



WISCONSIN DESTINATION IMAGINATION INSTANT CHALLENGE PRACTICE SET 3

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

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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Dot to Dot, On the Spot

IC Category: Task

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

Challenge: Your TASK is to create airplanes and land them on colored dots on the runway.

Time: You will have up to 2 minutes to use your IMAGINATION and the CREATIVE PROCESS to discuss strategy and then 5 minutes to attempt to land airplanes on colored dots on the runway. For the purpose of this challenge, an airplane is any team-created item made from the provided materials that can fly through the air.

Setup: On the floor there is a runway with 4 colored dots spaced 2 feet apart. Behind the taped lined (the end of the runway) there is a table with materials. The red dot is 4 feet from the end of the runway.

- Tens of thousands of planes takeoff and land at Wittman Regional Airport (KOSH) in Oshkosh, WI during the largest annual aviation celebration in the world held every July – EAA Airventure. KOSH was the first airport to paint different colored dots on its two runways to allow Air Traffic Controllers to land *multiple aircraft at once*. Air Traffic Controllers are people in the air control tower that tell pilots when they can land and takeoff.

The dots at KOSH are 50 feet in diameter and 1500 feet apart. Based on the size of the aircraft and required distance between them by the Federal Aviation Administration (FAA), the Air Traffic Controllers tell each incoming aircraft on which color dot to land.

The Scene: Wittman Regional Airport (KOSH) in Oshkosh, WI becomes the busiest airport in the world during its annual aviation celebration in July – EAA Airventure. Your team has been assigned a shift in the air traffic control tower on the first day of the event. It is up to your team to make sure airplanes land safely on their designated dots.

- Part One: (2 minutes):** Discuss strategy. You may not touch the materials on the table in Part One.
- Part Two (5 minutes):** Create your airplanes and attempt to have them land on the colored dots on the runway. Prior to each attempt, an Air Traffic Controller on your team will announce on which dot the airplane will land. The color of the dot must be announced prior to the attempt. **A landing is considered successful if the dot color is announced and the airplane lands with it touching any part the announced colored dot.** No part of a team member’s body may cross the taped line during Part Two.

Materials:

2 pieces of paper	4 chenille sticks	2 plastic spoons
4 chenille sticks	4 index cards	8 paper clips
1 envelope	2 craft sticks	

Scoring:

You will receive:

- Up to 60 points for successful landings
 - 5 points for each airplane that successfully lands on the red dot
 - 10 points for each airplane that successfully lands on the green dot
 - 15 points for each airplane that successfully lands on the blue dot
 - 30 points for each airplane that successfully lands on the yellow dot
- Up to 20 points for the creative use of materials
- Up to 20 points for how well your team works together.

Dot to Dot, On the Spot Appraiser Score Sheet

Dot to Dot On the Spot	Score
5 points X _____ each successful red dot landing	
10 points X _____ each successful green dot landing	
15 points X _____ each successful blue dot landing	
30 points X _____ each airplane that lands on the yellow dot (0 – 60)	
Up to 20 points for the creative use of materials (0 – 20)	
Up to 20 points for 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.

Setup

<p>DESTINATION IMAGINATION WISCONSIN Dot to Dot, On the Spot Setup</p> <p>↑ 2 ft ↑ 2 ft ↑ 2 ft ↑ 4 ft</p> <p>taped lined</p> <p>table with materials</p>	<p>Tape the colored dots to the floor in a straight line two feet apart with the red dot being 4 feet from the taped line.</p> <p>Dots can be cut out of construction paper, card stock, or cardboard and should be 8” in diameter.</p> <p>Increase the level of difficulty by making the dots smaller in size and/or placing them farther apart.</p>
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DI've Been Working On The Railroad

IC Category: Hybrid: Task + Performance

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

Challenge: Your TASK is to create an artifact that will be placed in a railroad museum and present a PERFORMANCE in which you show the Appraisers what the artifact is. For the purpose of this challenge, an artifact is something that would be used on a train or railroad.

Time: You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to create an artifact and plan and practice your performance and up to 2 minutes to present a performance to the Appraisers telling about the artifact.

- Railroad Memories Museum, located in downtown Spooner, WI, is dedicated to the preservation of railroad memorabilia and the education of the public on the significance of the history of the railroad in our country. Its 13 rooms are filled with railroad bells, whistles, lights, tools, timetables, photos, advertising, art, and antiques. Source: <https://www.washburncounty.org/services/railroad-memories-museum>

The Scene: Your team has discovered a new artifact that will be placed in the Railroad Memories Museum. You have been asked to make a special presentation for the official revealing of the artifact to guests visiting the museum that day.

- **Part One: (5 minutes):** Use the materials provided to create an artifact and plan and practice your performance. Your performance must include the name of the artifact and what purpose it serves on a railroad or train.
- **Part Two (2 minutes):** Present a performance of your presentation to the specials museum guests (Appraisers) showing the artifact and that includes the name of the artifact and what purpose it serves on a railroad or train.

Materials:

2 pieces of 6-inch string	4 straws	2 plastic spoons
4 sheets of construction paper	6 straws	1 piece of foil
4 mailing labels	2 index cards	

Colored markers and scissors will also be available but may not be damaged or part of the artifact or 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 presentation includes the name of your artifact
- 10 points if your presentation has a beginning, middle, and end
- Up to 20 points for the creativity of your artifact and its purpose
- 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.

DI've Been Working On The Railroad Appraiser Score Sheet

DI've Been Working On The Railroad	Score
Performance includes name of artifact (0 OR 10)	
Performance has a beginning, middle AND end (0 OR 10)	
Creativity of artifact and its purpose (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.

Summerfest Is Calling, And We Must Go

IC Category: Performance-Based, No Props

FOCUS: Innovation, improvisational acting, teamwork.

Challenge: Write a song and present your song in a PERFORMANCE to the Appraisers

Time: You will have up to 5 minutes to use your IMAGINATION and the CREATIVE PROCESS to write a song and plan and practice your performance and up to 2 minutes to present your PERFORMANCE to the Appraisers.

- Summerfest is the world's largest music festival held annually in downtown Milwaukee, WI. The 2022 festival is scheduled for three consecutive weekends in June and July. Attendees get to hear over 1,000 performances on 12 stages!

The Scene: The opening act for Summerfest had to backout due to a scheduling conflict. The Summerfest committee has asked your team to write and perform a special song that will open the festival. The song must include 3 reasons why Summerfest is so great.

- **Part One: (5 minutes):** You will have up to 5 minutes to write your song and practice your performance. Write the 3 reasons why Summerfest is so great on a piece of paper and hand it to the Appraisers before moving on to Part Two.
- **Part Two (2 minutes):** You will have up to 2 minutes to present the performance of your song to the Summerfest committee (Appraisers).

Materials:

All props and scenery are imaginary. A piece of paper and pencil will be available for your team to write down your 3 reasons why Summerfest is so great. A piece of paper and a pencil will be available for your team as you plan and practice your performance.

Scoring:

You will receive:

- 5 points for each (15 points maximum) reason why Summerfest is so great included in your song
- Up to 5 points each (up to 15 points total) for the creativity of the reasons why Summerfest is so great
- Up to 20 points for the creativity of the words of your song
- Up to 20 points for the creativity of the performance
- Up to 20 points for how well your team works together.

Reasons why Summerfest is so great that will be in the song.

1.

2.

3.

Summerfest Is Calling, And We Must Go

Summerfest is Calling, And We Must Go	Score
5X _____ # of reasons Summerfest is great included in song (0, 5, 10, or 15)	
Up to 5 points for creativity of reason 1 (0-5)	
Up to 5 points for creativity of reason 2 (0-5)	
Up to 5 points for creativity of reason 3 (0-5)	
Creativity of the songs (0-20)	
Creativity of the words of performance (0-20)	
Teamwork (0 – 20)	
Total score out of 100	

Creativity Rubric (Adjust scale to fit points allotted)

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.

Note: Talent is not being scored. 😊

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.

Team Member Roles

- Check out page 83 of the Rules of the Road for some suggested key team roles that may be useful as the team works through an Instant Challenge solution.

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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