

Instant Challenge Basics

There are two basic kinds of Instant Challenges (ICs): Performance Based and Task Based

Performance Based ICs - many different types, all of which ask the team to design some type of performance - with or without props, team created props, imaginary props...
Brainstorming: Try putting your performance in a location to help generate creative ideas. Example: Your challenge is to name non-food uses for peanut butter. Think: at the airport, at a gas station, on a cruise ship, in space, etc.

Task Based ICs - many different types, all of which ask the team to communicate, to building, to move, to change, to protect.

Brainstorming: How can the materials given to you be used differently? What can be used for extenders to make things longer? What can be used as a joiner to connect items together? What can be used as a container to help control other things?

Performance and Task based challenges CAN BE COMBINED!

Scoring Suggestions:

Creativity: Did the group use their materials in an unusual manner? Did the group present a rule in a manner other than simply writing it out? Did the group incorporate themselves into their creation?

Clarity: Can you understand the team's solution? How much explanation does it require?

Presentation quality: Does the presentation have an opening or does it simply pick up somewhere in time with no reason? Does the presentation have closure? Does the presentation give information that enhances the explanation of the solution or do the actions ramble, causing confusion? Are the speakers loud enough? Do they face their audience?

Teamwork: Does the team seem to respond well to each other? Are their roles clearly defined? Do they accept their diversity of skills?

Creativity is influenced by

Fluency - the ability to generate a great number of ideas

Flexibility - the skills that allow us to produce a variety of ideas

Originality - the talent to think of unusual ideas

Elaboration - the process of filling in all the details

Evaluation - the process that allows us to select, test and revise ideas

Brainstorming

Rule 1 Withhold judgment of ideas - allow team members to conceptualize freely.

Rule 2 Encourage with ideas. Asking for wild ideas encourages group members to be imaginative and to expand their thinking.

Rule 3 Quantity counts! The more creative ideas to choose from, the better.

Rule 4 Piggyback on the ideas of others. Combining previous ideas can open vast resources.

Team Building

1. Make a team cheer. This could be used at a tournament when the appraisers ask if the team is ready to perform.
2. Blindfold all team members and give them a snack. Each team members feeds each of the others.
3. The whole team holds hands in a big circle. The team then turns the circle inside out without letting go!
4. Make a team prop for use at a tournament and have all team members sign it.