



WISCONSIN DESTINATION IMAGINATION INSTANT CHALLENGE PRACTICE SET 2

3 ICs For Team Practice Fun!
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Wisconsin Destination Imagination (WIDI) 2021-22 Instant Challenge Practice Set 2

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. **And they are all about Wisconsin!**

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Give Our Cheese A Chance

IC Category: Hybrid: Task + Performance

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

Challenge: Your TASK is to create a mascot costume and present a PERFORMANCE in which you show the Appraisers a commercial for your cheese company’s grand opening that includes the mascot.

Time: You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create a costume and plan and practice a grand opening commercial and up to 2 minutes to present a performance of your commercial to the Appraisers .

The Scene: Your brand new cheese factory *Curds of Creativity Company* is planning a grand opening celebration and has decided to create a company mascot for a commercial advertising the event.

- **Part One: (5 minutes):** Use the materials provided to create a costume for your mascot and plan and practice your performance. Your performance must feature your team-created mascot and include a company slogan in a commercial for the grand opening celebration of your cheese factory.
- **Part Two (2 minutes):** Present a performance of your grand opening commercial to the Appraisers featuring your mascot and company slogan.

Materials:

2 foam cups	2 sheets of newspaper	1 large brown paper bag
4 sheets of construction paper	6 straws	12 chenille sticks
4 mailing labels	4 rubber bands	1 paper plate

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 your commercial has a beginning, middle, and end
- Up to 10 points for the creativity of your company slogan
- Up to 20 points for the creativity of your mascot
- Up to 20 points for the creativity of your performance.
- Up to 20 points for the creative use of materials.
- Up to 20 points for how well your team works together.

Give Our Cheese A Chance Appraiser Score Sheet

Give Our Cheese A Chance	Score
Performance includes a beginning, middle AND end (0 OR 10)	
Creativity of company slogan (0 - 10)	
Creativity of mascot (0 – 20)	
Creativity of the performance (0 – 20)	
Creative use of materials (0 – 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.

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.

Divers Discovery

IC Category: Performance-Based, Props

Focus: Innovation, improvisational acting, teamwork

Challenge: Present a PERFORMANCE in which you show 5 items you have found during a dive of a newfound shipwreck in Lake Michigan.

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.

Setup: On the table there are 5 objects that represent what your Dive team recovered from a new shipwreck discovered from the Wisconsin Shipwreck Coast National Marine Sanctuary.

- In June 2021 the National Oceanic and Atmospheric Administration (NOAA) designated a new national marine sanctuary along Wisconsin's Lake Michigan shoreline. The Wisconsin Shipwreck Coast National Marine Sanctuary covers 962-square-miles from the southern end of Kewaunee County to the middle of Ozaukee County. It will protect 36 shipwrecks that possess exceptional historic, archaeological, and recreational value. Historical research suggests that nearly 60 shipwrecks are yet to be discovered in the sanctuary.

The Scene: Your Dive team *We Love Diving* discovered a new shipwreck in the new Lake Michigan Marine Sanctuary. On your first dive of the wreck, you brought back 5 unusual items. You are now tasked with identifying the objects and making a presentation to NOAA about what you found.

- **Part One: (4 minutes):** Plan and practice your performance that will tell what the 5 unusual items found in the shipwreck are.
- **Part Two (2 minutes):** Present your performance to the Appraisers.

Materials:

Potato Masher Clothespin Flashlight 12" Ruler Plastic Flower

None of the items may be damaged.

Scoring:

You will receive:

- Up to 10 points each (50 points maximum) for the creativity of each unusual recovered item
- 10 points if you include the name of the newly discovered shipwreck in the performance
- Up to 20 points for the creativity of your performance
- Up to 20 points for how well your team works together.

Divers Discovery Appraiser Score Sheet

Divers Discovery	Score
Creativity Potato Masher (0 -10)	
Creativity of Clothespin (0 -10)	
Creativity of Flashlight (0 -10)	
Creativity of item 12" Ruler (0 -10)	
Creativity of Plastic Flower (0 -10)	
Performance included name of shipwreck (0 OR 10)	
Creativity of performance (0 – 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

Bog Boom Bumble

IC Category: Task

FOCUS: Innovation and design process, engineering, risk vs reward, teamwork.

Challenge: Your TASK is to create a device or devices that will move cranberries from the bog and place them in a collection container.

Time: You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to design and build a device or devices that will move cranberries and up to 2 minutes to use the device or devices to move cranberries from the bog to a collection container.

Setup: On the floor there is a bog with a bowl containing cranberries. Next to the bog, is a collection container in which you are to place the cranberries in with your device(s). There is also a table with materials and 30 cranberries.

- Cranberries grow in beds layered with sand, peat and gravel commonly known as bogs. To harvest the berries, the bogs are flooded, and the plants are shaken so the berries fall off into the water. A boom is a large, flexible tube used to coral the berries and some booms are equipped with a vacuum hose at one end to suck the berries through the boom hose and into a waiting collection container.

The Scene: Wisconsin is the nation’s leading producer of cranberries and harvest season this fall has been busy for your harvesting company, the Creative Cranberry Movers of Central Wisconsin. Suddenly during a harvesting session, the vacuum breaks on the boom that moves the cranberries from the bog into the collection container and you need to figure out another way to get the berries out of the bog until you can get the boom fixed.

- **Part One: (4 minutes):** Design and build a device or devices that can move the cranberries out of the bog and into the collection container. You may practice moving the cranberries in Part One,
- **Part Two (2 minutes):** Use your team-designed and created device or devices to move the cranberries from the bog into the collection container. No part of a team members body may leave the bog (cross over the taped line) during Part Two.

Materials:

1 paper plate	5 straws	12 craft sticks
1 piece of foil	4 index cards	4 chenille sticks
6 mailing labels	1 cardboard tube	2 rubber bands

30 cranberries* that may not be damaged

Scoring:

You will receive:

- 1 point (30 points maximum) for each cranberry that makes it in the collection container
- 20 points if no cranberries are dropped on the floor
- 10 points if you use only one device to move the cranberries
- 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.

Bog Boom Bumble Appraiser Score Sheet

Bog Boom Bumble	Score
1X # of cranberries successfully moved to the container (0-30)	
20 points if no cranberries are dropped on the floor (0 OR 20)	
10 points if only one device is used (0 OR 10)	
Up to 20 points for the creative use of materials	
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.

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Setup

Bog Boom Bumble Setup

Labels in diagram: bowl/container with cranberries, taped lined, 4 ft, BOG, table with materials, container (shoebox size)

***Cranberries:** Choose your own red, round objects: fireballs, red marbles, Skittles, real cranberries, depending on the desired level of difficulty.

Collection Container: Shoebox or meatloaf pan or similar sized box

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 session. 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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