

Destination ImagiNation®
Instant Challenge
TEETERING SHOES

Challenge: Your **TASK** is to place as many different shoes as possible on a Teeter Totter causing the Teeter Totter to go up and down while at the same time keeping the Teeter Totter as balanced as possible.

Time: You will have up to 6 minutes to use your IMAGINATION to place the shoes on the Teeter Totter for score.

Set-up: On one side of the room there is a table with materials that you may place on the Teeter Totter. In the center of the room is a Teeter Totter. On the Teeter Totter are 2 taped lines.

Procedure: The goal of this Challenge is to place shoes on the Teeter Totter one at a time and cause the Teeter Totter to go up and down. Prior to adding the 1st shoe, you may touch the Teeter Totter. However, one of the ends of the Teeter Totter must be up in the air when you start adding objects. You will begin by placing one or more of the shoes beyond the taped line on the end of the Teeter Totter that is up in the air. This will cause that end of the Teeter Totter to go down, and the opposite end to rise. Only the weight of the shoes may be used to change the position of the Teeter Totter. The Teeter Totter may or may not hit the floor. Once the opposite end of the Teeter Totter has at least broken the horizontal plane, you should place one or more shoes behind the taped line on the end of the Teeter Totter that is now up in the air to cause the Teeter Totter to reverse its position. You may continue with this routine until all of the shoes have been placed or time runs out. When placing shoes on the Teeter Totter, you may not touch the Teeter Totter or any of the shoes already on the Teeter Totter. If a shoe falls off of the Teeter Totter, it may not be used again. At the end of the Challenge, the Appraisers will hang weights on the end of the Teeter Totter that is up in the air. You will receive additional score if the Teeter Totter is well-balanced and does not require many weights to reverse its position. In order to receive this additional score, there must be at least one shoe on each end of the Teeter Totter.

Materials (may not be damaged):

A wide variety of shoes.

Scoring: You will receive

- A. 5 points for each time shoes are placed on the Teeter Totter to cause an end of the Teeter Totter to break the horizontal plane.
- B. Various points depending upon how many weights the Appraisers have to add at the end of the Challenge to cause the Teeter Totter to reverse positions: 20 points for 1 weight, 15 points for 2 weights, 10 points for 3 weights, 5 points for 4 weights, 0 points for 5 or more weights.
- C. Up to 20 points for how well your team works together.

Variation: Use a wide variety of objects instead of shoes. Such as hammer, books, cans, containers filled with rice, marbles, rocks, etc., plastic jar of peanut butter, box of nails, etc.