

DestinationImagiNation



CreativityNews

IC & Improv Issue

Visit our Website at: <http://nydi.org>

November 2001

Instant Challenge Tips!

Instant Challenge always plays a big part in determining champions at a DI tournament, every Team Manager should be starting every team meeting with Instant Challenge training. Our lending library has literally hundreds of Instant Challenges you can use with your teams, contact Dee Urban to borrow items from the library. Here are some tips you might not have tried:

1. Play charades with your team. It helps the team members learn to communicate non-verbally with one another.

2. Consider using commercial games like "Scattergories" "Pictionary" "Outburst" "Password" and "Taboo" with your teams. These are great games to increase your team's ability to brainstorm, fluency, and flexibility.

3. Place any unusual object you can find (look in your basement, garage and junk drawer for things you don't even recognize!) in front of your team and ask your team to tell you what the object is and how it can be used.

Remember to work with your teams on a variety of different kinds of Instant Challenges. There are three main types of challenge your team may encounter in the IC room, verbal, hands-on, and a combination verbal-hands-on challenges. The strategies your team should use with each of these challenges are different and they need practice in all varieties.

While parents need to be cautioned from assisting in the solution of the Team Challenge, IC is an area

where parents can and should be enlisted to assist the Team Manager. Hold a parents meeting, actually tackle a couple of different kinds of Instant Challenges with the parents and then ask them to practice ICs with their children on car trips, over the dinner table or whenever they can. Recommend brainstorming games (like the one's listed above) to parents as a great family activity and a way that they can be involved with no fear of interference!

About Instant Challenge Practice:

Instant Challenges demand that teams think creatively on the spot, without a great deal of time to think or ponder. Practicing IC teaches the team basic methods they can use to come up with divergent solutions to any problem. These brainstorming skills can be used not only on competition day, but in many problem-solving situations that require divergent solutions. Experience with these skills is required in order to effectively solve these challenges during competition. More importantly IC can be lots of fun!

What is an Instant Challenge?

The Instant Challenge presentation is a chance for your team to show off its creative problem solving skills in a short, unrehearsed presentation to officials.

At our tournament teams report to a separate competition area and are escorted to a room where officials will give the team a new challenge to solve.

Only the team, one team manager, and officials are allowed in this room...no audience is present! The challenges are 3 to 10 minutes in length and worth up to 100 points (25% of total possible score). Each team that competes in a specific Team Challenge at a specific competition level will receive the same Instant Challenge. It is very important to keep the challenge a secret after your team has competed. You may discuss it privately among yourselves but you will be disqualified if you are overheard discussing it on competition day. Teams should not discuss challenges publicly after the tournament because regional and affiliate finals use the same challenges.

Two types of Instant Challenges:

1. Performance-Based: The focus of a Performance-Based IC 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 required to be non-verbal. Teams may be given real or imagination materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.
2. Task –Based: The focus of a Task-Based IC is on the team working together to move, build, change, or protect materials they are given in order to complete a task. Teams will be scored on how well they work together to design the solution and on the creativity of their final project. Team members may or may not be allowed to talk during the Challenge.

Instant Challenge & Improv Tips

- ◆ Speak loudly and clearly
- ◆ Listen to instructions carefully. Ask questions if the instructions are not clear.
- ◆ Know where the points are and direct your solution to gaining points.
- ◆ Listen to your teammates when doing Improv. Relax and go with the flow!
- ◆ Don't make unnecessary long speeches. Give everyone a chance to add to the solution.
- ◆ Practice giving everyone a part. Making up a skit where team members play scenery sometimes demonstrates teamwork better than using props or only strong performers.

- ◆ Practice talking yourself out of a jam when your mind goes blank.
- ◆ Practice saving a teammate who cannot think of a line or reaction.
- ◆ Practice using exaggerated movements and expressions.
- ◆ Make up your own improv games that include different criteria for scoring. Have the team members practice judging.
- ◆ Never argue with an official or argue with a teammate in front of an official...teamwork is a scored skill!

Some Practice Improvs

Have team members act out the following:

- Frog eating insects
- Carrying a very heavy box
- Washing a car
- Monkey eating a banana
- Witch brewing up a potion
- Painting a portrait
- Leaf falling from a tree
- Decorating a Christmas tree
- Sailor steering a ship in a storm
- Carving a jack-o-lantern
- Arranging flowers in a vase
- Winning a gold medal at the Olympics
- Eating an ice cream cone on a hot day
- Being "it" in a game of hide-and-seek
- Squirrel gathering nuts
- Building a snowman
- Blowing bubblegum bubbles
- Digging a hole a finding a treasure chest
- Cat stalking a mouse
- Climbing a tree
- Tasting food for the king when it's been poisoned
- Eating at a restaurant and realizing there's a celebrity at the next table
- Bird flying south for the winter
- Prospector panning for gold
- Holding up a stagecoach
- T-Rex chasing down its prey
- Walking down a sidewalk and stepping into fresh cement
- Hanging wallpaper
- Bobbing for apples
- Kid misbehaving when the teacher's back is turned
- Surfer wiping out on a big wave
- Trying on a new suit or dress
- Having a food fight
- Packing a suitcase
- Bungee jumping
- Collecting treasure from the Titanic
- Searching for Big Foot

Getting a manicure from Austin Powers
Catching snowflakes on your tongue
A bear waking from a winters nap
Barney jumping rope
Playing the World Cup
Being chased by a skunk
Following a rainbow
A bear looking for honey
A witch flying on her broom
Signing the Declaration of Independence
Playing mud football
Attending volleyball camp
A dog chasing a cat
Baking Christmas cookies
Dyeing Easter Eggs
A girl scout selling cookies
G.I. Joe rescuing Barbie
Sewing the American Flag
Visiting the Grand Canyon
Watching a scary movie
Meeting Dorothy on the Yellow Brick Road
Babysitting Dennis the Menace
Eating a lemon
Playing basketball against Michael Jordan
Playing soccer against Mia Hamm
Climbing Mount Everest
A penguin looking for Santa
Winning the lottery
A caterpillar changing into a butterfly
Riding a bull
Getting a shot at the doctor's office
A bird eating a fish
A turkey the day before Thanksgiving
Playing checkers with Barney
Looking for your shoes
Walking a tightrope at the circus
Playing volleyball against the Backstreet Boys
Trying out for the Spice Girls
Styling Ricky Martin's hair
Baking a cake
Trying on a bathing suit
Feeding a baby his carrots
Working at the drive through at MacDonald's
Dancing in a ballet recital
Leaving the hair salon with a REALLY bad haircut
Shooting an apple off someone's head with an arrow.
Performing in the musical Sound of Music
Climbing a mountain
Setting all the clocks in a clock shop
Shopping in a toy store
Climbing the Eiffel Tower
Having dinner with Chelsea Clinton
Wrapping a present
Swimming with sharks

Helping Wile E Coyote beat the Road Runner
Playing with dolphins
Tweety escaping Sylvester
Playing Tetris against Brittany Spears
Eating spaghetti and meatballs
Helping the tooth fairy gather teeth
Interviewing for a job on Dawson Creek
Building an igloo
Beating Tiger Woods in golf
Exploring your grandmother's attic
Playing chess with Abraham Lincoln
Doing a commercial for a brand new toothpaste
Making dinner for George Washington
Attending a comedy club
A deer hiding from a hunter
Running the last mile of a marathon
Taking a test you didn't study for
Riding on an elephant in Africa
A tiger at the circus
Trying to light a campfire
Eating jelly donuts
Hunting for Easter Eggs
Modeling for the cover of a magazine
Flying a kite
Decorating a wedding cake
Learning how to ride a bike
Celebrating New Year's Eve with the Barney
Dancing with Cinderella at the Ball
Cutting an onion
Reading a very boring book
Picking bananas with a monkey
Making a banana split
Taking the 101 Dalmatians for a walk
Shopping with the Teletubbie, Dipsy
Trying on a new pair of high-heeled shoes

**ORDER YOUR 2001-2002
DI COMMEMORATIVE
CHALLENGE LOGO PINS
TODAY!**

**These pins are only available for a short
time! Please go to our State Website
<http://nydi.org>
scroll down to the LATEST NEWS section
of the Homepage and click on
"ORDER YOURS TODAY"
to see the pins in full color and print out an
order form!**

**These pins will make GREAT gifts for any
team member or team manager!**

Creating Your Own Instant Challenges & Improvs!

You want to practice Instant Challenges & Improvs with your team.

You've used every problem in every book you can find.

Out of ideas? Try this!

Take one or more items from the first column, choose a type of creation from the second, and choose an objective from the third, and finally act it out with a situation in the last column.

STUFF	CREATE A...	THAT WILL....	NOW FOR IMPROV...ACT OUT HOW YOUR CREATION WOULD BE USED IF.....
Paper clips Toothpicks Masking tape Envelopes Mailing labels Play-doh String Popsicle sticks Pencil Paper cup Styrofoam cup Paper plate Paper bowl Paper bag Pasta: spaghetti, macaroni, wheels, etc. Marshmallows Cheerios Toilet paper roll Egg carton Tin foil Empty shoe box Empty film canister Empty cereal box Rubber band Ruler Thumbtack File folder Newspaper Tennis balls Ping-pong balls	Vehicle Container Tool Device New product Article of clothing Creature Toy Piece of furniture Bridge Structure Utensil Student survival kit Teacher survival kit Wilderness survival kit Ancient artifact Item of the future Protective covering: For hands For feet For head For an egg For an ornament For _____ Eating utensil Work of art New invention Shelter for a _____ Carrier Communication system TV Commercial	---will move ____ feet. ---will support weight. ---will propel ping pong balls ____ feet. ---will stretch as far as possible. ---every teacher should have. ---every student needs. ---every team manager needs. ---every team needs. ---will remove leaves from your lawn. ---will rid your house of pests. ---will protect an egg from breaking. ---will transport golf balls from point A to point B. ---will maneuver an obstacle course. ---will hit a target ____ feet away. ---will do your homework for you. ---is guaranteed to wake someone up! ---is guaranteed to put someone to sleep! ---will amuse a baby. ---will detect intruders. ---will illustrate an old addage. ---will signal	★ You lived in a different time period.... chose randomly from many eras. EXAMPLES: Old West Ancient Egypt Roaring 20's ★ You were a famous person....choose randomly from many different familiar people. EXAMPLES: Albert Einstein Daffy Duck Florence Nightengale ★ You invented or discovered it. ★ You are a salesperson selling it door-to-door. ★ Use it in an familiar story or situation...choose randomly from many different familiar stories. EXAMPLES: Little Red Riding Hood Romeo & Juliet A TV Game show ★ Create a song, jingle, cheer for it.

Start Thinking about Appraisers!

We require that each membership provide the name, address and telephone number(s) of at least one potential appraiser/judge for each two teams it sends into **REGIONAL** competition. This assures our judging team is representative of our association. You will be asked to provide this information on your team registration form (team registration forms will be included in the December 2002 Newsletter).

This year our **WESTERN REGION** Destination ImagiNation Competition is scheduled for **Saturday, March 16, 2002**. Check with your Regional Director for Regional requirements regarding appraisers in your area.

In the past, the role of appraiser during the competition has contributed greatly to the overall success of the event. Your experience is invaluable. I am inviting you to appraise one of the challenges at this year's tournament. The Team Challenge Synopsis can be accessed at our website at <http://nydi.org> As always, Instant Challenges cannot be revealed until the day of the competition.

Please fill out the enclosed "Appraiser Preference Form" and return it to me as soon as possible, but not later than 1/15/02 so I may send out appraising team assignments and the complete challenge in advance of our **appraiser training scheduled for February 9, 2002**, at the Orchard Park District Office, 3330 Baker Road, Orchard Park, New York from 8:00am – 1:00 pm. It is essential that all appraisers be properly certified for their particular challenge and therefore **appraiser training is mandatory**. It is my hope that this session is convenient for you. Your attendance will insure personal confidence, as well as competent appraisal.

If you are interested in serving as a Head appraiser for our Tournament, or also appraising at our State Tournament please check the appropriate box on the Appraiser Response Form. The responsibilities of the Head Appraiser/Challenge Master will be assisting in the training of regional appraisers at our 2/9/02 training, assisting in set-up of the tournament site before the competition, and acting as appraisal team leader on the day of the competition. I urge you to consider this critical role.

We are always in need of new appraisers, please feel free to copy this article and the Appraiser Response form included with this newsletter along with the Team Challenge Synopsis on our website and pass them on to anyone who might be interested in judging. Please call me at (716) 675-7566 if I can be of any help or assistance to you, I thank you in advance for your support in this exciting event!





2001 - 2002 Appraiser Response Form

Please return by 1/15/02 to:

Dee Urban, Affiliate Director

73 Minden Drive

Orchard Park, New York 14127

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP CODE: _____

TELEPHONE: DAY _____ EVENING _____

E-MAIL ADDRESS: _____

PLEASE CHECK ALL THAT YOU CAN AGREE TO:

- I am able to accept your invitation to Judge at this year's **Western Region** Tournament to be held on 3/16/02
- I am able to accept your invitation to Judge at this year's **Eastern Region** Tournament to be held on 3/9/02
- I am able to accept your invitation to Judge at this year's **Central Region** Tournament to be held on 3/16/02
- I am able to accept your invitation to Judge at this year's **NY State Finals** Tournament to be held on 4/27/02
- I am able to attend a mandatory Regional Appraiser Training Session
- I am willing to take on the role of **head appraiser/Challenge Master** for my chosen Challenge. I understand that I will be expected to help train Appraisers at our Training Session, assist with site set up, and act as appraisal team leader for the day of the tournament.

I would prefer to work on the following:

please rank 1-6 in order of preference -- All challenges are open to all age groups

- It's Your Move
- On Holiday!
- Dual D'Hemma
- StranDId
- The Art Improv
- Instant Challenge
- Please check this box if you would prefer to work in the Score Room

Team Cheers!

Dear Supporter:

This year we will once again be offering **Team Cheers!** in our **Western Region & State Tournament programs**.....and hopefully help your team raise a little money for an end of year party! **Team Cheers!** is an ad wishing a team, school, team member, Team Manager, Appraiser, or district good luck. Here's the way it works...

Each 1/8 page (2" x 2.25") ad costs \$10 (team keeps \$5)

¼ page (2" x 5") costs \$20 (team keeps \$10)

½ page (4" x 5") costs \$40 (team keeps \$20)

Full page (8" x 5") costs \$80 (team keeps \$40)

Your team sells the ads to parents, teachers, administrators, PTOs, local businesses and keeps half the money raised. The other half (in a check made payable to "BOCES2" for WESTERN Regional Tournament Ads, or make your check payable to "Destination ImagiNation of NY" for STATE Tournament Ads) along with the text for the ad is forwarded to the Affiliate Director at the address listed below **no later than February 15, 2002** for inclusion in our **Western Regional tournament program**. **No later than April 1, 2002 for inclusion in our State Tournament program**

I hope this will be a successful fundraiser for your team. Please use (and duplicate) the form enclosed with this letter to take ads. Send all your **Western Region & State Tournament** ads to the Affiliate Director at the address below, in one envelope along with a check made payable to "BOCES 2" for WESTERN Region ads, or make your check payable to "Destination ImagiNation of NY" for STATE Tournament Ads.

Sample ads *might* look like this:

<p>Good Luck Jones Elem. Roller Coaster Builders!! Your PTO is behind you all the way!</p>	<p>Roberts High School: Together Everyone Achieves More GO FOR IT! Roberts High Faculty Assoc.</p>	<p>Mary and the Pasta Makers from Smith Middle School: These guys really COOK! Good Luck! Mrs. Jones</p>
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Please use the form on the back of this newsletter to place your order. While the deadline for TEAM CHEERS! is not until 2/15/02 (Western Region) or 4/1/02 (State Tournament) please make an effort to submit your ad early!

TEAM CHEER ORDER FORM

This Team Cheer is to be placed in (check one)

- | | | |
|---|-----------------------|-------------|
| <input type="checkbox"/> Western Tournament Program | (Check to "BOCES2") | Due 2/15/02 |
| <input type="checkbox"/> State Tournament Program | (Check to "DI of NY") | Due 4/1/02 |

AD SIZE

Please check one

- | | | | |
|--------------------------|-----------|------|---------------------------------------|
| <input type="checkbox"/> | 1/8 page | \$10 | send only \$5, your team keeps \$5! |
| <input type="checkbox"/> | 1/4 page | \$20 | send only \$10, your team keeps \$10! |
| <input type="checkbox"/> | 1/2 page | \$40 | send only \$20, your team keeps \$20! |
| <input type="checkbox"/> | Full page | \$80 | send only \$40, your team keeps \$40! |

TEXT TO BE INCLUDED IN AD

PLEASE PRINT CLEARLY!

WE WILL DESIGN THE AD FOR YOU – SIMPLY TELL US WHAT YOU WANT TO SAY!

CONTACT INFORMATION

TEAM NAME:

CONTACT PERSON:

CONTACT PERSON PHONE:

CONTACT PERSON E-MAIL:

Mail this order form and your check to:
Dee Urban, Affiliate Director
Destination ImagiNation of New York
73 Minden Drive
Orchard Park, NY 14127