



We Teach the
Creative Process
from Imagination
to Innovation

FOUR FREE INSTANT CHALLENGES



A CHOICE OF SHEETS 2

A FOUR SQUARE DEAL 7

ANTIQUES 2511! 14

CATCH IT IF YOU CAN! 20

A CHOICE OF SHEETS

Challenge

Create a mystery story and then present a **PERFORMANCE** in which a sheet is your only prop.

For the purpose of this Challenge, a “mystery” is something you don’t understand that you need to use clues to solve.

Time

You will have up to 5 minutes to use your IMAGINATION to create your mystery story, as well as to plan and practice your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene

Everyone loves a good mystery! Create a skit involving a mystery where:

1. There is a mystery that needs to be solved.
2. There is at least one unusual character.
3. There are one or more clues.
4. There is a solution to the mystery.

When you present your skit, your only prop will be a sheet. Try to use the sheet in as many ways as possible.

Materials

You will be given three different sheets from which to choose. However, you may only use **one** sheet in your **PERFORMANCE** and this sheet may not be damaged. A piece of paper and a pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive

- A. 5 points each (20 points maximum) if your **PERFORMANCE** includes a mystery that needs to be solved, an unusual character, at least one clue and a solution to the mystery.
- B. Up to 30 points for how creatively you use the sheet in your **PERFORMANCE**.
- C. Up to 30 points for the creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

FOR APPRAISERS ONLY

1. The team should be given 3 colored sheets from which to choose.
(Sheets can be of different sizes and have patterns, but no white sheets.)

A CHOICE OF SHEETS

Challenge

Create a mystery story and then present a **PERFORMANCE** in which a sheet is your only prop.

For the purpose of this Challenge, a “mystery” is something you don’t understand that you need to use clues to solve.

Time

You will have up to 5 minutes to use your IMAGINATION to create your mystery story, as well as to plan and practice your **PERFORMANCE**, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene

- Everyone loves a good mystery!
- Create a skit involving a mystery where:
 1. There is a mystery that needs to be solved.
 2. There is at least one unusual character.
 3. There are one or more clues.
 4. There is a solution to the mystery.

- When you present your skit, your only prop will be a sheet.
- Try to use the sheet in as many ways as possible.

Materials

You will be given three different sheets from which to choose. However, you may only use **one** sheet in your **PERFORMANCE** and this sheet may not be damaged. A piece of paper and a pencil also will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive

- A. 5 points each (20 points maximum) if your **PERFORMANCE** includes a mystery that needs to be solved, an unusual character, at least one clue and a solution to the mystery.
- B. Up to 30 points for how creatively you use the sheet in your **PERFORMANCE**.
- C. Up to 30 points for the creativity of your **PERFORMANCE**.
- D. Up to 20 points for how well your team works together.

A CHOICE OF SHEETS

APPRAISER RUBRICS

RUBRIC FOR APPRAISING HOW CREATIVELY BEDSHEET IS USED

Points	1 – 8	9 – 15	16 – 22	23 – 30
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • There is a theme • The solution is complete • Solved with related elements 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • Chiefly original work 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCE

Points	1 – 8	9 – 15	16 – 22	23 – 30
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies • Attempt at application • Solved with marginal addition 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • There is a theme • The solution is complete • Solved with related elements 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • There is synthesis • Chiefly original work • Solved with integration 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW! • Unrelated elements synthesized to create a new idea • Solved by innovation

RUBRIC FOR APPRAISING TEAMWORK

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Dominating individual who limits participation of others • Cooperation is minimal • Little sharing of ideas 	<ul style="list-style-type: none"> • Some evidence of individual team member roles • Some cooperation • Some evidence of accepting ideas of others 	<ul style="list-style-type: none"> • Acceptance of team roles above average • Good cooperation • Sharing and acceptance of ideas of others 	<ul style="list-style-type: none"> • Leadership and team roles are easily identified • Diversity of skills mutually respected and evident • Team dynamics are exemplary

A CHOICE OF SHEETS

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A1. PERFORMANCE includes a mystery	0 or 5	
A2. PERFORMANCE includes unusual character	0 or 5	
A3. PERFORMANCE includes at least one clue	0 or 5	
A4. PERFORMANCE includes solution to mystery	0 or 5	
B. How creatively sheet is used	0 or 1 – 30	
C. Creativity of PERFORMANCE	1 – 30	
D. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score elements A and B, the team should receive 0 points if the element is NOT included in the **PERFORMANCE**.

If computerized scoring is being utilized, fill in only the shaded boxes.

A CHOICE OF SHEETS

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

INSTANT CHALLENGE MASTER SCORE SHEET

Appraiser's Name	Total Score
1.	
2.	
3.	
4.	
Add 1 + 2 + 3 + 4	E.
Divide E by # of Appraisers	F.

NOTE: The division in the final step should be carried out to 3 decimal places.

<i>INSTANT CHALLENGE SCORE</i>
G.

NOTE: Rewrite the final score in the box above. The final score should be rounded to 2 decimal points. Round up if the third decimal is 5 or more.

A FOUR SQUARE DEAL

Challenge

Your **TASK** is to build a free-standing tower that touches 4 squares and that is as tall as possible.

For the purpose of this Challenge, “free-standing” means the tower is not attached to anything.

Time

You will have up to 5 minutes to use your IMAGINATION to build your tower and then up to 2 minutes to place your tower in the squares.

Setup

In the center of the room are 4 taped squares. There also is a table with materials.

Procedure: There has been a disaster! Your civilization was rocked by an earthquake. Because of the earthquake, all the materials used by your civilization to build their towers have separated back into their original condition. In this Challenge, you must rebuild one of the towers.

- **Part One** (5 minutes): Use the materials to build a free-standing tower that will be able to touch all 4 squares and that will be as tall as possible. You should NOT place your tower in the squares during this part of the Challenge. At the end of Part One, the Appraisers will measure the height of the tower above the table.
- **Part Two** (2 minutes): Place your tower in the squares. To receive points, the tower must touch all 4 of the taped squares and may only touch the floor within the taped squares. You may adjust your tower during this part of the Challenge. At the end of Part Two, the Appraisers will again measure the height of the tower if all 4 squares are being touched by the tower and the tower is only touching the floor within the taped squares.

Materials

Two 12 in (30 cm) Pieces of String

8 Chenille Sticks (Pipe Cleaners)

2 Paper Cups

4 Index Cards

2 Mailing Labels

4 Rubber Bands

1 Piece of Foil

1 Coffee Filter

12 Pieces of Ziti

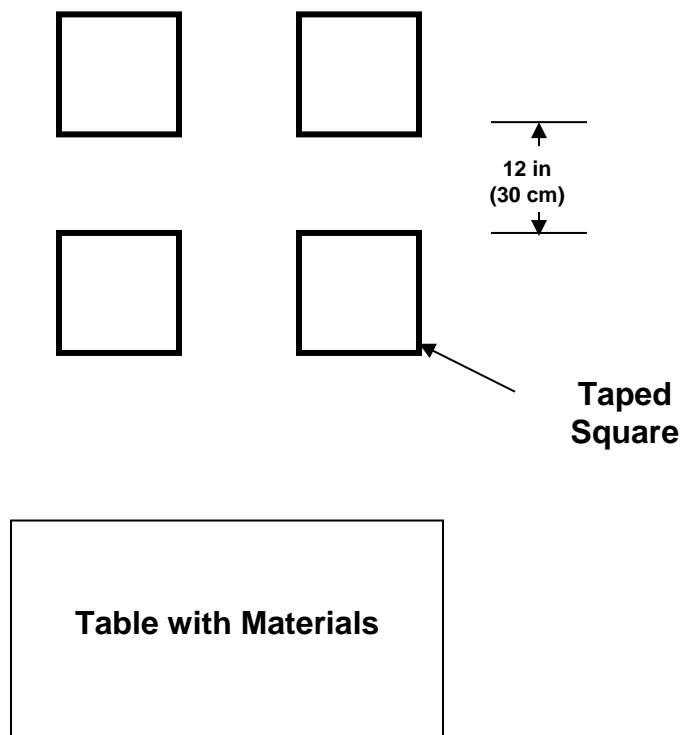
Scoring: You will receive

- A. $\frac{1}{2}$ point (20 points maximum) for each inch (2.5 cm) of height of your tower above the table at the end of Part One.
- B. 20 points if you have a tower touching all 4 taped squares at the end of Part Two.
- C. 1 point (40 points maximum) for each inch (2.5 cm) of height of your tower above the floor at the end of Part Two.
- D. Up to 20 points for how well your team works together.

A FOUR SQUARE DEAL

For Appraisers Only:

1. The set-up consists of 4 12 in X 12 in (30 cm X 30 cm) taped squares in the center of the room. The squares are 12 in (30 cm) from each other. There is also a table with materials.



A FOUR SQUARE DEAL

Challenge

Your **TASK** is to build a free-standing tower that touches 4 squares and that is as tall as possible.

For the purpose of this Challenge, “free-standing” means the tower is not attached to anything.

Time

You will have up to 5 minutes to use your IMAGINATION to build your tower and then up to 2 minutes to place your tower in the squares.

Set-up

In the center of the room are 4 taped squares. There also is a table with materials.

Procedure

There has been a disaster! Your civilization was rocked by an earthquake. Because of the earthquake, all the materials used by your civilization to build their towers have separated back into their original condition. In this Challenge, you must rebuild one of the towers.

Part One (5 minutes):

- Use the materials to build a free-standing tower that will be able to touch all 4 squares and that will be as tall as possible.
- You should NOT place your tower in the squares during this part of the Challenge.
- At the end of Part One, the Appraisers will measure the height of the tower above the table.

Part Two (2 minutes):

- Place your tower in the squares.
- To receive points, the tower must touch all 4 of the taped squares and may only touch the floor within the taped squares.
- You may adjust your tower during this part of the Challenge.
- At the end of Part Two, the Appraisers will again measure the height of the tower if all 4 squares are being touched by the tower and the tower is only touching the floor within the taped squares.

Scoring: You will receive

- A. $\frac{1}{2}$ point (20 points maximum) for each inch (2.5 cm) of height of your tower above the table at the end of Part One.
- B. 20 points if you have a tower touching all 4 taped squares at the end of Part Two.
- C. 1 point (40 points maximum) for each inch (2.5 cm) of height of your tower above the floor at the end of Part Two.
- D. Up to 20 points for how well your team works together.

A FOUR SQUARE DEAL

Materials

(Tape to Table)

Two 12 in (30 cm) Pieces of String

4 Index Cards

4 Rubber Bands

1 Coffee Filter

8 Chenille Sticks (Pipe Cleaners)

2 Mailing Labels

1 Piece of Foil

12 Pieces of Ziti

2 Paper Cups

A FOUR SQUARE DEAL

APPRAISER RUBRICS

RUBRIC FOR APPRAISING TEAMWORK

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Dominating individual who limits participation of others • Cooperation is minimal • Little sharing of ideas 	<ul style="list-style-type: none"> • Some evidence of individual team member roles • Some cooperation • Some evidence of accepting ideas of others 	<ul style="list-style-type: none"> • Acceptance of team roles above average • Good cooperation • Sharing and acceptance of ideas of others 	<ul style="list-style-type: none"> • Leadership and team roles are easily identified • Diversity of skills mutually respected and evident • Team dynamics are exemplary

A FOUR SQUARE DEAL

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

Appraiser's Name: _____

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. # of inches (2.5 cm) in height of structure above the table at the end of Part One.	<p style="text-align: center;">_____ X ½ (Number: 40 Maximum)</p>	
B. Tower touches all 4 taped squares at the end of Part Two.	<p style="text-align: center;">0 or 20</p>	
C. # of inches (2.5 cm) in height of structure above the floor at the end of Part Two if the tower only touches all 4 taped squares.	<p style="text-align: center;">_____ (Number: 40 Maximum)</p>	
D. Teamwork	<p style="text-align: center;">1 – 20</p>	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

If computerized scoring is being utilized, fill-in only the outlined boxes.

A FOUR SQUARE DEAL

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

INSTANT CHALLENGE MASTER SCORE SHEET

Appraiser's Name	Total Score
1.	
2.	
3.	
4.	
Add 1 + 2 + 3 + 4	E.
Divide E by # of Appraisers	F.

NOTE: The division in the final step should be carried out to 3 decimal places.

<i>INSTANT CHALLENGE SCORE</i>
G.

NOTE: Rewrite the final score in the box above. The final score should be rounded to 2 decimal points. Round up if the third decimal is 5 or more.

APPRAISER COPY

Entry Level / Focus: The Arts and STEM / Task and Performance Based

ANTIQUES 2511!

Challenge: Your **TASK** is to create an antique found in the year 2511 and then to present a **PERFORMANCE** in which you show what the antique is, and explain what it did and why it is valuable.

For the purpose of this Challenge, an “antique” is anything at least 500 years old.

Time: You will have up to 4 minutes to use your IMAGINATION to make your antique, as well as to plan and practice your skit, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene: It is the year 2511. You have found a valuable antique from the year 2011! You are to use the materials to make a replica of this antique and then present a **PERFORMANCE** in which you show what the antique is, and explain what it did and why it is valuable.

Materials:

Two 24in (60cm) Pieces of String

3 Chenille Sticks (Pipe Cleaners)

4 Straws

2 Pencils

2 Cupcake Wrappers

2 Mailing Labels

2 Rubber Bands

2 Sheets of Colored Paper

A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

Scoring: You will receive

- A. 10 points if you create an antique.
- B. 20 points if you show what the antique is, and explain what it did and why it is valuable in your **PERFORMANCE**.
- C. Up to 20 points for the creativity of the antique.
- D. Up to 30 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

TEAM COPY

Entry Level / Focus: The Arts and STEM / Task and Performance Based

ANTIQUES 2511!

Challenge: Your **TASK** is to create an antique found in the year 2511 and then to present a **PERFORMANCE** in which you show what the antique is, and explain what it did and why it is valuable.

For the purpose of this Challenge, an “antique” is anything at least 500 years old.

Time: You will have up to 4 minutes to use your IMAGINATION to make your antique, as well as to plan and practice your skit, and then up to 2 minutes to present your **PERFORMANCE** to the Appraisers.

The Scene:

- It is the year 2511.
- You have found a valuable antique from the year 2011!
- You are to use the materials to make a replica of this antique and then present a **PERFORMANCE** in which you show what the antique is, and explain what it did and why it is valuable.

Scoring: You will receive

- A. 10 points if you create an antique.
- B. 20 points if you show what the antique is, and explain what it did and why it is valuable in your **PERFORMANCE**.
- C. Up to 20 points for the creativity of the antique.
- D. Up to 30 points for the creativity of your **PERFORMANCE**.
- E. Up to 20 points for how well your team works together.

ANTIQUES 2511!

Materials:
(Tape to Table)

Two 24in (60cm) Pieces of String

4 Straws

2 Cupcake Wrappers

2 Rubber Bands

3 Chenille Sticks (Pipe Cleaners)

2 Pencils

2 Mailing Labels

2 Sheets of Colored Paper

A piece of paper and a pencil will be available for your team to use as you plan and present your **PERFORMANCE**.

ANTIQUES 2511!

APPRAISER RUBRICS

RUBRIC FOR APPRAISING THE CREATIVITY OF ANTIQUE

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • There is a theme • The solution is complete • Solved with related elements 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • Chiefly original work 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW!

RUBRIC FOR APPRAISING CREATIVITY OF PERFORMANCE

Points	1 – 8	7 – 15	16 – 22	23 – 30
Qualities	<ul style="list-style-type: none"> • Creativity is present and it's somewhat enhanced • The solution applies • Attempt at application • Solved with marginal addition 	<ul style="list-style-type: none"> • Creativity is present and it's relevant • There is a theme • The solution is complete • Solved with related elements 	<ul style="list-style-type: none"> • Creativity is present and it's integrated • There is synthesis • Chiefly original work • Solved with integration 	<ul style="list-style-type: none"> • Creativity is there and it's innovative • AHA! WOW! • Unrelated elements synthesized to create a new idea • Solved by innovation

RUBRIC FOR APPRAISING TEAMWORK

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> • Dominating individual who limits participation of others • Cooperation is minimal • Little sharing of ideas 	<ul style="list-style-type: none"> • Some evidence of individual team member roles • Some cooperation • Some evidence of accepting ideas of others 	<ul style="list-style-type: none"> • Acceptance of team roles above average • Good cooperation • Sharing and acceptance of ideas of others 	<ul style="list-style-type: none"> • Leadership and team roles are easily identified • Diversity of skills mutually respected and evident • Team dynamics are exemplary

ANTIQUES 2511!

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

Appraiser's Name: _____

ANTIQUES 2511!

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. Antique is created.	0 or 10	
B. PERFORMANCE includes what the antique is, what it did, and why it is valuable.	0 or 20	
C. Creativity of antique	0 or 1 – 20	
D. Creativity of PERFORMANCE	1 – 30	
E. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.) In score element C, the team should receive 0 points if the team does not create an antique.

If computerized scoring is being utilized, fill in only the outlined boxes.

ANTIQUES 2511!

Team Name: _____ Level: E M S U

Team Number: _____ Team Challenge: _____

ANTIQUES 2511!

INSTANT CHALLENGE MASTER SCORE SHEET

Appraiser's Name	Total Score
1.	
2.	
3.	
4.	
Add 1 + 2 + 3 + 4	F.
Divide F by # of Appraisers	G.

NOTE: The division in the final step should be carried out to 3 decimal places.

<i>INSTANT CHALLENGE SCORE</i>
H.

NOTE: Rewrite the final score in the box above. The final score should be rounded to 2 decimal points. Round up if the third decimal is 5 or more.

APPRAISER COPY

Advanced Level / Focus: STEM / Task Oriented

CATCH IT IF YOU CAN!

Challenge: Your **TASK** is to build a device or devices that will launch Ping-Pong balls and to build a structure that will catch them. For the purpose of this Challenge, “launch” means to cause something to move through the air without being thrown.

Time: You will have up to 1 minute to use your **IMAGINATION** to devise strategy, up to 5 minutes to build your launch device(s) and catching structure, as well as practice using them, and then up to 2 minutes to launch Ping-Pong balls into your structure for score.

Setup: In the center of the room are 2 taped squares, one inside the other. Outside the taped squares is a table with materials. The table is divided into 2 parts. There is also a table with 15 Ping-Pong balls.

Procedure:

- Part One** (1 minute): Devise strategy. During Part One, you may NOT touch any of the materials.
- Part Two** (5 minutes): Use the materials on the table to build a device or devices to launch Ping-Pong balls and to build a structure that will catch them. The table with materials is divided into 2 parts. The materials on one side are to be used to build the launch device(s); the materials on the other side are to be used to build the structure. Your team should decide which set of materials to use for each construction. The structure that will catch the balls must be within the smaller taped square and must NOT be attached to the floor. Ping-Pong balls will be launched from outside the larger taped square. You may practice in Part Two.
- Part Three** (2 minutes): Launch Ping-Pong balls into your structure for score. You will receive points for launching, as well as catching the balls. In order for a ball to be “caught” by the structure, it may NOT touch the floor. In Part Three, no part of a team member’s body may cross the taped lines of the larger square. Ping-Pong balls may be retrieved as long as no part of a team member’s body crosses the taped lines of the larger square.

Materials:

Side One:

2 Coffee Stirrers	1 Piece of Paper	1 Paper Cup	6 Straws	10 Mailing Labels
2 Chenille Sticks (Pipe Cleaners)	6 Craft Sticks	2 Balloons	4 Rubber Bands	

Side Two:

8 Straws	4 Index Cards	1 Envelope	4 Paper Clips
1 Piece of Foil	2 Plastic Forks	1 Paper Bag	1 Pair of Chopsticks

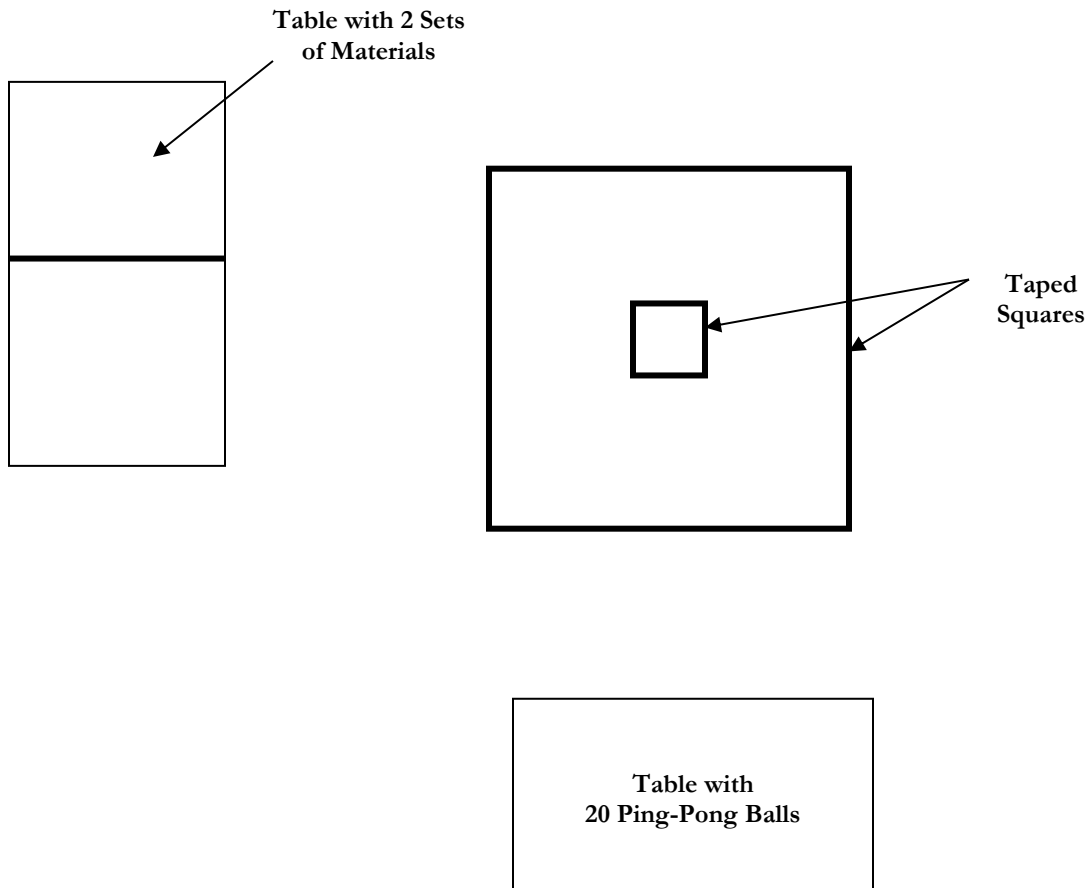
Scoring: You will receive

- A. 2 points (30 points maximum) for each ball successfully launched in Part Three.
- B. 2 points (30 points maximum) for each ball successfully caught in Part Three.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

CATCH IT IF YOU CAN!

For Appraisers Only:

1. The set-up consists of 12 in X 12 in (30 cm X 30 cm) taped square within a 5 ft X 5 ft (150 cm X 150 cm) taped square. Outside the larger taped square is a table with materials, divided into 2 parts. There is also a table with 15 Ping-Pong balls.



2. In Part Three, if any part of a team member's body crosses the taped lines of the larger square, that team member should be warned. If crossing a taped line results in a Ping-Pong ball being caught by the structure, that ball should NOT receive score.
3. In Part Three, a team member may retrieve Ping-Pong balls not caught by the structure, as long as the team member does not cross one of the taped lines.

TEAM COPY

Advanced Level / Focus: STEM / Task Oriented

CATCH IT IF YOU CAN!

Challenge: Your **TASK** is to build a device or devices that will launch Ping-Pong balls and to build a structure that will catch them. For the purpose of this Challenge, “launch” means to cause something to move through the air without being thrown.

Time: You will have up to 1 minute to use your **IMAGINATION** to devise strategy, up to 5 minutes to build your launch device(s) and catching structure, as well as practice using them, and then up to 2 minutes to launch Ping-Pong balls into your structure for score.

Setup: In the center of the room are 2 taped squares, one inside the other. Outside the taped squares is a table with materials. The table is divided into 2 parts. There is also a table with 15 Ping-Pong balls.

Procedure:

Part One (1 minute):

- Devise strategy. During Part One, you may NOT touch any of the materials.

Part Two (5 minutes):

- Use the materials on the table to build a device or devices to launch Ping-Pong balls and a structure that will catch them.
- The table with materials is divided into 2 parts. The materials on one side are to be used to build the launch device(s); the materials on the other side are to be used to build the structure.
- Your team should decide which set of materials to use for each construction.
- The structure that will catch the balls must be within the smaller taped square and must NOT be attached to the floor.
- Ping-Pong balls will be launched from outside the larger taped square.
- You may practice in Part Two.

Part Three (2 minutes):

- Launch Ping-Pong balls into your structure for score.
- You will receive points for launching, as well as catching the balls.
- In order for a ball to be “caught” by the structure, it may NOT touch the floor.
- In Part Three, no part of a team member’s body may cross the taped lines of the larger square.
- Ping-Pong balls may be retrieved as long as no part of a team member’s body crosses the taped lines of the larger square.

Scoring: You will receive

- A. 2 points (30 points maximum) for each ball successfully launched in Part Three.
- B. 2 points (30 points maximum) for each ball successfully caught in Part Three.
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

CATCH IT IF YOU CAN!

Materials:

(Tape to 1st Side of Table)

2 Coffee Stirrers

1 Piece of Paper

1 Paper Cup

6 Straws

10 Mailing Labels

2 Chenille Sticks (Pipe Cleaners)

6 Craft Sticks

2 Balloons

4 Rubber Bands

CATCH IT IF YOU CAN!

Materials:

(Tape to 2nd Side of Table)

8 Straws

4 Index Cards

1 Envelope

4 Paper Clips

1 Piece of Foil

2 Plastic Forks

1 Paper Bag

1 Pair of Chopsticks

CATCH IT IF YOU CAN!

APPRAISER RUBRICS

RUBRIC FOR APPRAISING CREATIVITY OF MATERIAL USE

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> Some of the materials are used in common ways 	<ul style="list-style-type: none"> Almost all materials are used, but few in unusual ways. 	<ul style="list-style-type: none"> Almost all materials are used, several in unusual ways 	<ul style="list-style-type: none"> Most materials are used in unusual ways

RUBRIC FOR APPRAISING TEAMWORK

Points	1 – 5	6 – 10	11 – 15	16 – 20
Qualities	<ul style="list-style-type: none"> Dominating individual who limits participation of others Cooperation is minimal Little sharing of ideas 	<ul style="list-style-type: none"> Some evidence of individual team member roles Some cooperation Some evidence of accepting ideas of others 	<ul style="list-style-type: none"> Acceptance of team roles above average Good cooperation Sharing and acceptance of ideas of others 	<ul style="list-style-type: none"> Leadership and team roles are easily identified Diversity of skills mutually respected and evident Team dynamics are exemplary

CATCH IT IF YOU CAN!

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

Appraiser's Name: _____

CATCH IT IF YOU CAN!

INSTANT CHALLENGE INDIVIDUAL SCORE SHEET

Score Element	Range	Team Score
A. # of Ping-Pong balls successfully launched in Part Two	___ X 2 (Number: 15 Maximum)	
B. # of Ping-Pong balls caught by structure	___ X 2 (Number: 15 Maximum)	
C. Creativity of materials use	1 – 20	
D. Teamwork	1 – 20	
Total		

Note: Team score elements should be recorded in whole numbers. (No fractions or decimals.)

If computerized scoring is being utilized, fill in only the shaded boxes.

CATCH IT IF YOU CAN!

Team Name: _____ Level: E M S U

Membership Number: _____ Team Challenge: _____

CATCH IT IF YOU CAN!

INSTANT CHALLENGE MASTER SCORE SHEET

Appraiser's Name	Total Score
1.	
2.	
3.	
4.	
Add 1 + 2 + 3 + 4	E.
Divide E by # of Appraisers	F.

NOTE: The division in the final step should be carried out to 3 decimal places.

<i>INSTANT CHALLENGE SCORE</i>
G.

NOTE: Rewrite the final score in the box above. The final score should be rounded to 2 decimal points. Round up if the third decimal is 5 or more.