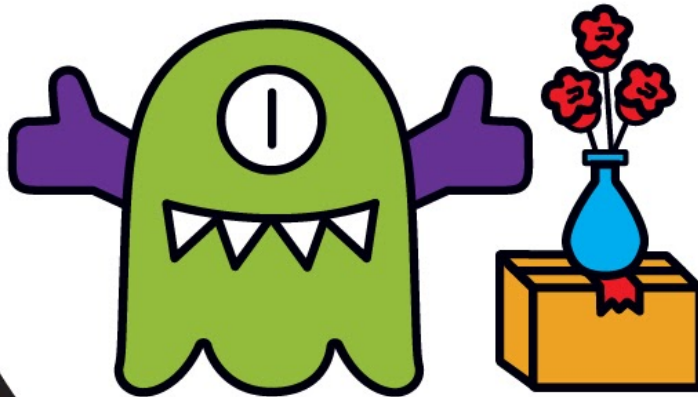


2021-22 CHALLENGE SEASON

**MONSTER
MANNERS**



**EARLY
LEARNING**

TEAM
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Review this information with your team members before they begin work on the solution.



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Refer to this section for help in planning meetings and managing your team.



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Use these tools to help your team generate and focus ideas for the solution.



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Use this section to help your team practice Instant Challenge.



STARRY SHOWCASE FORM

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Reference this section as you complete the online Starry Showcase Form, found in the Resource Area of DestinationImagination.org.

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TEAM CHALLENGE

Team Challenge Overview



Birds live in nests, bears live in caves, and people live in all different kinds of homes. Have you ever wondered what kind of home monsters might have? Would they live in a castle, an apartment, a treehouse, a hive, a burrow, or something different? Research different kinds of homes and decide what kind of home is best for monsters.

Present a play that tells a story about a family of monsters moving into a new home. During the move, something important gets broken or comes apart. Show how this makes the monsters feel. The monsters should use manners, teamwork, and creativity to fix the important item. Include a model of the monster family's new home.

Moving to a new home is hard work! Is your team up for the challenge?

Time Limit: How Long Can We Present?



Plan to make your Presentation about 8 minutes long.

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What Should We Include in Our Play?

Story



Create and present a story about a family of monsters moving into a new home. Show how the characters work together to fix something important that breaks or comes apart during the move. Your play should have a clear beginning, middle, and end.

Characters



All team members should be included in the play. At least 2 characters should be monsters. Your team may choose to include any other characters you would like.

Costumes



Every team member should wear a costume that shows something about their character in the play.

Props



Create a prop to use as the important item in your play. The prop should be designed to show how the item breaks or comes apart during the move and then is fixed. Your team may choose to include other props in your play.

Model



Design and build a model of the monster family's new home. The model should be built using as many repurposed and/or recyclable materials as possible. The model may be as small or large as your team chooses.

Manners



Include at least 3 manners from the list below in your play. The monsters should use the manners to help fix the important item.

- Apologizing
- Asking permission to use someone else's things
- Asking someone else how they are feeling
- Cleaning up after yourself
- Including everyone in an activity
- Knocking before entering
- Listening when someone else is talking
- Saying nice things
- Saying please and thank you
- Sharing
- Waiting your turn
- Any other manner or rule of etiquette



Glossary of Terms

- **Play:** A performance, usually done in front of people. These people are called the audience.
- **Character:** Someone or something you pretend to be in your play.
- **Monster:** Any creature, real or imaginary, with an unusual shape, appearance, and/or behavior.
- **Costume:** Anything you wear to make you look like someone or something.
- **Setting:** When and where the story takes place.
- **Prop:** A thing or object used in your play.
- **Model:** A three-dimensional example of your monster family's new home.
- **Repurposed Material:** A material that is used in a new and/or unusual way.
- **Recyclable Material:** A material that can be recycled.
- **Manners and Etiquette:** The rules for polite or kind behavior.

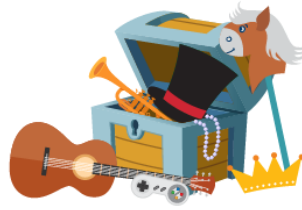
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Team Choice Elements (Optional): What Else Can We Include in Our Play?

Team Choice Elements are fun ways to show the audience special things you can do. You might like to have some of these be part of your play. Here are some things you might put in your play:

- A poem you have written
- Evidence of teamwork
- A song you have written
- A piece of art your team created
- A dance you can perform
- A piece of furniture for your monster family's new home

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Additional Resources

We hope these resources will help you get your Rising Stars team started in understanding manners, building models, and creating costumes. We also hope they add fun to your learning activities.

- *A Kids' Guide to Manners: 50 Fun Etiquette Lessons for Kids (and Their Families)* by Katherine Flannery
- *Manners and Me: An Easy-Peasy Guide for Kids and the Grown Ups Who Love Them* by Nancy Dorrier
- *Builder Brothers: Big Plans* by Drew Scott and Jonathan Scott
- *If I Built a House* by Chris Van Dusen
- *Iggy Peck's Big Project Book for Amazing Architects* by Andrea Beaty and David Roberts
- *The Monster Who Lost His Mean* by Tiffany Streilitz Haber
- *Glad Monster, Sad Monster* by Ed Emberley and Anne Miranda
- *Roberto The Insect Architect* by Nina Laden
- *Super Simple Masks* by Karen Kenney
- "Make a Paper Bag Costume"
<https://www.education.com/activity/article/paper-bag-costumes/>
- *Fun and Easy Crafting with Recycled Materials: 60 Cool Projects that Reimagine Paper Rolls, Egg Cartons, Jars and More!* by Kimberly McLoed

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Standards

- **Literacy:** Creates a story with a beginning, a middle, and an end, with helpful details.
- **Working with Others:** Displays effective interpersonal communication skills.
- **Engineering:** Understands and uses design principles to create a model of the monster family's new home.
- **Thinking and Reasoning:** Applies decision-making techniques.
- **Listening and Speaking:** Uses listening and speaking strategies for different purposes.
- **Research Skills:** Gathers and evaluates information.

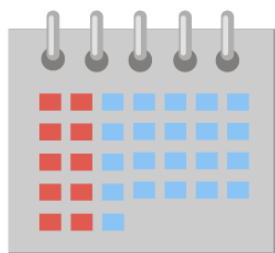
TEAM MANAGER RESOURCES



Guidelines

1. **Team:** It is suggested that you have 5-7 children on a team. While there is no limit to the number of team members on a Rising Stars team, smaller teams of 5-7 team members will be much more manageable for the Adult Leader. Smaller teams also allow each team member the opportunity to fully participate in and make major contributions to the Team Challenge and Instant Challenge solutions.
2. **Teaching Creativity and the Creative Process:** In Rising Stars, the Adult Leader teaches team members about creative and critical thinking by providing activities that will allow them to learn by doing. Along the way, the team members will experience the fun of the creative process through experimenting, designing, and building. The team will also learn about successful and unsuccessful attempts, along with the importance of doing something again to make it better.
3. **Encouraging Independence:** Let the team members explore, examine, and try things on their own. Let your team make decisions about its solution to the Challenge. Teach your team how to use tools safely and how to work with various materials. Encourage the team members to do the tasks themselves and with their teammates, but be there to show, help, and teach, especially when signs of frustration appear.
4. **Focusing on the Process:** Keep your focus on the process, whether the team members are writing a play, building props, painting scenery, learning to take turns, or memorizing lines. The focus of this Challenge is on the process and on learning rather than on the final product.

5. **Remembering Your Role:** Keep in mind that the Adult Leader's role is to lead idea-generating sessions and to conduct practice, evaluation, and praise sessions throughout the process. It is not the Adult Leader's or parents' role to write the play or design and make the costumes or props for the team members. Instead, adults should encourage team members in all areas, allowing them the chance to experiment and develop these skills. The Adult Leader may help and assist as needed, but should refrain from stepping in to do something for the team as much as possible. Instead, the Adult Leader should encourage team members to explore and develop new skills that will help them achieve their goals. Remember, it is more in the spirit of Destination Imagination to help the team members find ways they can safely make something rather than having an adult do it for them.
6. **Teaching Time Management:** This age group may have difficulty understanding the concept of time. Help team members visualize a timeline by using a calendar to track the date of the Starry Showcase or Destination Imagination tournament they will be attending. Have your team members cross the days off the calendar as the tournament date approaches. Use this calendar to help your team plan what needs to be accomplished. Do not be surprised if your team's deadlines are not met. Remember that the team members are just learning to plan, and their ideas are often much bigger than what they can actually produce.
7. **Safety:** Safety should always be considered as team members create and present their solution. Help the team members to safely design and create their solution by referring to the [Safety Issues section](#) later in this Challenge and the Safety section of Rules of the Road.
8. **Contacting the Tournament Director:** If your team plans to present its solution at a Destination Imagination tournament, there may be certain restrictions. The Adult Leader should contact the Tournament Director to find out if there are any site-specific rules for the tournament. Your team may only be allotted 8 minutes for its Presentation due to the time restrictions of the tournament. Your Tournament Director may be able to give you more details about your team's allotted time and the specific Presentation Area at the tournament.



Planning and Managing a Team Meeting

1. The suggested meeting length (especially for the first few meetings) is one hour. Once your team members begin to create their solution, you may find that they need more time. Try to schedule more frequent meetings later in the process.
2. Plan a number of short activities for each meeting. Young children have short attention spans. Plan activities that keep them attentive for about 15-20 minutes (or less), then change activities. This will depend on the age of your team members. If you are working with 4-year-olds, you might need to decrease the time for each activity, but with 7-year-olds, you might be able to increase the time. As the Adult Leader, you should plan Rising Stars meetings to suit the individual needs of the children on your team. Make sure the activities are enjoyable!
3. Include an **Instant Challenge** in each meeting. Instant Challenges are designed to help your team get comfortable with using the creative process in a short period of time. This practice will help your team members prepare for the Instant Challenge they will complete at the tournament or showcase. It will also help them develop skills that they can transfer to their Team Challenge solution. You will find a selection of Instant Challenges in this document and in the Rising Stars Instant Challenge Practice Set available in the Resource Area at DestinationImagination.org. For more information and help with Instant Challenge, see Roadmap.

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4. It is best if there are at least two adults to work with the team members. These extra sets of hands make the job easier and more fun. This can also help reduce the time team members spend waiting for help with a skill or task.
5. It is a good idea to include a nutritious snack at the beginning or middle of a meeting. Check with parents to see if any team members have food allergies. Encourage team members to take turns bringing snacks or have the team work together to make something delicious!
6. Be prepared for each team meeting. Have all materials set up and ready before your team arrives. Taking a little time to organize and plan ahead will help your team to start off with the right mindset, helping to make the meeting more productive and focused.



Ideas for Team Meetings

1. **Introductions:** When you first meet with your team, help the team members get to know each other. Tell them about yourself and have the team members tell the group about themselves.
2. **Setting Rules:** To help your team set some guidelines for behavior during meetings, read aloud some favorite story books that have a positive message. For example, Winnie the Pooh® and his friends treat each other with kindness. Ask the team members to list ways they could treat each other with respect. Record this list and refer to it when the team is not on its best behavior. This reminds the team members of the guidelines THEY set.
3. **Logo/Mascot:** Make a team sign or choose a team logo/mascot. Create a team song, chant, rhyme, motto, etc. Sing/say it each time you get together. Create a team name and draw the team name and logo/mascot on a T-shirt.
4. **Outings:** Plan outings away from your regular meeting place. Go out for pizza, to the zoo, or to a hardware store.
5. **Cooperative Art:** Promote teamwork by making a mural. Choose a theme and let everyone work on it together.
6. **Developing Characters:** Play charades. Let all team members experience success, not competition. Teach the team about portraying characters and acting in small ways. "Pretend you are a brave astronaut. How would you walk?" "Pretend you are a frightened kitten. How would you move?"
7. **Creating Costumes:** Have a costume box and let the team members dress up. Give them time to put on impromptu skits.
8. **Using Props:** Have a prop box. Let the team members create various characters using the props. What might a character do with a backpack? A top hat and a cane? A pair of cheerleader pom-poms?



Approaching the Challenge

Once you have spent some time team building and becoming acquainted with your team, your focus should shift to the Team Challenge. The team members may take several weeks to fully understand the Challenge and begin to develop a solution. In order to help the team with this process:

1. Read the Challenge to or with the team members and discuss any words they do not understand. Focus on the **Team Challenge Overview** to build excitement. Read a little at a time.
2. Talk about the specific tasks in the Challenge. What do they have to do? What books might they want to read to help them solve this Challenge? Allow the team to look at some of the books from the **suggested reading list**. Have them choose a few books to read together.
3. Discuss the particular **requirements** that should be included in the Presentation.
4. Discuss characters and storylines.
5. Discuss possible settings and props.
6. Look at the **Glossary of Terms** stated in the Challenge. Discuss the words so the team members understand their meaning.
7. Look at the **Starry Showcase Form**. This form allows your team members to explain particular requirements of their Challenge solution. Have your team members use this form to stay on track as they create their solution. Be sure to fill out the form in the Resource Area of **DestinationImagination.org** before your tournament's deadline.
8. Discuss possible **Team Choice Elements**. What talents do the team members demonstrate? Have them generate a list of options to consider.
9. Use the **Mix and Match Generating Tool** and the **Storyboard Planning Tool** to assist the team members in brainstorming, planning, and recording their ideas.



Safety Issues

Safety is a priority for team members and Adult Leaders of all ages. While we encourage Adult Leaders to allow team members the opportunity to explore and build new skills, safety always comes first.

1. **Youth Protection Policy:** Adult Leaders and co-Adult Leaders are required to pass a background check, read the Destination Imagination Youth Protection Policy (available at [DestinationImagination.org](https://www.destinationimagination.org)), and take the Keeping DI Participants Safe course, found on the DI Learning Management System. Adults who regularly work with the team are expected to be familiar with the Youth Protection Policy as well.
2. **Adult Supervision:** It is expected that adults working with team members will always be attentive to safety issues. Make sure you have enough adults at your meetings to supervise all of the activities.
3. **Safety Consciousness:** Teach your team members to think about safety and to be careful when using tools, paint, supplies, scissors, glue, and other materials. Make sure all the materials the team members will be using are safe, non-toxic, and harmless. Remind them to consider safety before they use tools. Team members should never be allowed to handle materials in an unsafe manner or without supervision. Safety glasses are recommended in certain situations.
4. **Safety Rules:** Teach common sense thinking. As the Adult Leader, you should set the safety standards and parameters for the team members. Adult Leaders should provide appropriate supervision at all times. Before work begins, discuss the activity with your team. Talk about safety issues and rules, along with possible problems that could occur while using various tools or materials.

5. **Safety at the Tournament:** (See Rules of the Road for a complete list of safety guidelines.)

- A. **Hazardous and Non-hazardous Materials:** The team must not use any materials that might be hazardous, damaging, or dangerous in the Presentation.
- B. **Foot Coverings:** All team members must wear shoes or reasonably impenetrable foot coverings at all times. This is to protect your team members from any undetected debris that may be on the floor.
- C. **Light:** Do not use lasers or laser pointers. No high intensity beams of light should be used.
- D. **Helium:** Some venues will not allow teams to use helium balloons. If your team plans to use helium, you should contact the Tournament Director or venue to see whether it is allowed. If allowed, the helium balloons must be under your team's control at all times. Your team is responsible for retrieving any stray balloons and will be held responsible for any damage that may occur as a result of using helium.
- E. **Latex Allergies:** You should be conscientious of potential latex allergies when using balloons, rubber bands, or other materials that may contain latex. You should contact the Tournament Director or venue to find out if there are any site-specific restrictions on the use of latex.
- F. **Flame:** Do not use devices or substances that produce an open flame or extreme heat or cold. (No lit candles, caps, fireworks, fires, party poppers, or substances that combust or explode in any way.)
- G. **Animals:** No live animals may be used in any part of your team's solution.
- H. **Electricity:** If your team plans to use electricity, please be aware of all safety issues surrounding its use.
- I. **Dry Ice:** Your team MAY use dry ice, but it must be handled with gloves or tongs. Your team is responsible for any damage that may occur as a result of the use of dry ice. Your team must be aware that some venues will not allow the use of dry ice. If your team plans to use dry ice, you should contact the Tournament Director or venue to find out if there are any site-specific restrictions on the use of dry ice.

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Preparing for a Destination Imagination Tournament

1. **Starry Showcase Form:** If your team is attending a Destination Imagination tournament, fill out the **Starry Showcase Form**, found in the Resource Area of DestinationImagination.org. You can use the form at the end of this Challenge for reference.
2. **Starry Showcase or Tournament:** Contact the Starry Showcase or Destination Imagination Tournament Director to be certain your team is included on the schedule.
3. **Instant Challenge:** Some Destination Imagination tournaments offer an optional Instant Challenge for Rising Stars teams. Contact your Tournament Director for more information. If your Rising Stars team decides to participate in an Instant Challenge, the team members will go into a room with some Appraisers to solve the Instant Challenge. Depending on the tournament, one parent per team member may also enter the room. The Instant Challenge will be read to the team, and the team members will have a specific amount of time to solve it. Since Rising Stars is noncompetitive, the Instant Challenge is not a secret, and the team members are able to discuss it outside of the Instant Challenge room. However, Adult Leaders should encourage team members not to discuss the Instant Challenge in public at the tournament so other teams do not hear about the specific Challenge before they have their own Instant Challenge experience.

GENERATION AND STORYBOARD TOOLS

Mix and Match Generating Tool

The Mix and Match tool, sometimes called “morphological analysis,” is an idea generating tool. It links ideas, characteristics, or attributes together in a random manner to generate numerous options. Using this tool, different attributes are generated in a number of columns. By randomly selecting one idea from each column, the team can create hundreds of combinations that may inspire many new ideas to research and explore.

To start, gather ten pieces of paper and number them sequentially from 1 to 10. To use the tool, draw a graph with 6 columns. The first column lists numbers from 1 to 10. The heading for each of the remaining 5 columns should be labeled with different categories for which the team wants to generate possibilities.

You can use this tool to help the team generate ideas for the play. Use the categories provided. Generate enough ideas to fill the column under each category. Afterward, randomly choose one number for each category by using the numbered pieces of paper. By combining these 5 choices, your team members will have created many new combinations that may help them think of interesting storylines.

Try to revisit this tool as your team faces different problems. Adjust the columns, in both number and category, as necessary.

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#	Type of Home	Type of Monster	Important Item That Gets Broken	Manners Used to Help Fix Important Item	Materials for Model of Home
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

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Storyboard Planning Tool

The team's play should have a beginning, a middle, and an end. The team can use the Storyboard Planning Tool to decide what will happen in the play and in what order.

Guide the team members in a discussion of ideas for each part of their play. Record their ideas on the Storyboard sheet. On a new Storyboard sheet, record the team's final decision about the beginning, middle, and end of the play. Give the team 3 large pieces of paper and encourage the team members to draw pictures of their ideas for each part of their play.

BEGINNING



MIDDLE



END

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INSTANT CHALLENGES

The following Instant Challenges are specially designed to support your Rising Stars team in building the skills and content needed to successfully develop a Team Challenge solution. It is recommended that your team attempt these Instant Challenges more than once. Encourage your team members to try new solutions each time they attempt the Instant Challenge. You may also find it helpful to break the Instant Challenge into more than one activity. Keep in mind that time limits for these Instant Challenges are designed to be flexible and should be adjusted based on your team's needs during practice.



Good Manners Matter

Type of Instant Challenge: Performance-Based



Challenge (Read Aloud)

Create and present a skit about a time when it is important to use good manners. The skit should be in 2 parts. The first part should show what happens if you use bad manners. The second part should show how things would be better if you use good manners.



Adults

Give the team 2 minutes to create a list of situations in which it is important to use good manners. You may record the list for the team. Then give the team 4 minutes to create and practice the skit and 2 minutes to present.



Processing Questions (Read Aloud)

1. How did using good manners change what happened in your skit?
2. Why is it important to use good manners?
3. How did your team work together to create your skit?



Emotions in Motion

Type of Instant Challenge: Performance-Based



Challenge (Read Aloud)

Create a list of emotions. Each team member should take a turn acting out one of the emotions on your list. The team member acting out the emotion should not use words, but they may make other sounds. The rest of the team should try to guess what emotion the team member is acting out.



Adults

Give the team 2 minutes to create a list of emotions. You may record the list for the team. Give each team member 30 seconds to act out the emotion while the rest of the team guesses.



Processing Questions (Read Aloud)

1. Have you ever felt the emotion you chose?
2. What made it easy to act out your emotion? What made it hard?
3. What helped you guess the emotion your team member was acting out?



Melodious Manners

Type of Instant Challenge: Performance-Based



Challenge (Read Aloud)

Create and sing a “Good Manners” song. You may use one of the following melodies or any other tune you like!

- Mary Had a Little Lamb
- Row, Row, Row Your Boat
- Twinkle, Twinkle, Little Star



Adults

Give the team 10 minutes to decide on a melody, write the “Good Manners” song, and practice the song. You may record ideas for the team. Give the team 2 minutes to present the song. As an extension, encourage the team members to add movement to their song.



Processing Questions (Read Aloud)

1. How did you choose your melody?
2. What good manners did you include in your song? Why did you choose them?
3. Who might you sing this song to?



Moving In

Type of Instant Challenge: Combination



Challenge (Read Aloud)

A friend is moving to a new home and has asked for your help! Design and build at least one device that will help your friend move from one home to another. Create and present a skit about helping your friend move. Make sure to include your device in your skit.



Materials

- | | | |
|--|---|---------------------------------------|
| <input type="checkbox"/> Chenille Sticks (Pipe Cleaners) | <input type="checkbox"/> Construction Paper | <input type="checkbox"/> Markers |
| <input type="checkbox"/> Paper Bag | <input type="checkbox"/> Paper Plates | <input type="checkbox"/> Rubber Bands |
| <input type="checkbox"/> Straws | <input type="checkbox"/> Tape | <input type="checkbox"/> Tissue Paper |



Adults

Give the team 10 minutes to create the device and practice the skit. Then give the team 2 minutes to present the skit.



Processing Questions (Read Aloud)

1. Why is it important to help your friends?
2. How could you use the materials in a different way?
3. How did you use your device in your skit to help your friend move from one home to another?



Furniture for a Friend

Type of Instant Challenge: Task-Based



Challenge (Read Aloud)

Every home needs furniture. Create at least one piece of furniture for a stuffed animal or doll. Your furniture could be a couch, a table, or anything else your team chooses. Be sure to show that your piece of furniture is the right size for your stuffed animal or doll.



Materials

- | | | | |
|---------------------------------------|---|---------------------------------------|---|
| <input type="checkbox"/> Buttons | <input type="checkbox"/> Chenille Sticks
(Pipe Cleaners) | <input type="checkbox"/> Craft Sticks | <input type="checkbox"/> Construction Paper |
| <input type="checkbox"/> Cotton Balls | <input type="checkbox"/> Cup | <input type="checkbox"/> Fabric | <input type="checkbox"/> Frisbee |
| <input type="checkbox"/> Markers | <input type="checkbox"/> Plastic Spoons | <input type="checkbox"/> Tape | <input type="checkbox"/> Ribbons |

Your team may also use a pair of scissors, but the scissors must not be part of the furniture. The Frisbee and markers must not be damaged.



Adults

Give the team 15 minutes to build the furniture. Have the team show that the piece of furniture is the right size for the stuffed animal or doll.



Processing Questions (Read Aloud)

1. How did your team decide what kind of furniture to build?
2. What kind of room would your furniture go in?
3. How would your furniture change if you were to use a different-sized stuffed animal or doll?



Doghouse Blueprint

Type of Instant Challenge: Combination



Challenge (Read Aloud)

Architects make special drawings called “blueprints” when they plan how to build a new home. Design a doghouse for a new puppy. Choose the size and shape of the doghouse and add 3 special details the puppy would like. Use the materials to draw the doghouse blueprint. Then explain your doghouse, including the 3 special details.



Materials

❑ Blue Construction Paper

❑ White Crayons, Pencils, and/or Chalk



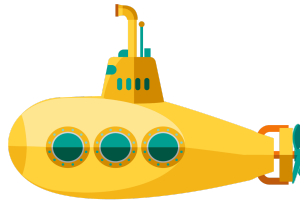
Adults

Give the team 10 minutes to design the doghouse and 2 minutes to explain the doghouse and its 3 special details.



Processing Questions (Read Aloud)

1. How did your team decide what 3 special details to include in your doghouse?
2. How would your doghouse change if you were designing it for a different kind of dog or for a different animal?
3. What materials would you use to build your doghouse?



Under the Sea

Type of Instant Challenge: Task-Based



Challenge (Read Aloud)

Use the materials provided to make a model of an undersea home. Decide who might live in the home. Then design, build, and decorate the home based on who or what will live there.



Materials

- | | | | |
|---|--|---|--|
| <input type="checkbox"/> Artificial Flowers | <input type="checkbox"/> Chenille Sticks (Pipe Cleaners) | <input type="checkbox"/> Markers and/or Crayons | <input type="checkbox"/> Fabric Scraps |
| <input type="checkbox"/> Feathers | <input type="checkbox"/> Empty Egg Carton | <input type="checkbox"/> Paper Bag | <input type="checkbox"/> Paper Plates |
| <input type="checkbox"/> Paper Towel Rolls | <input type="checkbox"/> Seashells | <input type="checkbox"/> Small Boxes | <input type="checkbox"/> Straws |
| <input type="checkbox"/> Tape | <input type="checkbox"/> Tissue Paper | | |

Your team may also use a pair of scissors, but the scissors must not be part of the home.



Adults

Give the team 15 minutes to build the undersea home.



Processing Questions (Read Aloud)

1. What kinds of things live under the sea?
2. How did your team design the undersea home based on who or what lives there?
3. How would the home change if it were in an aquarium or fish tank rather than under the sea?



Balcony Breakout

Type of Instant Challenge: Task-Based



Challenge (Read Aloud)

Balconies defy gravity! Design and build a balcony that can support Ping-Pong balls. Your balcony should be attached to a box and should not touch the floor. Once you have built your balcony, place Ping-Pong balls on the balcony to test its strength.



Materials

☐ Chenille Sticks
(Pipe Cleaners)

☐ Index Cards

☐ Markers or
Crayons

☐ Newspaper

☐ Paper Clips

☐ Paper Towel Rolls

☐ Piece of Fabric

☐ Straws

☐ Tape

☐ Yarn

Your team may also use a pair of scissors, but the scissors must not be part of the balcony.



Adults

Give the team 10 minutes to design and build the balcony. Provide the team with a large enough box that multiple team members can work on the balcony together. The box should be tall enough to ensure that the team can build a balcony that does not touch the floor. Have the team test the balcony by placing 4 Ping-Pong balls on the balcony one at a time. Allow the team members to modify their balcony until it can support all 4 Ping-Pong balls.



Processing Questions (Read Aloud)

1. What were the most important materials you used to support your balcony?
2. How did your team work together to design and build your balcony?
3. What other materials would have made it easier to build your balcony?



Monster Creatures and Their Features

Type of Instant Challenge: Combination



Challenge (Read Aloud)

Work together to create at least 2 monsters. Each monster should have at least one feature that makes it different from all other monsters. Present a skit about the monsters doing something fun. Be sure to show the monsters' features in your skit.



Materials

- ☐ Aluminum Foil
- ☐ Chenille Sticks (Pipe Cleaners)
- ☐ Colored Paper
- ☐ Cotton Balls
- ☐ Googly Eyes
- ☐ Mailing Labels
- ☐ Paper Clips
- ☐ Paper Cups
- ☐ Paper Towel Tubes
- ☐ Pom-poms
- ☐ Socks
- ☐ Toilet Paper Tubes
- ☐ Yarn

Your team may also use markers and a pair of scissors, but the markers and pair of scissors must not be part of the monsters.



Adults

Give the team 6 minutes to create the monsters and practice the skit. Give the team 2 minutes to present the skit.



Processing Questions (Read Aloud)

1. What kind of monsters did you make?
2. What fun thing did your monsters do?
3. How did you choose your monsters' features?

STARRY SHOWCASE FORM

Team Name: _____ Team Number: ____ _ - ____ _

School/Organization: _____

Brief Description of Elements in your Presentation

Help your Appraisers identify the required elements of your Challenge solution so they can give your team feedback. Please use this form as a reference to help you complete your online Starry Showcase Form, found in the Resource Area of DestinationImagination.org.

1. Briefly describe your story about a family of monsters moving into a new home.
2. What important item gets broken or comes apart?
3. Briefly describe how the monsters use manners, teamwork, and creativity to fix the important item that gets broken or comes apart.
4. Briefly describe your model of the monster's new home. What kind of home is it?
5. How did your team use repurposed and/or recyclable materials to build the model?
6. What three manners did your team include in your play?
 - a.
 - b.
 - c.
7. Our team added one (or two) Team Choice Elements. They are: