



# WISCONSIN DESTINATION IMAGINATION INSTANT CHALLENGE PRACTICE SET 1

3 ICs For Team Practice Fun!  
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## Wisconsin Destination Imagination (WIDI) 2021-22 Instant Challenge Practice Set 1

At DI tournaments, your team will be scheduled to do an Instant Challenge (IC) in addition to your Team Challenge. ICs are kept confidential until the day of the tournament, so your team will not know anything about the specific IC you will be asked to solve until you are escorted into the IC room.

The IC portion of the tournament usually lasts between five and ten minutes and is worth a total possible score of 100 points. Although each IC has different requirements, all Instant Challenges reward teams for teamwork. Consult sections XI. And XII. (pages 39 -41) in the 2021-22 Challenge Season Rules of the Road for specifics on the IC portion of a tournament.

Each WIDI IC includes instructions, Appraiser score sheet, and scoring rubric.

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## Award-Winning Wisconsin Dining

Focus: Innovation, improvisational acting, teamwork

IC Category: Performance-Based, No Props

**Challenge:** Present a PERFORMANCE which shows why your restaurant deserves to be honored as one of the top Dining places in the state of Wisconsin.

**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 to the Appraisers.

**The Scene:** The Wisconsin Dining Discovery committee is in search of the top Dining places in Wisconsin. Your team's restaurant has been chosen as a finalist and you have been asked to make a presentation to the Wisconsin Dining Discovery committee telling why your restaurant deserves this honor.

- **Part One: (4 minutes):** Plan and practice your performance that shows three reasons why your restaurant deserves to be honored as one of the top Dining places in the state of Wisconsin.
- **Part Two (2 minutes):** Present your performance to the Appraisers

### Materials:

All props and scenery are imaginary. A piece of paper and a pencil will be available for your team to use as you plan your performance. The paper and pencil must NOT be used as props.

### Scoring:

You will receive:

- Up to 10 points each (30 points maximum) for the creativity of the reasons why your restaurant should be chosen.
- 10 points if the name of your restaurant includes the name of your city/town.
- 20 points for the creativity of your performance
- 20 points if your performance has a beginning, middle, and end.
- Up to 20 points for how well your team works together.

## Award-Winning Wisconsin Dining Appraiser Score Sheet

Award-Winning Wisconsin Dining	Score
Creativity of Reason #1 (0 -10)	
Creativity of Reason #2 (0 -10)	
Creativity of Reason #3 (0 -10)	
Performance includes city/town in restaurant name (0 OR 10)	
Creativity of the performance (0 – 20)	
Performance includes a beginning, middle AND end (0 OR 20)	
Teamwork (0 – 20)	
Total score out of 100	

### Creativity Rubric

**0 – 5:** Creativity is present and is somewhat enhanced. The solution applies. Attempt at application. Solved with marginal addition and expected, common ideas.

**6 – 10:** Creativity is present and relevant. There is a theme. The solution is complete. Solved with related elements.

**11 – 15:** Creativity is present and integrated. There is evident synthesis (something that is made by combining different things such as ideas, styles, etc.). Mostly original work and solved with integration.

**16 – 20:** AHA! WOW! Creativity is there and is innovative. Unrelated elements synthesized to create a new idea. Solved by innovation.

### Teamwork Rubric

**0 – 5:** there is a dominating individual who limits participation by others, cooperation is minimal, little sharing of ideas

**6 – 10:** some evidence of individual team member roles, some cooperation, some evidence of accepting ideas of others

**11 – 15:** acceptance of team roles above average, good cooperation, sharing and acceptance of ideas of others

**16 – 20:** Leadership and team roles are clearly identified, diversity of skills mutually respected and evident, team dynamics are exemplary.

## Dinghy Through ‘du Chien IC Category: Task-Based, Building

**FOCUS:** Innovation and design process, technical design and construction, teamwork, risk versus reward.

**Challenge:** Your TASK is to build a floating device that will hold weight and can be moved through a tub of water.

**Time:** You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create a floating device and a device or devices that can be used to move the floating device through water. You will then have up to 2 minutes to add weight and move your device through water.

**Setup:** There is one table with building materials and on another table, a bin containing water and 10 marbles for weights (passengers).

**The Scene:** Your team works for the Wisconsin Dinghy Company that makes dinghies (small boats). You have been asked to build a special boat that will carry passengers for a festival that celebrates where the Wisconsin and Mississippi Rivers meet near Prairie du Chien.

- **Part One: (5 minutes):** Use the materials provided to build a floating device and one or more moving devices. You may practice testing your devices in Part One but this will not count for score. In order to proceed to Part Two you must have a free-floating device in the tub at the end of Part One with all weights removed. *Free-floating means no team member is touching it and it is only touching the water and is not touching the sides or bottom of the bin.*
- **Part Two (2 minutes):** Use a moving device, move the boat to one end of the bin. Place passengers (weights) in the boat then use the moving device(s) to move the boat from one end of the tub (Wisconsin River) to the other end of the tub (Mississippi River) without sinking.
  - No team member may touch the boat, tub, or water in Part Two.
  - Time will end if the boat sinks, touches the sides of the bin, or successfully makes it to the opposite end of the bin.

**Materials:**

5 index cards	6 paper clips	1 Styrofoam cup
4 craft sticks	1 sheet of paper	2 chenille sticks

A bin containing water and 10 marbles for weights (passengers).

**Scoring:**

You will receive:

- 10 points if you have a free-floating boat in the tub at the end of Part One.
- 2 points (20 points maximum) for each passenger in the boat at the end of the trip/time
- 10 points if your boat makes it to the opposite end of the tub (Mississippi River) before time expires in Part Two
- Up to 20 points for the creative use of materials for the floating device
- Up to 20 points for the creative use of materials for the moving device(s)
- Up to 20 points for how well your team works together.

### Setup Information for Appraisal Team

Bin: A suggested bin size is approximately 21” long x 16” wide x 5” tall. The bin should be clear so everyone can see what is happening inside. Fill the bin about half-way up with water. Repeat to increase the level of difficulty by putting less water in the bin.

### Dinghy Through ‘du Chien Appraiser Score Sheet

Dinghy Through ‘du Chien	Score
Free-floating device present at the end of Part One (0 OR 10)	
2 X ____ # of passengers in boat at the end of the trip/time (0 – 20)	
Boat made it to end of bin in the time allotted (0 OR 10)	
Creative use of materials for the floating device (0 – 20)	
Creative use of materials for the moving device(s) (0 – 20)	
Teamwork (0 – 20)	
Total score out of 100	

#### Creative Use of Materials Rubric

**0 – 5:** Some materials are used in common ways

**6 – 10:** Materials are used, but few in unusual ways Materials are rarely combined.

**11 – 15:** Materials are used, several in unusual ways. Several materials are combined, but rarely more than once

**16 - 20:** Most materials are used in unusual ways. Many materials are used in combination, several more than once

#### Teamwork Rubric

**0 – 5:** There is a dominating individual who limits participation by others, cooperation is minimal, little sharing of ideas

**6 – 10:** Some evidence of individual team member roles, some cooperation, some evidence of accepting ideas of others

**11 – 15:** Acceptance of team roles above average, good cooperation, sharing and acceptance of ideas of others

**16 – 20:** Leadership and team roles are clearly identified, diversity of skills mutually respected and evident, team dynamics are exemplary.

# DI In The Sky For A Door County Cherry Pie

IC Category: Hybrid: Task + Performance

**FOCUS:** Innovation and design process, improvisational acting, storytelling, teamwork.

**Challenge:** Your TASK is to make cherry pie ingredients and present a PERFORMANCE in which you tell and show the Appraisers how it is made.

**Time:** You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to make ingredients for a cherry pie and up to 2 minutes present your performance to the Appraisers demonstrating how to make the pie.

**The Scene:** Door County, WI is known for its amazing cherries. Your company *Cherry Pies of WIDI* has been selected to demonstrate how to make your famous Door County cherry pie on a Wisconsin cooking show. You have been selected because of some secret ingredient you put in your pies that make them taste like no other!

- **Part One: (4 minutes):** Use the materials provided to create the ingredients for your cherry pie and plan and practice your performance.
- **Part Two (2 minutes):** Present your performance to the Appraisers during which you tell and demonstrate how your pie is made and reveal a surprise ingredient.

**Materials:**

10 ping pong balls (not to be damaged)	1 sheet of newspaper	12 craft sticks
4 sheets of construction paper (different colors)	5 playing cards	12 chenille sticks (different colors)
4 mailing labels	4 rubber bands	

Colored markers and scissors will also be available but may not be damaged or part of the performance. In addition, a piece of paper and a pencil will be available as you plan your solution.

**Scoring:**

You will receive:

- 10 points if you give your pie a name and include it in your performance
- 10 points if you reveal a secret ingredient during your performance
- Up to 20 points for the creativity of your performance.
- Up to 20 points for the creative use of materials.
- 20 points if your performance has a beginning, middle and end.
- Up to 20 points for how well your team works together.

## DI In The Sky For A Door County Cherry Pie Appraiser Score Sheet

Feel free to replace the ping pong balls with marbles, golf balls, rubber balls etc.

DI In The Sky For A Door County Cherry Pie	Score
Performance reveals name of pie (0 OR 10)	
Performance reveals secret ingredient (0 OR 10)	
Creativity of the performance (0 – 20)	
Creative use of materials for the pie (0 – 20)	
Performance includes a beginning, middle AND end (0 OR 20)	
Teamwork (0 – 20)	
Total score out of 100	

### Creativity Rubric

**0 – 5:** Creativity is present and is somewhat enhanced. The solution applies. Attempt at application. Solved with marginal addition and expected, common ideas.

**6 – 10:** Creativity is present and relevant. There is a theme. The solution is complete. Solved with related elements.

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### Teamwork Rubric

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## General Information About Practicing ICs

During IC practice, TMs and non-team members can provide feedback and point out different ways an IC may be solved during practice sessions. The rule of Interference **does** come in to play at the tournament.

Need help with ICs? Ask an area DI alum to come in and do a few with your team!

## Instant Challenge Practice Tips

- Teams should make IC practice a regular part of their meetings.
- Practice all types of Instant Challenges.
- Listen, listen, listen to the instructions carefully. Ask questions something is not clear.
- Know where the points are and direct your solution to the points.
- Never argue with a teammate or official.
- Always keep Teamwork in mind.
- Help each other be right – not wrong.
- Look for ways to make new ideas work – not reasons why they won't work
- Help each other achieve and take pride in each other's progress and growth.
- Try to maintain a positive mental attitude – no matter what the circumstances.
- Do everything with enthusiasm – it is contagious.
- Have FUN!

## Types of ICs

There are three major types of ICs: Performance, Task, and Combination or Hybrid (Performance + Task). Teams should practice all types since you will not know what type you will get until you walk into the room.

**Performance-Based IC:** The main focus of a performance IC is the presentation of a skit. Be prepared to have no props (everything will be imaginary) or a selection of tournament-provided props.

- Listen to your teammates when making up your skit. Relax and go with the flow!
- Don't make unnecessarily long speeches. Give everyone a chance to add to the solution.
- Practice giving everyone a part.
- Practice talking yourself out of a jam when your mind goes blank
- Practice saving a teammate who cannot think of a line or reaction
- Using exaggerated movements and expressions.
- Use yourselves as imaginary props and scenery
- If props are provided, use them in different and unusual ways.
- Develop multiple uses for the same prop
- Develop skits with all three components: a beginning, a middle, and an ending
- Allow time to practice your skit

**Task-Based IC:** A team will be asked to do a task – build something (tall, to hold weight, long), place something, move something, change something, communicate something....

- Teamwork is critical. Make sure everyone has a job to do.
- Look for unusual and different uses the materials provided
- Most of the materials fall into one or more types:
  - Extenders: used to extend (across a space or up or out) and/or
  - Connectors: used connect things together and/or
  - Controllers: used control something (round materials/light-weight materials)
- Listen, listen, listen very carefully to the Challenge as it is being read.
- Take a minute before you start handling the materials and ask yourselves –
- What are we supposed to do?
- Evaluate the materials provided and determine what job(s) they can do
- Be aware of time. If you are given 5 minutes to accomplish a task - try spending 1-2 minutes developing your idea and 3-4 minutes accomplishing the task.
- If possible, divide the tasks to be accomplished.
- Allow time to practice the task if allowed.

**Combination or Hybrid IC:** Teams will be asked to do a task AND present a skit, usually requiring an integration of the two.

- Teamwork is critical. Make sure everyone has a job to do.
- Consider splitting the team into two groups – one to create the skit and one to handle the task
- Look for unusual and different uses the materials provided
- Listen, listen, listen very carefully to the Challenge as it is being read.
- Take a minute before you start handling the materials.
- Allow time to practice both the task and the skit.

**Terms of Use**

WIDI developed these ICs in good faith but cannot guarantee representation for every possible IC scenario that could be presented at a tournament. WIDI provides these ICs as is. Any similarity to ICs presented at any tournament is coincidental. Feel free to use and distribute these ICs with proper credit to Wisconsin Destination Imagination.

These practice Instant Challenges were written by Wisconsin Destination Imagination adult volunteers.



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