



WISCONSIN DESTINATION IMAGINATION INSTANT CHALLENGE PRACTICE SET 4

3 ICs For Team Practice Fun! Published October 2021

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Wisconsin Destination Imagination (WIDI) 2021-22 Instant Challenge Practice Set 4

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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The 'DI' is Silent

IC Category: Performance

FOCUS: Improvisational acting, storytelling, teamwork.

Challenge: Present a PERFORMANCE in which your team acts out a scene as a silent film. For the purpose of this Challenge, silent film means without using words.

Time: You will have up to 4 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan and practice your PERFORMANCE and up to 2 minutes to present your performance to the Appraisers.

Silent films have a history in Wisconsin with silent film pioneers Harry and Roy Aitken, brothers who grew up on a farm in Waukesha County. The Aitken brothers produced an estimated 2,500 films that included Westerns, melodramas, and comedies, many featuring the famous Keystone Cops. Charlie Chaplin, an English comic actor, filmmaker, and composer who rose to fame in the silent film era that began in the mid-1890s, appeared in 39 films for the Aitken brothers. Chaplin always played a character called The Little Tramp who never spoke, but audiences could tell what he was thinking and feeling just by looking at his face and the ways that he moved his body.

Silent films were often shown in 'nickelodeons', which were small, storefront spaces.

The Scene: The Southeastern Wisconsin Silent Film Society is planning a 110th anniversary celebration of the three 1914 Aitken Brothers/Charlie Chaplin films scheduled for 2024. Your team has been chosen to perform at the celebration.

- Part One: (4 minutes): Choose one (1) scene from the provided list and plan and practice your silent film PERFORMANCE. You will tell the Appraisers what scene you chose before moving on to Part Two.
- Part Two (2 minutes): Present your PERFORMANCE of your chosen scene to the Appraisers. No words can be used during Part Two.

Materials

A list of scenes from which to choose:

- The fence on the dairy farm broke and the cows escaped.
- It is the first day of summer vacation and the ice cream truck is coming down the street.
- Your team is creating a dance routine for a contest.
- The local diner has mixed up everyone's meal orders.
- You are a team of scientists collecting lava from an active volcano.

A piece of paper and a pencil will be available as you plan your solution. Neither may be used during Part Two.

Scoring:

- 20 points if your performance has a beginning, middle, and end.
- 20 points if no words are spoken during the performance.
- Up to 30 points for the creativity of your performance.
- Up to 30 points for how well your team works together.



The 'DI' is Silent Appraiser Score Sheet

The 'DI' is Silent	Score
Performance has beginning, middle, & end (0 OR 20)	
No words are spoken during performance (0 OR 20)	
Creativity of the performance $(0-30)$	
Teamwork $(0-30)$	
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.

- **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.



StuDIo Show

IC Category: Hybrid: Task + Performance

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

Challenge: Your TASK is to create a piece of art *during* a PERFORMANCE for the Appraisers.

Time: You will have up to 3 minutes to use your IMAGINATION and the CREATIVE PROCESS to plan your PERFORMANCE and decide what piece of art you will create during your PERFORMANCE and up to 3 minutes to present your PERFORMANCE to the Appraisers.

• The North Woods Art Tour features Northern Wisconsin's finest artists as they open the doors to their stuDlos and galleries so visitors can witness first-hand artists demonstrating their craft. Visitors travel the gorgeous backroads of northern Wisconsin and visit artists in their stuDlos to experience the creative process. Art forms include pottery, painting, drawing, woodwork, jewelry-making, sculpture, weaving and more. North Woods Art Tour covers Vilas, Oneida, Iron, Langlade, and Lincoln counties in Wisconsin.

The Scene: Your team is opening a new art stuDlo just in time for the Northwoods Art Tour. When your first guests arrive, you begin creating your piece of art before their very eyes. For the purpose of this Challenge, a studio is a room where an artist works.

- Part One: (3 minutes): Plan what art piece you will create and plan and practice your PERFORMANCE.
- Part Two (3 minutes): Present a PERFORMANCE to the Appraisers during which you will create a piece of art from the materials provided and reveal the name of your art studio and name of your art piece. Be sure to explain what you are doing during your performance.

Materials:

2 pieces of foil	4 straws	2 plastic spoons
2 plastic forks	6 straws	8 paper clips
4 paper cupcake baking cups	2 paper lunch bags	4 chenille sticks

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

Scoring:

- 10 points if your performance includes the name of your stuDIo
- 10 points if your performance includes the name of your art piece
- 20 points if you complete your piece during your performance
- 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.



StuDio Show Appraiser Score Sheet

StuDIo Show	Score
Performance includes name of stuDIo (0 OR 10)	
Performance includes name of art piece (0 OR 10)	
Art piece is completed during performance (0 OR 20)	
Creativity of the performance $(0-20)$	
Creative use of materials $(0-20)$	
Teamwork $(0-20)$	
Total score out of 100	
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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

- $\mathbf{0}$ $\mathbf{5}$: 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.



A Mighty Stalagmite Advanced Level

IC Category: Task

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

Challenge: Your TASK is to create a free-standing stalagmite that is as tall as possible.

Time: You will have up to 7 minutes to use your IMAGINATION and the CREATIVE PROCESS to build a free-standing stalagmite that is as tall as possible.

For the purpose of this Challenge: "free-standing" means that the stalagmite may NOT be attached to anything.

Setup: On the floor there is a 12" x 12" taped square in which you are to build your stalagmite and next to it a table of materials.

A stalagmite is a mound or tapering column rising from the floor of a cave, formed of calcium salts
deposited by dripping water and often uniting with a stalactite. Wisconsin is home to several of
these caves, some that are open to the public to tour. According to the UW-Madison Division of
Extension Wisconsin Geological and National History Survey, stalagmites have been found
across the state including Crystal Cave in Pierce County, Eagle Cave in Richland County, Bear
Creek Cave in Sauk County, and Lange's Cave near Blue Mounds in Dane County just to name a
few.

The Scene: Your Deep Down Discovery team visited many of the caves across Wisconsin to research the stalagmites in the caves. You have been asked to build a model of the tallest stalagmite that you found.

• Part One: (7 minutes): Using the materials on the table, design and build a free-standing stalagmite as tall as possible within the 12" square on the floor.

Materials:

2 sheets of paper	6 straws	4 index cards
6 paper clips	2 mailing labels	2 chenille sticks
1 rubber band	1 toilet paper tube	2 pencils

You will have 1 yardstick that may not be used as part of the stalagmite.

Scoring:

- 1 point (60 points maximum) for each inch of height of the stalagmite above the floor
- Up to 20 points for the creative use of materials
- Up to 20 points for how well your team works together



A Mighty Stalagmite Appraiser Score Sheet Advanced Level

A Mighty Stalagmite	Score
1 point X each inch of height of the stalagmite (0-60)	
Up to 20 points for the creative use of materials (0-20)	
Up to 20 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

- **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.



A Mighty Stalagmite Entry Level

IC Category: Task

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

Challenge: Your TASK is to create a free-standing stalagmite that is as tall as possible.

Time: You will have up to 7 minutes to use your IMAGINATION and the CREATIVE PROCESS to build a free-standing stalagmite that is as tall as possible.

For the purpose of this Challenge: "free-standing" means that the stalagmite may NOT be attached to anything.

Setup: On the floor there is a 12" x 12" taped square in which you are to build your stalagmite and next to it a table of materials.

A stalagmite is a mound or tapering column rising from the floor of a cave, formed of calcium salts
deposited by dripping water. Wisconsin is home to several of these caves, some that are open to
the public to tour. According to the UW-Madison Division of Extension Wisconsin Geological and
National History Survey, stalagmites have been found across the state including Crystal Cave in
Pierce County, Eagle Cave in Richland County, Bear Creek Cave in Sauk County, and Lange's
Cave near Blue Mounds in Dane County just to name a few.

The Scene: Your Deep Down Discovery team visited many of the caves across Wisconsin to research the stalagmites in the caves. You have been asked to build a model of the tallest stalagmite that you found.

• Part One: (7 minutes): Using the materials on the table, design and build a free-standing stalagmite as tall as possible in the 12" square on the floor.

Materials:

2 sheets of paper	6 straws	4 index cards
6 paper clips	2 mailing labels	2 chenille sticks
1 rubber band	1 toilet paper tube	2 pencils

You will have 1 yardstick that may not be used as part of the stalagmite.

Scoring:

- 1 point (50 points maximum) for each inch of height of the stalagmite above the floor
- Up to 30 points for the creative use of materials
- Up to 20 points for how well your team works together



A Mighty Stalagmite Appraiser Score Sheet Entry Level

A Mighty Stalagmite	Score
1 point X each of inch of height the stalagmite (0-50)	
Up to 30 points for the creative use of materials (0-30)	
Up to 20 for teamwork (0 – 20)	
Total score out of 100	

Creative Use of Materials Rubric

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

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