

Helpful Tips for Instant Challenge

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After each Activity: Debrief!

ALWAYS be sure to Debrief at the end of each Challenge. Keep your questions friendly and not judgmental. Allow the PARTICIPANTS to answer the questions and draw their own conclusions.

Ten Important Questions to ask after every *Instant Challenge* Activity:

1. How do you think you did as a team? What did you learn about Teamwork by doing this Challenge?
2. How well did you manage your time? How might you have used your time more effectively?
3. What were some strengths of your solution? What worked well?
4. If you were to start the Challenge over again, what might you do differently?
5. Did your team use any CPS tools? If so, which ones? If not, which ones might you have used?
6. How well do you feel you utilized the materials you were given, if any? How might you have used the materials differently? Were there materials the participants did NOT use? If not, why not? How might they have been used?
7. How well did you create your solution to fit the emphasis in the scoring? Would you do anything differently?
8. If the solution did not work, what could you have done to make the solution work?
9. Could your solution have been more creative, novel, or unique? What might you have done to make that happen?
10. **Finally, most important: WHAT DID YOU LEARN?**

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Performance Based Instant Challenges

1. The focus of a Performance-Based *Instant Challenge* is on the team working together to create and perform a theatrically-oriented solution for the Appraisers. Each team is evaluated on the creativity of their solution, presentation, and/or use of materials, along with teamwork. The team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Teams may be given real or imaginary materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.

2. Types of Performance-Based *Instant Challenges*
 - a. **Without Props:**

No props given or listed.
Scored entirely on what the team does with themselves

 - b. **With Props:**

Props are provided
Some emphasis may include creative use of props

 - c. **Team-Created Props:**

Team is given basic supplies with which to make their props (i.e. paper, scissors, markers)
Usually similar in other respects to the “with props” challenges

 - d. **Imaginary Props**

Team is given a list of props but not the actual props
Team pantomimes the uses of the imaginary prop during the presentation

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Performance-Based IC Check List for a Team and for Appraisers

1. **Read:** Read the Challenge
2. **Determine:** What needs to be accomplished? What is the task? What is the goal, the end result?
3. **Discuss:** What is the team really supposed to be doing? How can the team best accomplish the goal? What is actually going to be Appraised? How can the team best accomplish their goal?
4. **Time Management:** Teams should decide how much time they want to spend in idea-generating, focusing on the selection of the solution, planning, constructing, preparing, and practicing.
5. **Teamwork:** How can the team work together to produce the best results? Is it beneficial for the team to divide into groups and attack the challenge in segments? Should team members work in pairs on the same task?
6. **CPS Tools:** How can the team effectively use the CPS Tools? Which idea-generating tools are best for this challenge? Which focusing tools are best for this challenge?
7. **Presentation Tools:** How might the team portray the characters? How might the team use posture, gestures, facial expression, body movement, and choice of words to enhance their Presentation? How might the team develop the story line? How might Improv Skills add to the Performance? How might special effects be used?
8. **Materials:** How might the team use the materials provided in a unique way? How might the materials be combined, be made stronger, be taken apart, be put to other use, be helpful, be used in an original manner? **Read:** Read the Challenge
9. **Determine:** What needs to be accomplished? What is the task? What is the goal, the end result?
10. **Discuss:** What is the team really supposed to be doing? How can the team best accomplish the goal? What is actually going to be Appraised? How can the team best accomplish their goal?
11. **Time Management:** Teams should decide how much time they want to spend in idea-generating, focusing on the selection of the solution, planning, constructing, preparing, and practicing.
12. **Teamwork:** How can the team work together to produce the best results? Is it beneficial for the team to divide into groups and attack the challenge in segments? Should team members work in pairs on the same task?
13. **CPS Tools:** How can the team effectively use the CPS Tools? Which idea-generating tools are best for this challenge? Which focusing tools are best for this challenge?
14. **Presentation Tools:** How might the team portray the characters? How might the team use posture, gestures, facial expression, body movement, and choice of words to enhance their Presentation? How might the team develop the story line? How might Improv Skills add to the Performance? How might special effects be used?
15. **Materials:** How might the team use the materials provided in a unique way? How might the materials be combined, be made stronger, be taken apart, be put to other use, be helpful, be used in an original manner?

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Task Based Instant Challenge

1. Types of Task-Based *Instant Challenges*

- a. **To Build:** To Build Challenges usually build up, possibly hold weight, build out, and build as long as possible.
 - Build a tower as tall as possible
 - Build a bridge across a 12 inch (.3m) span
 - Build an object as long as possible
- b. **To Move:** To Move Challenges involve “moving something from one place to another
- c. **To Protect:** To Protect Challenges involve protecting something
- d. **To Change:** To Change Challenges involve changing something into something else, using given materials
- e. **To Communicate:** Communication Challenges involve sending and receiving and understanding a message. Some types of Communication Challenges might be:
 - ...To convey information using signals
 - ...To convey information using sounds
 - ...To convey information using drawings
 - ...To convey information using various devices instead of body movements

2. Combination Instant Challenges

- a. Many *Instant Challenges* are a combination of the above.
 - ...To Build and To Move
 - ...To Protect and Perform
 - ...To Communicate and Perform

Task-Based IC Check List for a Team and for Appraisers

1. **Read:** Read the Challenge
2. **Determine:** What needs to be accomplished? What is the task? What is the goal, the end result?
3. **Discuss:** What is the team really supposed to be doing? How can the team best accomplish the goal? What is actually going to be Appraised? How can the team best accomplish their goal?
4. **Time Management:** Teams should decide how much time they want to spend in idea-generating, focusing on the selection of the solution, planning, constructing, preparing, and practicing.
5. **Teamwork:** How can the team work together to produce the best results? Is it beneficial for the team to divide into groups and attack the challenge in segments? Should team members work in pairs on the same task?
6. **CPS Tools:** How can the team effectively use the CPS Tools? Which idea-generating tools are best for this challenge? Which focusing tools are best for this challenge?
7. **Presentation Tools:** Are Presentation Tools needed in this Task-Based Challenge? Would a Presentation enhance the solution? If so, how might the team portray the characters? How might the team use posture, gestures, facial expression, body movement, and choice of words to enhance their Presentation? How might the team develop the story line? How might Improv Skills add to the Performance? How might special effects be used?
8. **Materials:** How might the team use the materials provided in a unique way? How might the materials be combined, be made stronger, be taken apart, be put to other use, be helpful, be used in an original manner?

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Elements of Performance

1. Characterization:

- a. **Definition:** The personality a character displays. Done through the character's actions, choice of words, how he/she thinks, and how others react to this character.
- b. **Posture:** Are you showing the age, emotion, and energy of the character?
- c. **Gestures:** Are your gestures exaggerated? Are you acting or reacting to something?
- d. **Voice:** Are you displaying emotion, an accent, proper tone, age, mood, proper volume to be heard, and are you understandable?
- e. **Choice of Words:** Do your words fit your character? You would speak differently if you were a gentleman rather than a 3-year-old child.
- f. **Personality:** Are you an introvert or an extrovert? Do you like people? Are you active or quiet?
- g. **Body Movement:** Can others tell what you are doing? Are your body movements concise? Does your body movement reflect many of the attributes listed above?
- h. **Show of Emotion:** Are you happy, sad, angry, tired ? Does your face show what you are thinking and how you are reacting?

1. Stage Presence

- a. **Credibility:** Is your character believable?
- b. **Projection:** When you speak, can the audience hear you?
- c. **Position:** Are you stage front? Where is your back? Center Front – A good place for a performance versus in a back corner.
- d. **Speaking, Movement and Reaction:** Is the speaker moving in some way so the audience can tell he/she is speaking? Are the others still (unless movement is part of the story)? Do the actors cross behind another person instead of crossing in front of them?
- e. **Audience Involvement:** When people speak, do they turn towards to audience? That way it appears as those the team is including the audience as an extra person.

2. Story Development

- a. **Beginning:** Initial Situation
Does the group give the details of the situation? Does the audience understand the situation? Is it clear and concise?
- b. **Middle:** Progression of story
Does the story flow and move forward? Does it include complication and suspense?
Are there situations, conflicts, or obstacles to overcome? Are the situation still clear to the audience?
- c. **End:** Conclusion - Resolution of Conflict - Ending
Is the conflict resolved? Does the story have a clear ending? Is the resolution clear to the audience?

3. Improvisation Skills

- a. **Consistency:** Do the objects that are mimed have definite size and shape so the audience will know what the team member is doing?
- b. **Exaggerated Resistance:** Is the resistance against an object, such as a door, or an action, such as sewing, exaggerated.? Are their precise, concise, definite movements so the audience will know what the team member is doing?
- c. **Exaggerated Expression and Gestures:** Are the actors displaying emotions in an exaggerated manner so the audience knows what the team member is feeling?
- d. **Simple Story Lines:** Is the story simple without too many details?
An Exaggerated Conflict/Problem is very humorous/dramatic/sad – This is what makes Improv so much fun to watch.
- e. **Participating in a scene:** Are all actors acting or reacting to the action on stage?
- f. **Team effort:** Are all team members contributing to the story line? Are all team members helping a member get out of a “dialogue dead-end” or filling in if another member forgets his lines?

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Elements of Performance, cont.

4. **Props**

- a. **Importance in Team Challenge:** Are props important in a *Team Challenge*? How important is the size of the prop? How many props are needed? Is the construction and the material important?
- b. **Importance in Performance-Based Instant Challenges:** Is it important for provided or imaginary props to be used in Performance-Based *Instant Challenges*? How should the props be used?
- c. **Importance in Task-Based Instant Challenges:** Is the manipulation of materials important in Task-Based *Instant Challenges*? How can teams use materials wisely?
- d. **Thinking tools:** How can SCAMPER help a Team make creative props? How might brainstorming and brainwriting help teams create unusual props?
- e. **Creative Props:** How can teams design creative props? (See Module 4: Creative Problem Solving Process).
- f. **Managing Time:** How can a team decide on prop usage when their Performance-Based *Instant Challenge* allows or requires the use of Props? How can the team learn to allocate their time for both generating the ideas and making the prop/costume during an *Instant Challenge*?

5. **Music and/or Special Effects**

- a. **Music:** Will the use of music improve our performance? Can one or more of the team members become a “musical background” during our *Instant Challenge*?
- b. **Special Effects:** How can sound effects be used to enhance a performance? How can special effects be used in an *Instant Challenge*?

6. **Evaluation of Presentation Skills: Teams and Team Managers**

Steps to stronger Presentation skills

- a. Watch good presentations.
- b. Discuss WHAT the actors did, HOW they sounded, HOW they moved.
- c. Discuss what specific techniques your team members can develop to make their presentation skills better.
- d. Practice those skills.
- e. Debrief:
 - a. In what ways were you better than the last time?
 - b. In what ways might you improve?
 - c. Are your characters “believable”?
 - d. In what ways might you improve your overall presentation?
 - e. Practice, Practice, PRACTICE some more.

7. **Evaluation of Presentation Skills: Appraisers**

Steps to Consistent Appraising of Presentation-Based Challenges

- a. Decide on some specific criteria you are looking for in the Presentations. Do this BEFORE the first team presents.
- b. Watch the Presentation carefully. Be alert. You will only see it once!
- c. Note WHAT the actors did, HOW they sounded, HOW they moved.
- d. Evaluate their overall performance.
 - Did you understand it?
 - Did the solution make sense?
 - Was the point clear?
 - Were the actors convincing?
 - Did you enjoy their Presentation?
- e. Jot down some personal comments so you will remember the strengths/ weak areas to help you in your final evaluation.
- f. Keep your appraising consistent throughout the entire day.

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Check List for a Team (T) and for Appraisers (A)

1. Type of Challenge

- (T) How might we best solve this Challenge?
- (T) How 2 add originality to the solution?
- (T) How 2 use our talents most effectively?
- (A) How might the team use their talents to add to the solution?
- (A) What skills does the team possess that are displayed in their solution?
- (A) What will the team do to solve this Challenge in the best possible way?

2. Teamwork

- (T) What might our team do to work effectively?
- (A) What will the team do to work effectively?
- (T) In what ways could our team members' skills and talents contribute to the solution?
- (A) In what ways will the team members use their skills and talents to contribute to the solution?
- (T) How to display our teamwork during the *Instant Challenge*?

3. Use of Creative Problem Solving Tools

- (T) What creative thinking tools can potentially be used with this Challenge?
- (A) What creative thinking tools will the team use to solve this Challenge?
 - Brainstorming
 - SCAMPER

4. Use of Presentation Skills

- (T) How might our team improve the solution by utilizing specific Presentation Skills?
- (A) What specific Presentation Skills will the team use to solve this Challenge in a memorable manner?
 - Characterizations
 - Stage Presence
 - Story Development
 - Improvisation Skills
 - Props
 - Music and Special Effects

5. Use of Materials

- (T) How might we use a variety of materials in multiple ways in our *Team Challenge*?
- (T) How might we use the given materials in novel ways in our *Instant Challenge*?
- (T) How might we utilize the materials effectively and uniquely in both our *Team Challenge* and *Instant Challenge*?
- (A) How might the team use different materials in a unique way in the *Team Challenge*?
- (A) How many different ways will they use the given materials in the *Instant Challenge*?
- (A) What might the team do with the materials that no other team will do?
- (A) How can the materials be used most effectively to solve this *Instant Challenge*?
- (T) How might we adapt, change, combine, make bigger, or use materials in clever ways?
- (A) How might the teams alter, combine or change the materials?

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