Challenge: Your task is to BUILD 2 towers with a bridge between them that will support an object.

Time: You will have 7 minutes to build your 2 towers and a bridge, and 2 minutes to make changes to your bridge and balance an object on it for 10 seconds.

Set-up: There is a table with building materials.

Procedure: Your team has been selected to design and build the set for the opening event of Circus DI, a hair-raising high wire act.

Part 1 (7 min.):
- Use the materials provided to build 2 towers with a bridge between them that must support a circular cage with a man inside it. This cage is represented by a “Koosh” ball.
- You may not attach anything to the “Koosh” ball.
- You may build on the table or the floor, but nothing may be attached to the table or floor.
- The base of each tower must fit within a square piece of cardboard that sits on the table or floor.
- The bridge must be at least 12 inches long, measured from one cardboard edge to the nearest cardboard edge.
- At the end of Part 1, the length of the bridge and the height of the towers will be recorded for score.

Part 2 (2 min.):
- You may make changes to any of your structures, but they will not be re-scored for length or height.
- Balance the “Koosh” ball on the bridge for 10 seconds, measured by the Timekeeper.
- The “Koosh” ball must balance on the bridge, not hang from it.

Materials:
- 2 sheets of paper
- 4 paper clips
- 4 craft sticks
- 2 chenille stems
- 1 standard business envelope
- 4 mailing labels
- 8 drinking straws
- 10 spaghetti noodles
- 2 paper cups
- 1 piece of aluminum foil
- 2 sharpened pencils
- 1 balloon
- 2 cardboard squares (6 in. x 6 in.)
- 1 “Koosh” ball that may not be changed in any way

Scoring: You will receive
A. 1 point for each inch of height of both towers (40 points max.)
B. 1 point for each inch of length of the bridge (20 points max.)
C. 10 points for balancing the “Koosh” ball on the bridge
D. Up to 10 points for creativity of the overall structure for the high wire act
E. Up to 20 points for how well your team works together

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High Wire Act
A Task-Based Instant Challenge
Team Copy

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D. Up to 10 points for creativity of the overall structure for the high wire act
E. Up to 20 points for how well your team works together
**High Wire Act**  
A Task-Based Instant Challenge  
Score Sheet

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Height of 1st tower</td>
<td>0 or 1-20 (1 pt. per inch)</td>
<td></td>
</tr>
<tr>
<td>B. Height of 2nd tower</td>
<td>0 or 1-20 (1 pt. per inch)</td>
<td></td>
</tr>
<tr>
<td>C. Length of bridge</td>
<td>0 or 1-20 (1 pt. per inch)</td>
<td></td>
</tr>
<tr>
<td>D. Balancing the “Koosh” ball on bridge</td>
<td>0 or 10</td>
<td></td>
</tr>
<tr>
<td>E. Creativity of overall structure</td>
<td>1-10</td>
<td></td>
</tr>
<tr>
<td>F. How well the team works together</td>
<td>1-20</td>
<td></td>
</tr>
</tbody>
</table>

Comments:
**Team Assessment**  
**High Wire Act**  
**A Task-Based Instant Challenge**

_Evaluators: Place a mark along the continuum for the assessments. This process will help the team see where its strengths lie, as well as areas for discussion and improvement._ (Source for this page’s content: Minnesota Destination Imagination, [http://www.mndi.org](http://www.mndi.org))

1. **Did the solution match what the team was asked to do in the challenge?**

<table>
<thead>
<tr>
<th>Not complete.</th>
<th>Finished, but just barely.</th>
<th>Finished with time to spare, and time to rehearse.</th>
</tr>
</thead>
</table>

2. **Did the team develop a well-organized plan of action to solve the challenge?**

<table>
<thead>
<tr>
<th>Were disorganized. planDid not make a plan.</th>
<th>Sort of knew what they wanted to do and how.</th>
<th>Jumped right in on a plan and carried it out with flair.</th>
</tr>
</thead>
</table>

3. **Was the team aware of time-management issues and constraints?**

<table>
<thead>
<tr>
<th>Time flew and team didn’t realize it.</th>
<th>Was aware of the time and tried to use it well.</th>
<th>Monitored time, worked efficiently and had time to think.</th>
</tr>
</thead>
</table>

4. **Did team members interact and depend on each other?**

<table>
<thead>
<tr>
<th>They were individuals, wanting own way; dominators.</th>
<th>Looked to each other for ideas and support.</th>
<th>Fed off each other and multiplied the outcome; each felt great at the end.</th>
</tr>
</thead>
</table>

5. **Did everyone in the Instant Challenge participate?**

<table>
<thead>
<tr>
<th>A couple of strong voices; others were invisible.</th>
<th>Most participated and added to the challenge.</th>
<th>Each member played a role and was affirmed for it.</th>
</tr>
</thead>
</table>

6. **Did the team listen and follow directions?**

<table>
<thead>
<tr>
<th>Not completely; jumped to conclusions and wasted time.</th>
<th>Knew what they had to do; knew what was expected.</th>
<th>Follow to a “T” . . . played the game with confidence!</th>
</tr>
</thead>
</table>

7. **Was the solution creative/unique?**

<table>
<thead>
<tr>
<th>Predictable, obvious solution.</th>
<th>Tried to change the obvious to unusual application/outcome.</th>
<th>One-of-a-kind; out-of-the-blue; clever.</th>
</tr>
</thead>
</table>

8. **How creatively did the team use the materials provided?**

<table>
<thead>
<tr>
<th>Predictable and expected use of the components.</th>
<th>New twists to some common items.</th>
<th>Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.</th>
</tr>
</thead>
</table>

Comments (use reverse if necessary):