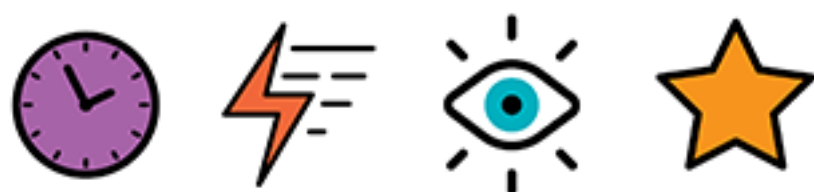


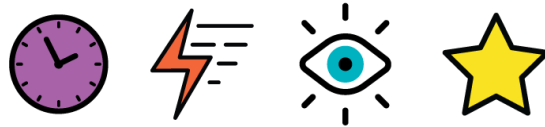
INSTANT CHALLENGE



PRACTICE SET



INSTANT CHALLENGE



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Review this information before practicing the Instant Challenges.



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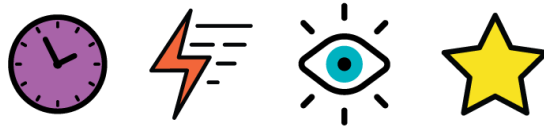
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INSTANT CHALLENGE



GETTING STARTED

Instant Challenge Practice Set

This season's Instant Challenge Practice Set has been designed to help your team prepare for either in-person events or virtual tournaments. Check with your Regional and/or Affiliate Director for information about which type of tournament will be presented in your area.

At an in-person event, your team may be scheduled to do an Instant Challenge. Instant Challenges are kept confidential until the day of the event, 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. In-person Instant Challenges usually last between five and ten minutes, and the solutions are presented live in front of a panel of Appraisers.

For virtual tournaments, Instant Challenges will be scheduled for public release on DestinationImagination.org on:

- January 15, 2021 at 3:00 a.m. Eastern Time, with a due date of January 18, 2021 at 11:59 p.m. your local tournament time
- February 5, 2021 at 3:00 a.m. Eastern Time, with a due date of February 8, 2021 at 11:59 p.m. your local tournament time
- March 5, 2021 at 3:00 a.m. Eastern Time, with a due date of March 8, 2021 at 11:59 p.m. your local tournament time

Your team will have a limited number of days in which to solve the virtual Instant Challenge, create a video to showcase your solution, and submit your recorded solution to your tournament. Your team must be sure to check with your Regional and/or Affiliate Director for information about which release date and submission deadline will be used for your tournament.

The Instant Challenge portion of a tournament is worth a total possible score of 100 points. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for teamwork.

Be sure to read the Instant Challenge section of Rules of the Road for more important information regarding both in-person and virtual Instant Challenges.

ON A JOURNEY

In-Person Performance-Based Instant Challenge



Challenge

Present a PERFORMANCE in which you are on a journey and must overcome obstacles.



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.



Scene

Your team is going on a journey, but to get to your destination, you must overcome 3 obstacles!

Part One (3 minutes): Plan and practice your PERFORMANCE. Write the 3 obstacles on a sheet of paper before beginning Part Two.

Part Two (2 minutes): Present your PERFORMANCE. 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.



Scoring

You will receive:

- A. 10 points if your PERFORMANCE shows the 3 obstacles you overcome on your journey.
- B. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- C. Up to 20 points (60 points maximum) for the creativity of how your team overcomes each obstacle on your journey.
- D. Up to 20 points for how well your team works together.

HAPPY BIRTHDAY!

In-Person Task- and Performance-Based Instant Challenge



Challenge

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



Time

It's a special someone's birthday, and your team wants to present that person a gift to celebrate!



Scene

It's a special someone's birthday, and your team wants to present that person a gift to celebrate!

Part One (4 minutes): Create a birthday gift. You should also use this time to plan and practice your PERFORMANCE in which you deliver the gift to a special person.

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



Materials

4 Index Cards	4 Straws	3 Sheets of Colored Paper	4 Mailing Labels
1 Piece of Foil	5 Toothpicks	5 Pencil Eraser Caps	

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



Scoring

You will receive:

- 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- 10 points if your PERFORMANCE shows who the special person is.
- Up to 30 points for the creativity of your birthday gift.
- Up to 30 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

HANDFUL OF KEYS

In-Person Task- and Performance-Based Instant Challenge



Challenge

Your TASK is to create 3 keys and to present a PERFORMANCE showing what the keys unlock.



Time

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



Scene

A key can be used to unlock just about anything. Your team has found 3 keys and needs to find out what they unlock.

Part One (3 minutes): Create 3 keys. You should also use this time to plan and practice your PERFORMANCE showing what the keys unlock.

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



Materials

4 Chenille Sticks (Pipe Cleaners)

2 Index Cards

5 Paper Clips

4 Straws

1 Sheet of Paper

4 Rubber Bands

1 Piece of Foil

6 Mailing Labels

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



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 of your keys.
- C. Up to 30 points for the creativity of your PERFORMANCE.
- D. Up to 20 points for how well your team works together.

A BLOCK ABOVE THE REST

In-Person Task-Based Instant Challenge



Challenge

Your TASK is to create a freestanding structure that supports blocks 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.



Setup

In the center of the room is a table with materials and 3 blocks of different sizes.

Procedure (5 minutes): NOTE THAT THIS CHALLENGE HAS ONLY ONE PART! Create a structure to support the blocks at different heights. You should make sure the large block is as far above the table as possible, the medium block is as far above the large block as possible, and the small block is as far above the medium block as possible. At the end of time, or sooner if you wish, the Appraisers will measure the heights of the blocks.



Materials

2 Pencils

3 Index Cards

1 Piece of Foil

6 Mailing Labels

6 Straws

1 Sheet of Paper

6 Paper Clips

4 Chenille Sticks (Pipe Cleaners)

The blocks may NOT be damaged. The mailing labels may NOT be attached to the blocks. Your team will also have a yardstick (meterstick), but this may NOT be damaged and may NOT be part of your structure.



Scoring

You will receive:

- 2 points (20 points maximum) for each inch (2.5cm) the large block is above the table.
- 4 points (20 points maximum) for each inch (2.5cm) the medium block is above the large block.
- 5 points (20 points maximum) for each inch (2.5cm) the small block is above the medium block.
- Up to 20 points for the creativity of your structure.
- Up to 20 points for how well your team works together.

A BLOCK ABOVE THE REST

In-Person Task-Based Instant Challenge

For Appraisers Only:

1. The setup consists of a table with materials and 3 blocks. The blocks should be 1in x 1in x 1in (2.5cm x 2.5cm x 2.5cm), 1.5in x 1.5in x 1.5in (4cm x 4cm x 4cm), and 2in x 2in x 2in (5cm x 5cm x 5cm).
2. The height of the large block above the table should be measured to the bottom of the large block. The height of the medium block above the large block should be measured from the top of the large block to the bottom of the medium block. The height of the small block above the medium block should be measured from the top of the medium block to the bottom of the small block.

PAPER AND PLASTIC

In-Person Task-Based Instant Challenge



Challenge

Your TASK is to create a freestanding tower that is as tall as possible.

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 tower.



Setup

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

Procedure (5 minutes): NOTE THAT THIS CHALLENGE HAS ONLY ONE PART! Create a tower that is as tall as possible. At the end of time, or sooner if you wish, the Appraisers will measure the height of your tower.



Materials

2 Paper Lunch Bags

10 Plastic Forks

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



Scoring

You will receive:

- A. 2 points (60 points maximum) for each inch (2.5cm) of height of your tower.
- B. Up to 20 points for the creativity of your tower.
- C. Up to 20 points for how well your team works together.

VIRTUAL INSTANT CHALLENGES

Before beginning to practice for virtual Instant Challenge, be sure to read and understand all of the rules for virtual Instant Challenges in Rules of the Road.

There are many ways to practice virtual Instant Challenges. Your team may wish to use the following virtual Instant Challenges to:

- Fully solve each Instant Challenge by planning, practicing, recording, and uploading a video solution to YouTube. (Be sure set the video's privacy to "unlisted.")
- Solve each Instant Challenge live on a video conferencing platform without recording the solution.
- Experiment with different materials from the Materials Tables in Rules of the Road for each Instant Challenge that uses materials.
- Talk through each Instant Challenge to look for areas of focus, possible ideas, and strategies for maximizing your team's score.

You may also find it helpful to practice performing for a camera during your virtual Instant Challenge practice. While "performance technique" is never a scoring element in Instant Challenge, Appraisers will be better able to evaluate the solution if the team members speak loudly and clearly to the camera.

DEEP UNDERWATER

Virtual Task- and Performance-Based Instant Challenge



Challenge

Present a PERFORMANCE in which you use a device to find a treasure deep underwater.



Time

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



Scene

There are all sorts of treasures hidden deep underwater. Exploring underwater can be quite an adventure!

Part One: Use the materials to create your device. Plan and practice your PERFORMANCE in which you use the device to find a treasure deep underwater.

Part Two (3 minutes): Present your PERFORMANCE. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

See Table A, Table B, and Table C in Rules of the Road.

3 Items from Table A

8 Items from Table B

7 Items from Table C



Scoring

You will receive:

- A. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 15 points for the creativity of the device you use to find the treasure.
- C. Up to 15 points for how creatively you use the materials.
- D. Up to 20 points for the creativity of the treasure you find.
- E. Up to 20 points for the creativity of your PERFORMANCE.
- F. Up to 20 points for how well your team works together.

EXPLORERS

Virtual Task- and Performance-Based Instant Challenge



Challenge

Present a PERFORMANCE in which you are explorers who find 3 items in a new world on the other side of a cave.



Time

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



Scene

Your team members are explorers, and you've just found a cave! What kinds of items will you find in the new world you discover on the other side?

Part One: Use the materials to create 3 items. Plan and practice your PERFORMANCE in which your team finds the 3 items in a new world on the other side of a cave.

Part Two (3 minutes): Present your PERFORMANCE. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

See Table A, Table B, and Table C in Rules of the Road.

6 Items from Table A

12 Items from Table B

10 Items from Table C



Scoring

You will receive:

- 5 points if your PERFORMANCE has a beginning, a middle, and an end.
- Up to 10 points for the creativity of the new world.
- Up to 10 points (30 points maximum) for the creativity of each item you find in the new world.
- Up to 15 points for how creatively you use the materials.
- Up to 20 points for the creativity of your PERFORMANCE.
- Up to 20 points for how well your team works together.

FISH SCHOOL

Virtual Performance-Based Instant Challenge



Challenge

Present a PERFORMANCE in which your team is a group of fish attending school.



Time

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



Scene

School's in! Show what kind of school your group of fish will attend. What will the fish learn today?

Part One: Plan and practice your PERFORMANCE in which your team is a group of fish going to school. Your PERFORMANCE should include a creative name for your school.

Part Two (3 minutes): Present your PERFORMANCE. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

Your team must NOT use any materials as part of your PERFORMANCE.



Scoring

You will receive:

- A. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 20 for the creativity of the school your group of fish attends.
- C. Up to 20 points for the creativity of the name of your school.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

IN REVERSE

Virtual Performance-Based Instant Challenge



Challenge

Present a PERFORMANCE in which you wake up in a new location where everything works in reverse.



Time

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

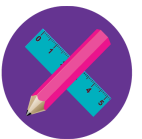


Scene

Your team woke up in a new location to find that everything around you works in reverse. What unusual characters live in this backward place?

Part One: Plan and practice your PERFORMANCE in which you wake up in a new location where everything works in reverse. Be sure to include the location and 2 unusual characters in your PERFORMANCE.

Part Two (3 minutes): Present your PERFORMANCE. Be sure your PERFORMANCE has a beginning, a middle, and an end.



Materials

Your team must NOT use any materials as part of your PERFORMANCE.

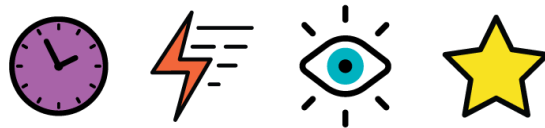


Scoring

You will receive:

- A. 10 points if your PERFORMANCE has a beginning, a middle, and an end.
- B. Up to 10 points for the creativity of the new location.
- C. Up to 15 points (30 points maximum) for the creativity of each unusual character.
- D. Up to 30 points for the creativity of your PERFORMANCE.
- E. Up to 20 points for how well your team works together.

INSTANT CHALLENGE



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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