution short and fast-paced to mimic the quick brainstorming aspect of an Instant Challenge. Practice using the Project Management Tool for Instant Challenge section found in Roadmap.
- Use materials in virtual meetings or when practicing social distancing. Provide one team member with the materials and allow the rest of the team to give guidance on how to manipulate the materials for the solution. Time may need to be extended for the Instant Challenge with this method. This technique is a great way to advance the social-emotional learning for teams of all ages.
- Bring the team together virtually in a conferencing platform with a variety of Instant Challenges and ask them to brainstorm how each of these might be solved virtually in a conferencing platform format. Focus more on “how” to deliver the solution, rather than “what” the solution will be.
- Provide a Task-Based Instant Challenge and have each team member gather the materials and complete the Challenge individually. Then ask them to meet virtually as a team and discuss the similarities and differences in their solutions. Such a discussion can help a team find new ways to use materials and discover individual skills of fellow team members.
- Encourage incorporating new ideas and skills into an Instant Challenge experience. If each team member is building a solution, suggest creating a stop-motion video to showcase their solution. Film the materials, build part of the solution, and then continue to build and record a few seconds as the solution takes shape and is finally complete. Sharing these videos can be a good way to include a new “spark” into the mix as they watch an Instant Challenge solution blossom. Imagine seeing a tower grow before your very eyes!
- Give Performance-Based Instant Challenges a new twist by building a solution with individual input. Have the team start a brief performance outline with perhaps only the beginning of the story. Share the document with the individual team members and have each team member add the middle and the end of the story along with other interesting components such as a main character, jokes, dialogue, or imaginary props.

Instant Challenge time should be a time when teams experience the exhilaration of bringing their own ideas to life as they grow as a team. Good thinking is about preparing to take on whatever challenge comes your way. This season, like no other, provides some wonderful opportunities for teams to experiment and explore. Enjoy your adventure together!

Stay creative and safe,

Johnny Wells  
Director of Education  
Destination Imagination, Inc.

# ABOVE AND BELOW

## FOCUS

Innovation and design process, strategic planning, experimentation, technical design and construction, teamwork.

## CHALLENGE

Your TASK is to build a freestanding structure that reaches as far above and as far below the top of the table as possible. For the purpose of this Challenge, “freestanding” means that the structure may NOT be attached to anything.

## TIME

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to build your structure.

## SETUP

In the center of the room is a table with materials. On one edge of the table is a 12in X 12in (30cm X 30cm) taped square.

## PROCEDURE

(5 minutes) In the center of the room is a table with materials. On one edge of the table is a 12in X 12in (30cm X 30cm) taped square.

## MATERIALS

- |   |   |                                       |
|---|---|---------------------------------------|
| <input type="checkbox"/> 1 Chenille Stick | <input type="checkbox"/> 2 Straws                   | <input type="checkbox"/> 3 Paper Cups |
| <input type="checkbox"/> 2 Mailing Labels | <input type="checkbox"/> 6in (15cm) Piece of String | <input type="checkbox"/> 1 Index Card |
| <input type="checkbox"/> 1 Paper Plate    | <input type="checkbox"/> 2 Rubber Bands             | <input type="checkbox"/> 1 Ruler      |

The ruler may NOT be damaged. The ruler may NOT be part of the structure. The mailing labels may NOT be attached to the table.

## SCORING

- 10 points if you build a structure that extends at least 6in (15cm) above and 6in (15cm) below the table.
- 2 points (50 points maximum) for each inch (2.5cm) of the smaller of the 2 measurements of your structure. This could be the height of the structure above the top of the table or the length of the structure below the top of the table.
- Up to 20 points for the creativity of your structure.
- Up to 20 points for how well your team works together.

# ARCH DI TRIUMPH

## FOCUS

Innovation and design process, technical design and construction, teamwork.

## CHALLENGE

Your TASK is to build an arch that is high as possible and will balance a ball. For the purpose of this Challenge, an “arch” is defined as a single structure that goes from one area to another without touching the space in between and is curved at its highest point.

## TIME

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and complete your TASK of building an arch, and then up to 1 minute to balance a ball on top of it.

## SETUP

On the table are two 12in (30cm) taped squares, 3in (7.5 cm) apart, and materials you may use to build an arch. You also have 4 different balls—soccer ball, baseball, golf ball, and Ping-Pong ball—that you might choose to put on top of your arch.

## PROCEDURE

- **Part One (5 minutes):** Use the materials on the table to build an arch that goes from one of the taped squares to the other. The arch must be as high as possible and may NOT be attached to the table. The arch may only touch the table within the taped squares. You may practice placing balls on your arch during Part 1. However, by the end of Part 1, your arch must be in place with no balls touching the arch or you will receive NO SCORE in Part 2. You will be warned when you have 30 seconds left in Part 1.
- **Part Two (1 minute):** Choose one (and only one) of the balls from the second table and balance it on your arch for at least 10 seconds. The ball must be placed over the space between the two taped squares and may not be altered. During Part 2, if a teammate touches the arch or the arch collapses, time will end.

## MATERIALS

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> 6 Straws             | <input type="checkbox"/> 2 Rubber Bands          | <input type="checkbox"/> 4 Paper Clips        |
| <input type="checkbox"/> 3 Mailing Labels     | <input type="checkbox"/> 1 Pencil                | <input type="checkbox"/> 1 Piece of Newspaper |
| <input type="checkbox"/> 6 Large Craft Sticks | <input type="checkbox"/> 12 in (30 cm) of String | <input type="checkbox"/> 1 Styrofoam Cup      |

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

## SCORING

- A. 2 points (40 points maximum) for each inch (2.5 cm) of height of your arch, measured at the highest point in between the two taped squares.
- B. Up to 20 points if a ball balances for at least 10 seconds without being touched during Part 2:
  - 20 points for soccer ball
  - 15 points for baseball
  - 10 points for golf ball
  - 5 points for Ping-Pong ball
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

# A WHOLE NEW LAND

## FOCUS

Innovation, improvisational acting, story development, theater arts, teamwork.

## CHALLENGE

Make up a song and dance that will promote tourism in a new country and present a PERFORMANCE that will encourage people to visit.

## TIME

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to make up a song and dance, and then up to 2 minutes to present your PERFORMANCE.

## THE SCENE

A new piece of land has been discovered. Your team has been asked by the Department of Tourism to develop a song and dance that will encourage people to visit this new place and then to present a PERFORMANCE that highlights your creations. Your PERFORMANCE should mention 3 good things about the new country.

## MATERIALS

Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

## SCORING

- A. Up to 25 points for the creativity of your song.
- B. Up to 25 points for the creativity of your dance.
- C. 10 points (30 points maximum) for the creativity of each good thing about the new country.
- D. Up to 20 points for how well your team works together.

# EGGS AND CANS

## FOCUS

Innovation and design process, strategic planning, experimentation, technical design and construction, teamwork.

## CHALLENGE

Your TASK is to create a bridge between 2 containers of canned food that will hold eggs.

## TIME

You will have up to 6 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and build your bridge between 2 containers of canned food, and then up to 1 minute to show that your bridge can hold eggs.

## SETUP

On the table are materials, 2 containers of canned food and 2 plastic eggs filled with coins for weight.

## PROCEDURE

- **Part One (6 minutes):** Use the materials on the table to create a bridge between 2 containers of canned food. The bridge may touch only the cans and may NOT be attached. The 2 containers of canned food must be at least 6in (15cm) apart. You will be warned when there is 1 minute remaining in Part One. You may practice adding the eggs in Part One, but the eggs must be removed by the end of Part One.
- **Part Two (1 minute):** Add eggs to your bridge for score. The eggs must be added one at a time in between the 2 containers of canned food. If you did not finish building your bridge in Part One, you may continue to build in Part Two. However, you may NOT add any eggs until you have a bridge connecting the 2 containers of canned food at least 6in (15cm) apart.

## MATERIALS

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> 2 Coffee Stirrers | <input type="checkbox"/> 2 Chenille Sticks (Pipe Cleaners) | <input type="checkbox"/> 2 Containers of Canned Food      |
| <input type="checkbox"/> 2 Craft Sticks    | <input type="checkbox"/> 2 Mailing Labels                  | <input type="checkbox"/> 2 Plastic Eggs Filled with Coins |
| <input type="checkbox"/> 2 Flexible Straws | <input type="checkbox"/> 1 Pencil                          | <input type="checkbox"/> 1 Ruler                          |
| <input type="checkbox"/> 1 Twist Tie       | <input type="checkbox"/> 2 Fishing Weights                 |   |
| <input type="checkbox"/> 2 Paper Cups      |  |   |

The ruler may NOT be damaged and may NOT be part of your bridge. The mailing labels may NOT be attached to the 2 containers of canned food, the fishing weights or the plastic eggs.

## SCORING

- A. 10 points if you have a bridge between the 2 containers of canned food at the end of Part One.
- B. 10 points if your bridge is at least 12in (30cm) long.
- C. 10 points (20 points maximum) for each egg held by the bridge for at least 10 seconds in Part Two.
- D. 1 point (20 points maximum) for each inch (2.5cm) spanned by your bridge.
- E. Up to 20 points for the creativity of your bridge.
- F. Up to 20 points for how well your team works together.

# FROM TOP TO BOTTOM

## FOCUS

Innovation and design process, strategic planning, experimentation, technical design and construction, teamwork.

## CHALLENGE

Your TASK is to build a structure that is attached only to a yardstick (meterstick) and is as long as possible

## TIME

You will have up to 6 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan your strategy and to build your structure.

## SETUP

There is a yardstick (meterstick) attached to the table with about half of the yardstick (meterstick) extending off from the top of the table. The end of the yardstick (meterstick) that extends off the table has a tape mark at 2in (5cm) from the end. There are also materials on the table.

## PROCEDURE

**(6 minutes):** Build a structure that is as long as possible from top to bottom. Your structure may only be attached to the first 2in (5cm) of the yardstick. It may NOT touch the floor. At the end of 6 minutes, or sooner if you wish, the height of the structure, from top to bottom, will be measured.

## MATERIALS

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> 4 Chenille Sticks<br>(Pipe Cleaners) | <input type="checkbox"/> 4 Mailing Labels      | <input type="checkbox"/> 1 Yardstick (Meterstick) |
| <input type="checkbox"/> 1 Piece of Foil                      | <input type="checkbox"/> 12in (30cm) of String |   |
| <input type="checkbox"/> 2 Index Cards                        | <input type="checkbox"/> 1 Paper Cup           |   |

The yardstick (meterstick) may NOT be damaged and may NOT have the mailing labels attached to it.

## SCORING

- 1 point (60 points maximum) for each inch (2.5cm) of length in your structure measured from top to bottom.
- Up to 20 points for the creativity of your structure.
- Up to 20 points for how well your team works together.

# HOW DID WE GET HERE?

## FOCUS

Innovation, improvisational acting, story development, theater arts, teamwork.

## CHALLENGE

Your team is to create a PERFORMANCE in which you use team designed props and explain what happened to your team.

## TIME

You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create and practice your skit and make props. You then have up to 2 minutes to present your PERFORMANCE.

## THE SCENE

Sometimes you find yourself in a funny situation and have to explain how you got to the ending of the situation. You will be given a choice of these 3 different endings to the situation. Your team must choose one of these endings. You will then create a skit that explains the ending and make props that help tell the story. Then you will then have a chance to perform the skit. The skit should be funny too!

## MATERIALS

- Large Poster Board
- 2 Pairs of Scissors
- 5 Markers
- A List of 3 Possible Endings

The scissors may not be used damaged or used in your PERFORMANCE.

Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

## SCORING

- A. Up to 30 points for the creativity of your PERFORMANCE, including how well you show how you got to the ending.
- B. Up to 30 points for the creativity of your props.
- C. Up to 20 points for the humor of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

## YOUR POSSIBLE SKIT ENDINGS ARE

1. All team members are jumping up and down
2. All team members are lying on their backs
3. All team members are standing in a circle, holding hands and facing outwards



# MY PRESENT

## FOCUS

Innovation, improvisational acting, story development, theater arts, teamwork.

## CHALLENGE

Your TASK is to create your own birthday present and present a PERFORMANCE in which you show what the present is and how it's used.

## TIME

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and complete your TASK of creating your gift, and then up to 2 minutes to present your PERFORMANCE.

## THE SCENE

It's your birthday. Your aunt has given you her usual present, a gift-wrapped box with lots of assorted stuff in it. You were hoping for something different, but you decide to make the best of it and show your aunt how creative you are! Use the materials to create your present and then show what it is and how it's used.

## MATERIALS FROM AUNT THAT YOU CAN USE TO BUILD YOUR PRESENT

May NOT be damaged:

- 5 Assorted Pieces of  $\frac{3}{4}$  in (2 cm) PVC Pipe
- 1 PVC p-trap:  $\frac{3}{4}$  in (2 cm)
- 2 PVC elbow:  $\frac{3}{4}$  in (2 cm) (45 Degrees)
- 1 PVC elbow side outlet:  $\frac{3}{4}$  in X  $\frac{3}{4}$  in X 2 in (2 cm X 2 cm X 5 cm) (90 Degrees)
- 1 PVC adapter:  $\frac{1}{2}$  in X  $\frac{3}{4}$  in (1.25 cm X 2 cm)
- 39in (23cm) Pieces of  $\frac{3}{4}$  in (2 cm) PVC Pipe
- 36in X 36in (90cm X 90cm) Piece of Plain Fabric
- 1 Plunger
- 3 Marbles
- 1 Plastic Bottle

May be changed:

- 1 Balloon
- 1 Sheet of Newspaper
- 3 Rubber Bands
- 6 Paper Clips
- 2 12in (30cm) Pieces of String
- 2 Large Craft Sticks

Your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

## SCORING

- A. 30 points for how creatively you use the materials to make your present.
- B. 30 points for the creativity of what the present is and how it's used.
- C. 20 points for the creativity of your PERFORMANCE.
- D. 20 points for how well your team works together.

# SCAVENGER HUNT

## FOCUS

Innovation and design process, technical design and construction, improvisational acting, story development, theater arts, teamwork.

## CHALLENGE

Your TASK is to think of and create 5 items that could be on a list for a scavenger hunt, and then to present a PERFORMANCE in which a character goes on a scavenger hunt. For the purpose of this Challenge, a “scavenger hunt” is an activity where someone tries to find items on a list within a time limit.

## TIME

You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to think of and then build 5 items that could be on a list for a scavenger hunt, as well as to plan and practice your PERFORMANCE. Then you will have up to 2 minutes to present your PERFORMANCE

## THE SCENE

- **Part One (4 minutes):** Think of 5 items that could be on a list for a scavenger hunt. Write them down on sheet of paper provided. You should use the materials on the table to build those 5 items. You should also use Part One to plan and practice your PERFORMANCE. Your PERFORMANCE must include a scavenger hunt.
- **Part Two (2 minutes):** Present your PERFORMANCE in which a character goes on a scavenger hunt.

## MATERIALS

- 1 Piece of Foil
- 5 Craft Sticks
- 3 Mailing Labels
- 2 Paper Cups
- 5 Rubber Bands
- 1 Garbage Bag
- 7 Chenille Sticks (Pipe Cleaners)
- 1 Pair of Scissors
- 3 Index Cards
- 5 Colored Markers

The markers and scissors may NOT be damaged and may NOT be part of the items. A piece of paper and a pencil will be available for your team to use as you plan and present your PERFORMANCE and to make a list of the five items you build.

## SCORING

- A. 10 points if your PERFORMANCE includes a scavenger hunt.
- B. Up to 10 points (50 points maximum) for the creativity of each item you build.
- C. Up to 20 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

# SILENT DINNER

## FOCUS

Innovation, improvisational acting, story development, theater arts, teamwork.

## CHALLENGE

Your team is to present a PERFORMANCE in which a surprise guest threatens to break up a silent dinner party.

## TIME

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

## THE SCENE

- **Part One (4 minutes):** Plan your PERFORMANCE. You may use a table and chairs in your skit. Write down how you will quiet the unexpected guest on the sheet the Appraisers will give you and hand the sheet back to the Appraisers at the end of Part One.
- **Part Two (2 minutes):** Present your PERFORMANCE.

## MATERIALS

Your team will be given a piece of paper and a pencil to use as you plan and present your PERFORMANCE.

## SCORING

- A. 10 points if you silence the unexpected guest during your PERFORMANCE.
- B. Up to 20 points for the creativity of the unexpected guest.
- C. Up to 20 points for how creatively you silence the unexpected guest.
- D. Up to 30 points for the creativity of the PERFORMANCE.
- E. Up to 20 points for how well your team works together.

# SILHOUETTES

## FOCUS

Innovation and design process, technical design and construction, improvisational acting, story development, theater arts, teamwork.

## CHALLENGE

Your TASK is to create 5 silhouettes and then to present a PERFORMANCE in which you use the silhouettes to tell a story. For the purpose of this Challenge, a “silhouette” is the outline of something.

## TIME

You will have up to 6 minutes to use your IMAGINATION and the CREATIVE PROCESS to create 5 silhouettes and to plan and practice your PERFORMANCE, and then up to 2 minutes to present your PERFORMANCE.

## THE SCENE

- **Part One (6 minutes):** Use the materials on the table and the scissors to create 5 silhouettes. You may also plan and practice your PERFORMANCE during this part of the Challenge. Be sure your PERFORMANCE has a beginning, a middle, and an end.
- **Part Two (2 minutes):** Present your skit.

## MATERIALS

- 5 Sheets of Black Craft Foam
- 5 Unsharpened Pencils
- 10 Mailing Labels

Your team also will have 5 pairs of scissors, but these may NOT be used in your PERFORMANCE. In addition, your team will have a piece of paper and a pencil to use as you plan and present your PERFORMANCE

## SCORING

- 10 points if your PERFORMANCE has a beginning, a middle and an end.
- Up to 10 points (50 points maximum) for the creativity of each of your silhouettes.
- Up to 20 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.



# INSTANT CHALLENGE



BONUS PACK

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The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at [Resources.DestinationImagination.org](https://Resources.DestinationImagination.org).

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