**Water Tower**
A Rising Stars® Task-Based Instant Challenge
Team Copy

**Challenge:** Your task is to BUILD a water tower that holds up a tank of water.

**Time:** You will have up to 5 minutes to build a water tower that holds up a tank of water for 5 seconds.

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

**Procedure:** Build a water tower that will hold a tank of water. The tank of water is a rubber ball that is part of your materials.

**Part 1 (5 min.):**
- You may not damage the ball or attach anything to it.
- You may not attach anything to the table.
- Your tower must stand at least 12 inches high.
- When you are ready to have your water tower measured, tell the Appraisers.
- If time runs out before you finish building, the Appraisers will measure your water tower to make sure it is at least 12 inches high.

**Part 2 (2 min.):**
- If your tower wasn’t tall enough in Part 1, you will have 2 more minutes to make it taller.
- At the end of Part 2, time will be called.
- The Appraiser will tell you to put the rubber ball on top of the tower.
- The water tower must stand for 5 seconds with the rubber ball on top of it, without falling down.

**Materials:**
- 1 cardboard tube
- 1 Styrofoam cup
- 6 toothpicks
- 4 paper clips
- 2 drinking straws
- 2 mailing labels
- 1 piece of aluminum foil
- 1 small rubber ball that cannot be damaged or have anything attached to it
- 1 ruler that is used only for measuring

**Your team should try to:**
A. Listen to everyone’s ideas before you start building
B. Use your imagination to build a tall tower at least 12 inches high
C. Make sure your tower is strong so that it can hold up a rubber ball
D. Make sure that everyone gets to build part of the tower
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Appraiser Copy

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# Team Assessment

**Water Tower**  
*A Rising Stars® 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?**
   - Not complete.
   - Finished, but just barely.
   - Finished with time to spare, and time to rehearse.

2. **Did the team develop a well-organized plan of action to solve the challenge?**
   - Were disorganized. Did not make a plan.
   - Sort of knew what they wanted to do and how.
   - Jumped right in on a plan and carried it out with flair.

3. **Was the team aware of time-management issues and constraints?**
   - Time flew and team didn’t realize it.
   - Was aware of the time and tried to use it well.
   - Monitored time, worked efficiently and had time to think.

4. **Did team members interact and depend on each other?**
   - They were individuals, wanting own way; dominators.
   - Looked to each other for ideas and support.
   - Fed off each other and multiplied the outcome; each felt great at the end.

5. **Did everyone in the Instant Challenge participate?**
   - A couple of strong voices; others were invisible.
   - Most participated and added to the challenge.
   - Each member played a role and was affirmed for it.

6. **Did the team listen and follow directions?**
   - Not completely; jumped to conclusions and wasted time.
   - Knew what they had to do; knew what was expected.
   - Follow to a “T” . . . played the game with confidence!

7. **Was the solution creative/unique?**
   - Predictable, obvious solution.
   - Tried to change the obvious to unusual application/outcome.
   - One-of-a-kind; out-of-the-blue; clever.

8. **How creatively did the team use the materials provided?**
   - Predictable and expected use of the components.
   - New twists to some common items.
   - Off-the-wall uses for items; items showed outstanding skill or knowledge of team members.

Comments (use reverse if necessary):