

Destination Imagination Instant Challenge – Sep 2005

Type: **Game**

Title: *Got Game?*

Difficulty: **Medium**

Prepare: Provide each team with two blank sheets of paper, one dice, three markers, and 6-10 colored pencils.

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

The Scene: “You are visiting your old third grade teacher and the principal sends a message that asked the teacher to leave the room for five minutes. The principal asks your team to substitute for the teacher. You have to entertain the class by having them play a game. The kids want to have FUN!”

The Challenge: “You must design a game that elementary school children can play that must keep them busy for at least 5 full minutes. The game must be educational, have written rules and a way of knowing who is the winner.”

The Time: “Your team will have five (5) minutes to create an original, simple, educational game using the materials provided. The game should include a game board, rules, and a goal. Your team will then have three (3) minutes to teach the game to your “students” – one of the other teams! That team will play your game for five (5) minutes Your team will then take part playing one of the other team’s games for a few minutes.

Scoring: “The Appraisers will be scoring in the following areas, teamwork displayed during planning and game construction, creativity of your game board, game rules, creative use of game pieces, and you will help score game fun.

Items to be used:

“Only the items provided to you may be used to construct the game. Any Questions?”

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

	<i>Element:</i>	<i>Points:</i>	<i>Team Score:</i>	<i>Comments:</i>
A.	Teamwork	1-10		During writing and playing
B.	Creative game board	1-10		Must appeal to third graders!
C.	Creativite use of game pieces	1-10		Dice and markers
D.	Game fun	1-10		How much fun was it? <u>Assigned by playing team</u>
	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) "...design a game ..." *Did your team have method of quickly creating a game board? If not, what could your team do to improve it's ability to quickly generate ideas, rules, and/or a game board?*
- 2) "The game must be educational, have written rules" *Did you write the rules to allow children to learn? If so, what subject? Could incorporating more educational rules improve your score?*
- 3) "The game should include a game board, rules, and a goal." *Did you have fun creating the game? Were your rules easy to learn? Easy to teach?*
- 4) "...creative use of game pieces..." *Did you think of wild ways to use the equipment provided? For instance, did your team use the dice to roll and move or in some other way?*

The Time: *Did you make the best use of the time allowed for game creation? What might help your team be more effective during build time? Did you pick and use a time keeper?*

The Scene: *Do you have a method for quickly generating ideas for a game?*

Teamwork: *Did you pick a leader? What could make you a more effective team during instant challenges?*

Fun: *Do you think your game is fun? Would more time to test the game rules help make it more fun?*