



Unraveling the Instant Challenge Mystery (aka IC Basics)

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Outline

- What is Instant Challenge?
- Instant Challenge Process
 - What to expect on Tournament Day
- Instant Challenge Scoring
 - Objective and Subjective Criteria
- Instant Challenge Types
 - Performance & Task Based
- Helpful Hints
 - General Hints
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What is Instant Challenge?

What is Instant Challenge?

- Instant Challenge provides the opportunity for team members to work collaboratively and use the creative process to **solve a never-before-seen challenge** and present their solution to Appraisers.
- They are designed to give young people the opportunity to think and present “on their feet” about something they may have never seen or thought about before.

What is Instant Challenge?

- All teams will be scheduled to do an Instant Challenge in addition to a Team Challenge.
- Each team that competes in a specific Team Challenge in a specific Level will receive the same Instant Challenge, with the same Appraisal Team.
- Instant Challenges last between five and ten minutes.

What is Instant Challenge?

- The nature and content of each Instant Challenge is kept confidential until the day of the tournament.
- Even after the tournament has completed, the Instant Challenges must remain confidential until after Global Finals (Memorial Day weekend) because other tournaments are choosing from the same selection of Instant Challenges.

What is Instant Challenge?

- Instant Challenge scores will be scaled within a Team Challenge competition Level so that the top-scoring team will receive 100 points, and all other teams will receive a proportional percentage of that score.
- The Instant Challenge accounts for one-fourth of your team's tournament score, so your team should pay attention to it!

What is Instant Challenge?

- Some of the Challenges require divergent thinking (i.e., out of the box creativity), while others have been developed to emphasize teamwork and convergent thinking (i.e., in the box creativity).
- Often, a solid Instant Challenge score will help a team significantly, especially if Team Challenge scores are very close.
- Your team should be diligent about practicing and preparing for all types of Instant Challenges that they may receive at a tournament.
- Although they are never the same, there are certain skills that can drastically improve your team's chances at being successful on tournament day.

What is Instant Challenge?

- Destination Imagination encourages all team members to participate in the Instant Challenge.
- The team may compete in Instant Challenge with fewer than seven team members, but in order to be considered a team, there must be at least two team members.
- If all team members are not participating in Instant Challenge, the team will need to make a decision about which team members will be participating before being taken to the Instant Challenge room.
- The team will NOT be told anything about the Challenge prior to making this decision, including the type of Instant Challenge it will receive.

Instant Challenge Process

What to expect on Tournament Day

Instant Challenge Process

- Know where the IC Check-in is. There will be signs pointing the way.
- Know where the IC exit is (this is not usually the same place as the entrance).
- Only the team and one Team Manager need to go to the check-in area.
- Team and manager should check-in 15-20 minutes before the scheduled IC time.
- Team should bring their Declaration of Independence and will complete the IC Promise upon arrival.
- After the check-in, the team will be brought to a silent waiting area.

Instant Challenge Process

- Check in at the registration table 15-20 minutes before scheduled IC time
- Confirm for Registration Volunteer your
 - Team Challenge
 - Competition Level
 - Town
 - Team Manager, name
- Receive, Read and Sign the IC Promise
- Show Signed IC Promise and fully completed Declaration of Independence to the Check-in volunteer

Instant Challenge Process

- Team will be asked if their TM will be accompanying them into the challenge.
- Team will be asked if all Team Members will be participating.

Instant Challenge Process

- With your Dec of Independence and IC Promise in hand, proceed to the holding area for your assigned IC room
 - At Regionals you will be escorted
 - At States you will need to find your own way, but the volunteer will give you directions
- Wait silently (or at least very, very, very quietly) for your Instant Challenge Appraiser to come get you.

Instant Challenge Process

- When the appraiser comes to get you team you will be asked for your
 - Team Number
 - Town
 - Team Manager name
 - Central Challenge
- You may be reminded one last time that watches, phones, computers, iPads or tablets, and any other devices for timekeeping are not allowed
- You will be brought to the IC Room

Instant Challenge Process

- There will be seats available for the Team Manager and any non-participating Team Members
- You may be asked to introduce yourself or your greeting appraiser may introduce your team to the other appraisers
- The appraisers will introduce themselves to you
- One Appraiser will read you the “Opening Remarks”

Instant Challenge Process

- The team will be given two copies of the challenge.
 - If there are materials, at least one copy of the materials list will be provided, but it may be taped to the table.
- The rooms normally have more than ample space for the challenge to be completed. The team is welcome to stand anywhere in the room during the reading of the challenge.
 - There are a some challenges that wouldn't permit this, but unless the appraiser tells you differently, you may stand anywhere it is comfortable.

Instant Challenge Process

- The Appraiser will read the entire challenge to the team out loud.
- An appraiser will point to any materials as they are read in the challenge.
- The Appraiser will re-read the challenge statement to the team.

Instant Challenge Process

- The Time-keeping Appraiser will announce, “The time for Part 1 begins now” or just “Time begins now” and will start the official time.
- If a team has any questions they can be asked after time starts (and while the clock is running).
- **THE CHALLENGE OCCURS!!!**

Instant Challenge Process

- The Appraiser will stop time.
- If measurements need to be made, they will be made.
- If any counting needs to be done, items will be counted.
- The Appraiser will read the “Closing Remarks” which include a reminder that the IC may not be discussed in public or outside of your team until the end of May.

Instant Challenge Process

- The Appraiser will escort the team from the room and direct you toward the exit.
- Exit the IC area silently
 - you don't want to give hints to a team going in next
- Follow the exit signs
 - you probably don't go out the same way you came in

Instant Challenge Process

- Remember that you cannot discuss the IC (except in private) until after Global Finals on Memorial Day Weekend in late May

Instant Challenge Scoring

Objective and Subjective Criteria

Instant Challenge Scoring

- Each Instant Challenge will have a specific section guiding Appraisers as to how the scoring is to be done.
- In addition, rubrics for scoring creativity and teamwork will be available for each Instant Challenge.
- Objective Scoring Criteria
- Subjective Scoring Criteria

Instant Challenge Scoring

- Objective Scoring Criteria
 - All appraisals agree on item and have same score
 - Discrepancies favor the team

Instant Challenge Scoring

- Objective Scoring Criteria
 - Task Completed (aka Happens/Doesn't happen)
 - Skit has a beginning, middle and end
 - Bridge was supporting ball at end of time
 - No words were spoken
 - Measurements
 - Height, Length or Width of structure
 - Count
 - Number of balls in a bowl (marbles uncovered, cans moved)
 - Number of correctly placed pieces

Instant Challenge Scoring

- Subjective Scoring Criteria
 - Appraisers do not have to agree
 - 100% Appraiser's individual opinion
 - Rubric provided for appraisers as a guide

Instant Challenge Scoring

- Subjective Scoring Criteria
 - Rubric for Appraising Teamwork

Points	1-5	6-10	11-15	16-20
Qualities	<ul style="list-style-type: none"> • Dominating individual who limits the participation of others. • Cooperation is minimal. • Little sharing of ideas. 	<ul style="list-style-type: none"> • Some evidence of individual team member roles. • Some cooperation. Some evidence of accepting ideas of others. 	<ul style="list-style-type: none"> • Acceptance of team roles above average. • Good cooperation. • Sharing and acceptance of ideas of others. 	<ul style="list-style-type: none"> • Leadership and team roles are easily identified. • Diversity of skills mutually respected and evident. • Team dynamics exemplary.

Instant Challenge Scoring

- Subjective Scoring Criteria
 - Rubric for Appraising Creativity of an idea or thing (based on 15 available points)

Points	1-3	4-8	8-11	12-15
Qualities	<ul style="list-style-type: none"> • Creativity is present and its somewhat enhanced • The solution applies 	<ul style="list-style-type: none"> • Creativity is present and its relevant • There is a theme. • The solution is complete. • Solved with related elements. 	<ul style="list-style-type: none"> • Creativity is present and it's integrated. • Chiefly original work. 	<ul style="list-style-type: none"> • Creativity is there and its innovative • AHA! WOW!!

Instant Challenge Scoring

- Subjective Scoring Criteria
 - Rubric for Appraising Creativity of a Performance (based on 15 available points)

Points	1-3	4-8	8-11	12-15
Qualities	<ul style="list-style-type: none"> • Creativity is present and its somewhat enhanced • The solution applies • Attempt at application • Solved with marginal addition 	<ul style="list-style-type: none"> • Creativity is present and its relevant • There is a theme. • The solution is complete. • Solved with related elements. 	<ul style="list-style-type: none"> • Creativity is present and it's integrated. • Chiefly original work. • Solved with integration. 	<ul style="list-style-type: none"> • Creativity is there and its innovative • AHA! WOW!! • Unrelated elements synthesized to create a new idea.

Instant Challenge Types

Performance Based

Task Based

Combination of Performance and Task Based

Instant Challenge Types

- There are three types of Instant Challenges:
 - Performance-Based
 - Task-Based
 - Combination (Performance-Based)
- Because your team has no guarantee which type of Instant Challenge it will be asked to solve at the tournament, your team should practice all three types.

Instant Challenge Types

Performance-Based:

- focus on the team working together to create and perform a theatrical solution
- team will be evaluated on teamwork, and may be evaluated on the creativity of the solution and the presentation and/or use of materials
- team may be given real or imaginary materials to use for the solution.

Instant Challenge Types

Performance-Based (cont'd):

- team may be asked to use words, language, conversation and/or dramatic characterizations to solve the Instant Challenge, or the solution may be required to be non-verbal
- team may or may not be given time to practice the solution before presenting to the Appraisers

Instant Challenge Types

Task-Based:

- focus on the team members working together to move, build, change or protect materials they are given in order to complete a task
- team may also be asked to communicate information
- team will be evaluated on teamwork, and may be evaluated on the creative use of materials and on their success in completing the task
- may or may not be allowed to talk during the Challenge

Instant Challenge Types

Performance	Combination	Task
With Props	Any Combination of Performance and Task	To Build (Height, Width or to hold Weight)
Without Props	Performance With Team Made Props	To Move
With Imaginary Props	Performance to get Materials for use in a task	To Protect
With Team Made Props	Complete a task to get materials for use in a performance	To Communicate
		To Change

Helpful Hints

General Hints

Common Mistakes

General Hints

IC Practice

- Instant Challenge should be worked on every meeting
 - Don't need to devote an entire meeting to IC, often you can work for as little as 30 minutes
- Always do an IC debrief afterwards
 - Keep Questions friendly
 - Very important for Team Manager to DEFER Judgement
 - Remember this is THEIR PROBLEM
 - Ask them how they would score themselves?

General Hints

IC Practice

- The same IC can be used over and over again, feel free to modify the IC
 - Take materials away
 - Add Materials
 - Change what is scored
 - Change the timing
- Challenge your team, you want the hardest challenge they get all year to be given by YOU!

General Hints

IC Practice



- Practice just by reading a challenge and then asking them questions about it. This will help improve their listening skills
 - What is the goal?
 - How do you begin?
 - How do you end?
 - What rules must you absolutely remember?
 - Where were the points?

General Hints

Tournament Day

- Common Issues observed by Appraisers
 - Running out of time
 - Focusing on only one element of a challenge
 - Skits not having a beginning, middle and end
 - Not leaving time to practice your solution
 - Not ever asking the question, is this creative?
 - Not knowing where the points are in the challenge

General Hints

Tournament Day

- Common Issues observed by Appraisers
 - Losing track of materials
 - Members being negative to other team members
 - Dominant team members
 - Losing or not using materials they have
 - Not focusing during the reading of the challenge
 - Not having a back-up plan in case the first idea doesn't pan out

Warning!!!!

IC is kept a secret for a reason!!!

- A team disclosing IC Challenge information will be disqualified.
- If a team inadvertently receives information about the Instant Challenge prior to competing, it should be allowed to compete in that Instant Challenge. However, if the team wins because of its Instant Challenge score, a tie may be declared with the second place team.

Warning!!!!

If a team member or Team Manager is found to have brought a device into the Instant Challenge room, the individual should be asked to place the device in a special location where no one on the team can look at it until the end of the Instant Challenge. The device can be retrieved as the team is leaving the room.

If a team is found to be recording the Challenge, that team should be disqualified.

Questions?

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