



Unraveling the Instant Challenge Mystery (aka IC Basics)

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Outline

- What is Instant Challenge?
- Instant Challenge Scoring
 - Objective and Subjective Criteria
- Instant Challenge Types
 - Performance & Task Based
- Helpful Hints
 - General Hints
 - Common Mistakes



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.

What is Instant Challenge?

- 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?

- Instant Challenges last between five and ten minutes.

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).

What is Instant Challenge?

- The Instant Challenge accounts for one-fourth of your team's tournament score, so your team should pay attention to it!
- Often, a solid Instant Challenge score will help a team significantly, especially if Team Challenge scores are very close.

What is Instant Challenge?

- 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.

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
 - 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 it's somewhat enhanced• The solution applies	<ul style="list-style-type: none">• Creativity is present and it's 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 it's 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 it's somewhat enhanced • The solution applies • Attempt at application • Solved with marginal addition 	<ul style="list-style-type: none"> • Creativity is present and it's 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 it's 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)

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 evaluated on teamwork, and may be 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

Questions?

Contact Information

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