

Create Your Own ICs

Purpose

- To teach teams to create their own *Instant Challenges* from the table below.
- To give teams additional practice in *Instant Challenge*.
- To introduce the Morphological Matrix Creative Problem Solving Tool

Procedures

1. Gather the materials in Column A (or substitute whatever is handy!).
2. Decide which type of IC you would like to create: Performance-Based, Task-Based, or Combination, then follow the directions below.
3. Appoint two team members to act as Appraisers. Be sure to have a Timekeeper.
4. Appoint one or more team members to act as observers. Have them make notes about the 'team' as they solve the Challenge.
5. Don't forget to DEBRIEF using the 10 questions on page 1!
 - **Performance-Based Challenge:** RANDOMLY choose one or more items from A and one item from D and E
 - **Combination Challenge:** RANDOMLY choose one or more items from A, and one item from one or more of the other columns (you MAY skip Column B, for example, and still have a great IC). We encourage you to experiment!
 - **Task-Based Challenge:** RANDOMLY choose one or more items from A and one item from B and C.

	A	B	C	D	E
	Materials	Make a ...	That will..	Place	Situation
1.	Cereal Box	Communication Device	Move	Cave	Talking to the fish
2.	Newspaper	Vehicle	Make a job easier	The moon	Late!
3.	Large manila envelope	Aircraft	Appeal to a teenager	Rainforest	Lost all your money
4.	Linguini	Cleaning Tool	Make people laugh	Tree-house	Making a fancy meal
5.	Cotton Balls	Sculpture	Cool people off	Jungle	Cleaning the kitchen
6.	Ribbon	Device	Scare people	Seashore	Discovered a new species of animal
7.	Aluminum foil	Structure	Hold a tennis ball	Amusement Park	Doing a science experiment
8.	Poster Board	Shelter	Protect	On Top of Old Smoky	Lost your notebook
9.	Yardstick (Meterstick)	Piece of Footwear	Signal	In the kitchen junk drawer	With someone you don't like
10.	Paper Plate	Kitchen Tool	Hit a target	Storybook Land	Playing a new game
11.	Raisins	Article of Clothing	Hold as many nails as possible	Fish bowl	Doing a radio broadcast
12.	Straws	Container	Make noise	Concert	Are very, very hungry
13.	Cotton Swabs (Q-Tips)	Game	Appeal to a young child	Under the ocean	Trying to fly
14.	Deck of Cards	Cosmetic Item	Keep us healthy	Antarctica	A really, really, really wet day

