

Destination ImagiNation®

Instant Challenge

Advanced Level

SPINNING TOWER

Challenge: Your **TASK** is to build a free-standing tower that is as high as possible and place it on a metal pan, and then to spin the pan as many times as possible without any part of the tower falling off the pan.

Time: You will have up to 6 minutes to use your IMAGINATION to discuss strategy and build your tower and then up to 30 seconds to spin your tower as many times as possible.

Set-up: At one end of the room there is a table with materials on it. In the center of the room is a pan that is attached to a bicycle wheel for you to place your tower on.

Procedure:

•**Part One** (6 minutes): Using the provided materials, build a free-standing structure that is as high as possible and place it on the pan. You may practice spinning the bicycle wheel in Part One. You will be warned when you have 1 minute remaining and when you have 30 seconds remaining. **IN ORDER TO PROCEED TO PART TWO, YOU MUST HAVE A FREE-STANDING TOWER ON THE PAN BY THE END OF PART ONE.** At that time, the Appraisers will measure the height of your tower above the pan.

•**Part Two** (30 seconds): Spin the tower as many times as possible without the tower coming apart or falling off the pan. During this part of the Challenge, no team member may purposefully touch the pan or the tower. In Part Two, if a team member purposefully touches the pan or tower, time will end. To spin the tower, you should move the bicycle wheel that the pan is attached to. If any part of the tower falls off of the pan, time will end.

Materials:

6 Paper Clips

4 Pencils

1 Piece of Foil

6 Rubber Bands

8 Straws

4 Index Cards

12 in (30 cm) of String

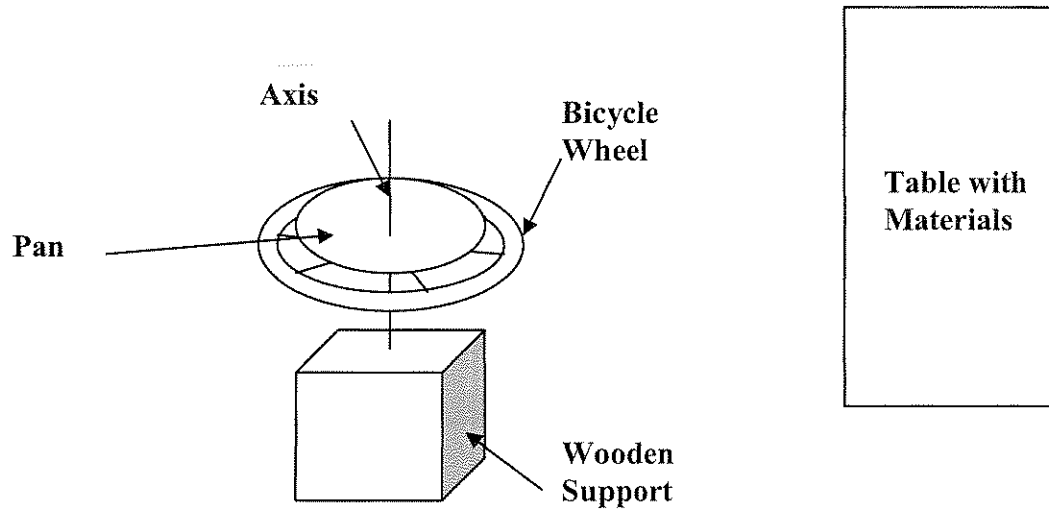
1 Styrofoam Ball

Scoring: You will receive

- A. 2 points for each full inch (2.5 cm) of height in your tower (40 points maximum).
- B. 2 points for each full revolution of the tower in Part Two. (40 points maximum).
- C. Up to 20 points for how creatively you use the materials.
- D. Up to 20 points for how well your team works together.

For Appraisers Only:

1. The set-up consists of table with materials. In the center of the room is a bicycle wheel mounted parallel to the floor with a pan attached to the top of the wheel.



2. A piece of tape should be attached to the bicycle wheel and left in place for the entire competition. Before the beginning of Part Two, a 2nd piece of tape should be placed on the floor corresponding to the location of the 1st piece of tape. In this way, by using the 2 pieces of tape as reference points, it is easy to tell how many revolutions the tower has made in Part Two.
3. In Part Two, if a team member purposefully touches the pan or tower, time will end.