

Creating - Evaluating - Analyzing - Applying - Understanding - Remembering



Try an Instant Challenge in your classroom to promote creative problem solving and team building.

Challenge 1 Chopstick Chain

Create a chain by linking 20 paper clips together. Giving each team member just one pencil, and with no permission to speak, try unlinking all the paperclips in the quickest time possible.

Challenge 2- Body Builders

Design a logo for your team and then create it by using your team member's bodies.

Challenge 3 - Waterway

Get two plastic cups. Fill one up with water and then place them 6' apart. Given only a spoon, a straw and a tissue paper, transfer the water from one cup to the other, without moving the cups!

Challenge 4 - Kamakaze

Set up a 5' track on the top of a table(s). Using the usual materials (balloons, envelopes, popsicle sticks etc) design a vehicle that will go down the track and will stop as close to the edge of the table as possible without it falling off. You have three attempts!

Challenge 5- A Modern Fairy Tale

Using one piece of paper you have 5 minutes to write and perform a 3 minute skit an original story with an fresh and unusual lesson about good behavior.

Challenge 6- How the Cookie Crumbles

Build an artistic sculpture out of 21 cookies. Then, by only touching one cookie, lift the sculpture off the table!

Challenge 7- Life Raft

Get your entire team standing on a single piece of poster paper. No team member may touch the ground.

Challenge 8 - Floating Feather

Given only a shoe, 5 tissue papers, a magnifying glass and a balloon, keep a feather floating in the air and at least two feet off the ground for five minutes. The feather may be hit to be lifted higher into the air, but it may not rest on any of the items - it must 'float in the air'.

Challenge 9 - Clockworks

Three team members must create some form of 'clock' with their bodies. The rest of the team must present an opera about anything. The clock team members must show how the clock works at normal speed, and the rest of the team must perform their story. But if the clock team members speed up the clock, the rest of the team perform faster as well. If the clock starts to work in reverse, so must the performance! And if the clock completely freezes...you guessed it!

Challenge 10 - Hat Trick

Have each team member wearing different and interesting hats. The team mime a story with passengers on a train. The personality of each passenger depends on the hat they are wearing. During the presentation the train will become bumpy and everyone's hats will get mixed up. The team will show how the passengers on the train act, now that they have a new personality hat.

For more instant challenges go to Gifted and Talented Website:click on Creative Pursuit
<http://t4.jordan.k12.ut.us/gandt/index.php>

Drop Everything!

Drop Everything is a visual *elaboration* game. The unexpected shapes and patterns created by ‘dropped’ items is the impetus to creative thought.

First, select appropriate small items to drop onto blank papers. Distribute the items to students. Decide if all will drop the same items, or vary them so no two neighbors have the same items.

Have students hold the items about 8-12 inches above the paper and then let go! Explain that once dropped, the items may not be moved. They will be glued or taped in place. Items that land partially on and partially off the edge of the paper should remain as they are. This only adds to more creative possibilities as boundaries are extended!

Once the dropped pieces have been secured, the students then need to turn and twist the paper, looking at it from all angles. They are to imagine what these pieces could be. *Are they many pieces of the same thing or are they parts belonging to one larger thing?*

Pencil, colored pencil, chalk, and marker can all be used to add details to the paper to show the vision created by these dropped items. The final picture should **not** be the original items representing what they **really** are. For example, if buttons are dropped, the final picture should **not** be clothing items with buttons appearing as they would on a real garment. Instead the buttons might be eyes, wheels, balloons, or turtles! Ideally have students use the entire paper to create a detailed picture. Have students add a creative title.

Suggested materials for ‘drops’:

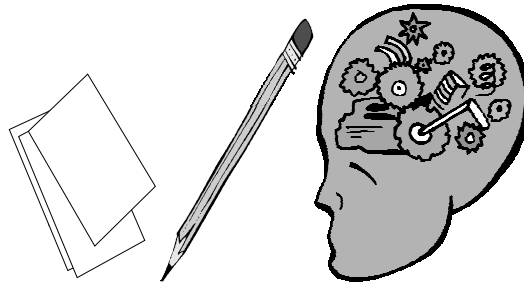
Toothpicks	Sequins, small and large	Paperclips
Buttons	Dried beans	Pennies
Pasta		

Feeling Naturally Creative? Drop:

Small leaves	Twigs	Pine straw
Seeds	Flower petals	

THREES Game

Supplies needed: a piece of paper, pencil and a flexible, creative mind!



THREES In the game of **THREES** each participant must list **THREE** items that fit within the given category. Usually played with five categories, the game can be lengthened or shortened depending on the amount of time available or the number of players. More players will increase the time needed to score the game answers.

The main goal is to brainstorm unusual answers that fit, but that no one else will think to record. Wacky answers are encouraged, as long as they can be justified.

1. List the categories on the board. Suggested categories are:
kinds of flowers, girl's names, vacation spots, favorite book characters, sports played with a ball, things made from metal, messy foods, card games, kinds of berries, school supplies, winter activities, etc.
2. Give students a time limit to fill in **THREE** answers per category. (If they can only think of one or two – that's all right; they will score less in that category.) One to two minutes per category is an acceptable time limit. They must be specific with their answers. (see scoring) Inventive spelling is OK.
3. No talking! Let the game begin.