

## WHAT IS IN THE ENTRYWAY CABINET?

Inside the cabinet are things often used in D.I.N. Every D.I.N.er knows that you must have duct tape to hold everything from costumes to scenery together!

### **Entry Level Challenge:**

1. The team has one minute to think and two minutes to respond. They may ask questions but it will count against their thinking time. They may not talk to each other at any time. One point for common, three for creative. Your problem is: We know you LOVE duct tape! You must pass around a roll of duct tape, in turn, and say what the most creative thing that you can do with duct tape.

(Coaches: Try this challenge once. Go do another problem or activity, then come back to this challenge. This time, inform the team that you will accept NO common answers! Encourage the team to be as wild and bizarre as their imaginations will carry them.)

### **Advanced Level Challenge:**

1. This is a three-part challenge. The cabinet holds duct tape, toothpicks, yarn, labels, scissors, and a bottle of something. What's in that bottle anyway???

In Part 1, your team has one minute to brainstorm ideas of what is in this bottle. In Part 2, using the material in the cabinet and (25 toothpicks, 3" of duct tape, 12" of yarn, 2 mailing labels, and a pair of scissors) and a lot of imagination, what can you create that will detect what is in the bottle? You will have three minutes to build your device. As part of this time, you will tell the judges you have named this device.

Finally, in Part 3, your team will have two minutes to demonstrate the use of your device by the non-verbal use of mime. Your team will be scored 1-10 on your creative idea from Part 1. You will be scored 1-20 on the creativity of your device and use of imagination. In Part 3, you will be scored 1-25 for your demonstration. Additionally, you will be scored 1-15 for how well your team worked together.

(Coaches: In Parts 1 & 2, encourage cooperative dialog. Are the team members learning each other's strengths? Are they learning to listen to each other? After doing the problem, allow the team to brainstorm alternate uses for the materials. Did they plan their mime demonstration? Practice a variety of ways to demonstrate doing a task.)