

Destination Imagination Instant Challenge – Jan 2005

Type: Build

Title: *Gift Launcher*

Difficulty: Medium

Prepare: Provide each team one Challenge Bag with craft junk, including at least one sheet of paper, one paint stick, a paperclip, and some rubber bands. Provide each team three small foam balls or pom-poms and place a block of wood at least 8 inches from a tape line on the table.

Read: “Welcome to our Instant Challenge, where you will have the opportunity to demonstrate your creativity and skills by “launching new ideas”. For every team who is competing in your Team Challenge at your competition level, we will be presenting this Instant Challenge today.”

The Scene: “Your team has been asked to create a gift box launcher to help return gifts to the store after the holidays.

The Challenge: “Using only the items in your Challenge Bag; create and operate a gift launcher and ‘return’ three foam ‘gifts’ over the wall.”

The Time: “Your team will have 2 minutes to talk about your solution during which you will be not permitted to touch the materials. Your team will then have 5 minutes to construct your launcher. Then, each team will be given one minute to demonstrate your launcher to the officials. Begin by naming your launcher and then attempt to launch three foam balls over the wall block. Good Luck and listen for the time signals from the Challenge Master!”

Scoring: “The Appraisers will be scoring in the following areas, teamwork displayed during planning and construction, creativity of launcher, creativity of your launcher name, and number of gifts returned during the demonstration.

Items to be used:

“Only the items provided in the paper Challenge bag may be used to construct instruments. Do not use the foam balls or the wall block in your construction.”

Scoring will be as follows: (Scoring performed by team manager)

	<i>Element:</i>	<i>Points:</i>	<i>Team Score:</i>	<i>Comments:</i>
A.	Creativity of the launcher design:	1-10		
B.	Creativite of the launcher name:	1-10		
C.	Each gift successfully launched over the wall:	5		15 point maximum
D.	Teamwork:	1-10		
	TOTAL:			

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Manager's Notes

These are questions to ask your team during the critique after the team presents their solution.

The Challenge:

- 1) “Using only the items in your Challenge Bag...” *Did you make the best use of ALL materials provided? What items did you not use?*
- 2) “...create and operate a gift launcher ...” *Did you build your launcher as planned during design time? Any problems? How did your team respond to problems?*
- 3) “Begin by naming your launcher...” *Did your team notice that a creative name was worth as many points as a creative launcher design?*
- 4) “... attempt to launch three foam balls over the wall block.” *Was your team successful at its launch attempts? Did your launcher operate using human power? If not, why not?*

The Time: *Did you make the best use of the time allowed for planning? How did not being allowed to touch the materials during planning time affect your team? Did you pick a time keeper?*

The Scene: *Did your team have a method for quickly generating ideas for a launcher? Did your team consider all suggested ideas for a launcher?*

Teamwork: *Did you have a leader? What could make you a more effective team during build-type instant challenges?*