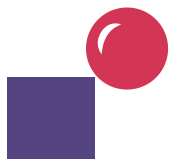


2007-08 Program Guide



DestinationImagiNation®

Celebrating 25 years of creative problem solving.

Welcome to the Destination ImagiNation program. This guide will acquaint you with the world's largest creativity, teamwork and problem solving program – DI. DI is currently active in all 50 United States and 40 countries with 12,000+ teams supported by more than 40,000 volunteers. The 2007-08 program season will be our 25th Anniversary and we look forward to celebrating this accomplishment with you.

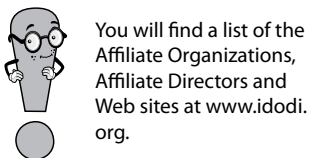
You are never alone as you travel the roads of ImagiNation – please be sure to visit our website www.idodi.org for additional program information and registration instructions.



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Welcome to the Destination ImagiNation Program® The most important course in education.®



About Destination ImagiNation, Inc.

Destination ImagiNation, Inc., located in Glassboro, New Jersey, is the world's largest non-profit creative problem solving organization. It is the international headquarters and corporate umbrella for Destination ImagiNation and for an exciting community of creative programs such as Rising Stars!, Tech Effects®, DI eXtreme®, Imagination-4-Life™, projectOUTREACH®, DIcon® and DInamic Classrooms. Destination ImagiNation, Inc. programs, resources and services reach more than 300,000 people of all ages annually in all 50 states and 40+ countries.

The Destination ImagiNation Program

- ★ Destination ImagiNation is a creative problem solving program for participants from elementary through college levels.
- ★ The Destination ImagiNation Program provides a fresh and exciting offering of *Team Challenges* and *Instant Challenges* each academic year. Five competitive *Team Challenges* and one non-competitive *Rising Stars! Team Challenge* (for 7-9 year olds) are offered.
- ★ Destination ImagiNation incorporates a specific creative problem solving process and tools into its training and the Challenges.

Affiliate Organizations

Every state, province, or country affiliated with Destination ImagiNation is known as an Affiliate Organization. The director of each Affiliate is known as an Affiliate Director (AD). Each Affiliate sponsors an Affiliate Finals Tournament where teams can show their solutions to the Challenges. See "About the Tournament" for more information.

Regional Organizations

Very often, the Affiliate organizations are large enough to need Regional Tournaments prior to their Affiliate Tournaments. The number of Regions within each Affiliate varies widely from 0 (Affiliate Finals only) to 20. Each Region has a Regional Director (RD) or Co-Directors.

The Destination ImagiNation Program Overview

Educational Goals of the Program

Destination ImagiNation is a community-based, school-friendly program that builds participants' creativity, problem solving, and teamwork in enjoyable and meaningful ways. The goals of Destination ImagiNation are for participants to:

- ★ Foster creative and critical thinking
- ★ Learn and apply Creative Problem Solving method and tools
- ★ Develop teamwork, collaboration, and leadership skills
- ★ Nurture research and inquiry skills, involving both creative exploration and attention to detail
- ★ Enhance and apply written and verbal communication and presentation skills (both impromptu and sustained)
- ★ Promote the recognition, use, and development of many and varied strengths and talents
- ★ Encourage competence in, enthusiasm for, and commitment to real-life problem solving

Methods

- ★ Young people of similar age work on teams of up to 7 members over an 8-12 week period
- ★ No Interference is allowed from anyone outside of the team
- ★ Adult Team Managers act as facilitators to a team
- ★ Team Manager training is provided by experienced trainers in all Affiliates
- ★ Problem solving skills are cultivated by using Tools
- ★ Teamwork is developed by using the eight building blocks for successful teams
- ★ Creativity is appreciated by *Team-* and *Instant Challenges* that are open ended
- ★ Individual and team strengths are promoted by Side Trips; based on Multiple Intelligence Theory
- ★ *Instant Challenges* engage participants in rapid-fire critical thinking
- ★ *Team Challenges* engage participants in sustained problem solving

Assessment

- ★ Tournaments are a celebration of what the team HAS accomplished and the PROCESS learned
- ★ Solutions are evaluated and Reward Points are a component of *Instant* and *Team Challenges*
- ★ Appraisers are trained to reward the PROCESS that the team has experienced
- ★ *Tournament Data Forms* provide opportunity for teams to culminate their experience
- ★ Special Awards are given for exceptional creativity, teamwork, and innovation
- ★ At the end of the Destination ImagiNation season, teams have an active reflection time





See page 15 for a preview of the 2007-08 Team Challenges

The Two Components of the DI[®] Program

The Destination ImagiNation program asks teams to creatively solve **two different kinds of Challenges, each with its own purpose and educational focus. The two Challenges, or components, are called the *Team Challenge* and the *Instant Challenge*. Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call "Appraisers."**

Team Challenge

The Destination ImagiNation *Team Challenge* is a Challenge teams work on over a long period of time, usually several months. This year, Destination ImagiNation presents six *Team Challenges* (five competitive Challenges and one Rising Stars![®] non-competitive Challenge), and each team generally chooses one Challenge to solve. The *Team Challenge* is made up of two parts, the **Central Challenge** and **Side Trips** (except for a yearly Improvisational Challenge, which does not include *Side Trips*).

Central Challenge

- ★ Purpose: Encourages development of creative problem solving techniques, teamwork, and creative process over a sustained period of time (usually several months).
- ★ Educational Focus of *Central Challenge*: The project undertaken by the team is academically based and focuses on one or more of the following areas: Technical/Mechanical Design, Structural/Architectural Design, Science, Theatrical/Literary/Fine Arts Elements, Improvisational Techniques.
- ★ Each of the five competitive *Central Challenges* involves a research component.
- ★ One or more of the five competitive *Central Challenges* involves an improvisational component.
- ★ One or more of the *Central Challenges* involves an international and/or intercultural theme.

Side Trips

- ★ Purpose: Encourages participants to discover and showcase their collective interests, strengths, and abilities as a team and as individuals, and allows them to develop that showcase over a long period of time.
- ★ Educational Focus of *Side Trips*: Based on the educational theory of multiple intelligences, which in part emphasizes allowing participants to find their own best ways to present what they have learned.
- ★ Allows teams total freedom to develop elements of their own choosing.
- ★ Allows teams to highlight areas of strength that are not brought forth in the *Central Challenge* requirements.
- ★ Allows and encourages teams to recognize and make the most of each individual's abilities/interests.

Instant Challenge

The Destination ImagiNation *Instant Challenge* is a **Challenge which teams are asked to solve in a very short period of time at their Tournament, without knowing ahead of time what the Challenge will be.**

- ★ Purpose: To put team's creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven Challenge.
- ★ Educational Focus of *Instant Challenge*: The team's use of creative problem solving strategies, assessment and use of available materials, and teamwork under tight time constraints.
- ★ Encourages teams to develop creative problem solving and time management strategies, performance and improvisational techniques.
- ★ Develops the ability to quickly assess the properties of provided materials, and learn how to creatively manipulate materials for a unique solution.

The DI Equation:

See how it all adds up!

TEAM CHALLENGE:

Central Challenge:

Academically-based; process-driven project emphasizing teamwork, creative problem solving, creativity, improvisation; sustained development time

Side Trips:

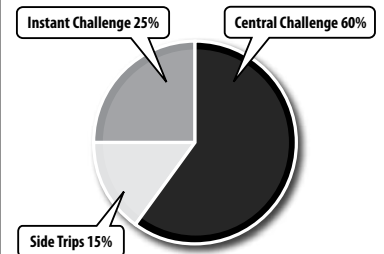
Based on multiple intelligence theory; allows teams total creative freedom to showcase additional strengths; sustained development time

+ INSTANT CHALLENGE:

Development of an impromptu solution under tight time constraints; showcases teamwork, creative problem solving techniques, performance, and creative use of materials; time management

= Destination ImagiNation
A Complete Educational Package!

See page 16 for a sample
Instant Challenge





All parts of the DI program are aligned with national education standards.



Be sure to download our *Connecting the Standards* guide to see how DI is aligned with national standards.

So, What do DI teams do?

These Educational Goals are met through the two Components of the Program, the *Team* and *Instant Challenges*, by requiring teams to develop and learn many useful lifelong skills. The major difference between the two Components is not so much the nature of the Challenge itself but rather HOW MUCH TIME is available in which to craft a solution. The *Team Challenge*, developed over months, allows for greater depth and detail.

<i>Team Challenge</i>	What must teams do to solve this type of Challenge?	<i>Instant Challenge</i>
Yes	Develop Creative Problem Solving techniques and use them in the creative process to produce novel and unique solutions	Yes
Yes	Develop their Teamwork to a high degree; learn to collaborate effectively and cooperatively with a minimum of conflict	Yes
Yes	Learn Improvisation Techniques	Yes
Yes	Learn to analyze the properties of materials that might be available for a solution	Yes
Yes	Learn to use materials in ways other than their original purpose	Yes
Yes	Discover their collective interests, strengths, and abilities as a team and as individuals and showcase them effectively	Yes
Yes	Learn to read and understand the Challenge and make sure that the solution fulfills the requirements	Yes
Yes	Research and seek out information needed to solve the Challenge	Yes
Yes: Sustained time allowed, usually months, to prepare polished solution	Manage time effectively	Yes: Very short time allowed, only minutes, to prepare impromptu solution
Yes	Be able to think on their feet and improvise on the spot	Yes
Yes	Learn Performance and Theatrical techniques	Yes
Yes	Learn basic design and construction skills	Yes

Who Participates in Destination ImagiNation?

Teams of up to seven members from kindergarten through college-age participate in Destination ImagiNation. All receive the same Challenge packet, which has five competitive *Team Challenges* and one non-competitive *Rising Stars! Team Challenge*. Teams in the “competitive” Levels – Elementary, Middle, Secondary, and University – choose any of the five competitive *Team Challenges*. Each team’s solution will vary greatly – not simply because of age grouping but mostly due to the innovation and imagination of the creators.

Each team has a Team Manager of Record, 18 years of age or older, who may be a parent, teacher, or other interested adult. Memberships are issued to individual teams, individual schools, homeschoolers and community-based programs.

Forming Teams

A team consists of at least two and no more than seven members. Only those seven may work on the solution to the *Team Challenge*, may perform the solution and may participate in the *Instant Challenge* part of a Tournament.

When forming teams, keep in mind that all teams will need individuals who have talents and abilities in very diverse areas such as building, welding, soldering, sewing, designing sets, designing costumes, and writing scripts, composing and performing music, just to name a few. Teams will also need individuals who have the ability to generate ideas and those who are able to categorize, sift and choose criteria to make the solution work. They need people who can generate many ideas and options for their solution. They also need people who can focus on the many ideas generated and choose those that are considered the best, most unique and useful for their solution.

Teams should have members who are willing to commit their time and energy to the development of the solution and to each other through thick and thin. There are definitely times when things can get thick! If teams do not have the skills they need, those skills may be taught. Resources (human, books, journals, videos, etc.) may be used to help teach the skills to team members. However, the team may not be taught skills specifically tailored for application to their *Team Challenge* solution. Team members must learn the skills apart from their solution, and then apply their new skills when they work towards the development of their solution.

Team members do not have to be the same age. However, the Level in which the team will compete is determined by the age of the oldest child OR the highest grade Level.

Level Chart

The chart below will help determine at which Level the team should be participating.

LEVEL	GRADES (US)	OR	AGE
Elementary Level (EL)	Kindergarten-5th grade		No student reaching age 12 by June 15, 2008
Middle Level (ML)	6th-8th Grade		No student reaching age 15 by June 15, 2008
Secondary Level (SL)	9th-12th Grade		No student reaching age 19 by June 15, 2008
Rising Stars!	The Rising Stars! <i>Team Challenge</i> is designed for Preschool-2nd grade.		
University Level (UL)	Full-time post-secondary students enrolled in college, university, trade, technical school or military. High school seniors bound for higher education.		

Everyone can doDI, from Preschool early learners to college-aged young adults. The Challenges are written so that they can be solved on many different levels, with solutions ranging from very simple to very complex. Central to all the Challenges is the process of experiential learning that is essential to Destination ImagiNation.



There are two ways for teams to present their solutions at Tournament: Competitive and Non-Competitive.



There are four competitive Levels in the Destination ImagiNation program: Elementary, Middle, Secondary, and University. Your team will compete against other teams in your Competition Level who have selected the same Team Challenge.



Timeline for the DI Program Season

DI Team Challenges are designed to be solved in a period of eight to twelve weeks. Depending on the team and the complexity of the solution they decide to create, they may need more or less time than that.

DI teams go through five “Process Stages” as they work their way through the Challenge and compete at the Tournament. On the chart below you will find the basic sequence of the Stages, the major developments that take place, and the **approximate** amount of time the team will be in that Stage

Keep in mind that solving DI Challenges is never a “textbook” process: Problem solving is a messy and somewhat unpredictable business! Stages may overlap, sometimes a team may seem to ‘slip back’ to an earlier Stage, and often one Stage will “dissolve” into the next without a clear end to one and start of another.



As long as the team is generally moving forward towards the solution, they will be all right!

Stages of the DI Problem Solving Process

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Stage 1	2-4 Weeks Building your Team/ Understanding the Challenge																
Stage 2					2-4 Weeks Generating and Incubating Ideas/ Research/ Inquiry												
Stage 3									2-4 Weeks Focusing/ Preparing for Action/ Putting It All Together								
Stage 4													2-4 Weeks Ready, Set, GO! Preparing for your Tournament				
Stage 5																	CELEBRATE!

Where Do I Begin?

How to get started with DI:

- 1. Learn** about Destination ImagiNation as an international AND a local program. Start by reading this guide and visiting our Web site at www.idodi.org. You should also get in touch with your local Affiliate or Regional Director.
- 2. Meet with interested prospective team members** and parents. Included in this guide is a sample agenda for a Destination ImagiNation Informational Meeting.
- 3. Identify the Membership Contact Person for your school/organization:** Once you decide to participate, identify the person who will be the Destination ImagiNation membership Contact Person.
- 4. Purchase a membership at www.ShopDI.org:** There are two types of memberships: 1-Team Pak and 5-Team Pak memberships. The 1-Team Pak membership entitles one team to all program materials. The 5-Team Pak entitles the membership to have up to five teams. For more specific information about the types of memberships, visit www.ShopDI.org.
- 5. Receive and/or Download Materials:** Once your payment has been received and processed, a CD of program materials and a book of printed materials will be mailed to you.
- 6. Register with your Affiliate:** When you purchase your International membership, your Affiliate will be notified of your purchase. Your Affiliate Director will contact you about how to register within your Affiliate and your Region. You will also be sent information about trainings and other Affiliate-sponsored activities.
- 7. Contact your Affiliate Director or Regional Director for help** and advice about recruiting teams and Team Managers. Often, ADs and RDs will have materials that will be useful at Informational Meetings.
- 8. Review all of the DI Program Materials.** The Program materials include *Rules of the Road*, *5 Team Challenges*, *1 Rising Stars! Challenge*, *Instant Challenge Practice Set*, *Team Manager Guide*, *Charting Your Course*, *Coordinator Guide*, *Parent Guide* and *Affiliate Director Directory*. Make copies of these materials and give them to the Team Managers and Contact Person for your membership(s).
- 9. Register all of your teams** for Regional and/or Affiliate Tournaments. Some Regions and Affiliates ask that you register online, others send registration forms. Contact your Regional and/or Affiliate Director for the registration requirements for your Tournament.
- 10. Have Fun!**

Destination ImagiNation Informational Meeting

SAMPLE AGENDA:

- 6:30 p.m. Welcome/Introductions
- 6:45 p.m. Introduction to Destination ImagiNation, Introductory videos and a presentation material are available at www.idodi.org.
- 7:00 p.m. Show a video, DVD, or PowerPoint awareness presentation
- 7:30 p.m. Discuss benefits, timeline, Tournaments, cost, volunteer needs, etc.
- 8:15 p.m. Questions and Answers; Closing

Got questions? We have the answers: email AskDI@dihq.org or call 856-881-1603 for assistance.





Team Managers must be 18 years of age or older. Assistant Team Managers may be younger than 18.

Team Manager

Each DI team needs an adult Team Manager to be in charge of meetings, planning, team registration, Tournament logistics and team safety. Team Managers are in high demand and are key to the success of any DI program, and while most are volunteers some receive stipends or some degree of compensation for their time. A DI Team Manager...

- ★ Has a good sense of humor
- ★ Appreciates creativity and innovation in all its forms
- ★ Enjoys working with children and young adults
- ★ Is interested in helping young people learn about creativity, teamwork and problem solving
- ★ Wants to join the DI community and share with other caring adults
- ★ Has a positive and friendly attitude

The degree of a Team Manager's involvement will depend upon the team's schedule, Tournament progression, and the overall goals and needs of the team. In any case, the team does the real work – the problem solving – and the Team Manager facilitates the process, allowing the team to have the best educational experience possible.

Finding and Supporting Team Managers

Some Coordinators find Team Managers through an Informational Meeting held for parents, potential participants, administrators, teachers, and other interested people. Some have said they find Team Managers by asking parents if they would "work together with the team."

- ★ Parents
- ★ Teachers
- ★ Administrators
- ★ College students
- ★ Team member's older brother or sister
- ★ Community members
- ★ School paraprofessionals

Team Manager Training Workshops

Destination ImagiNation, Inc. provides training instruction and help to Regions and Affiliates so that they can present great Training Workshops for the Team Managers and Coordinators. Check with your Affiliate and/or Regional Director for information regarding Training Workshops. The importance of these training sessions cannot be emphasized enough.

Read what past Team Managers have said about attending Team Manager training.....

- ★ "Without the training, I think I would have been lost."
- ★ "Although it's hard to be comfortable as a first year Team Manager, the training gave me a good starting point."
- ★ "I loved the hands-on approach."
- ★ "The Team Manager Guide I received is full of information — a good reference point."
- ★ "The discussion of all the forms was helpful."

About the Tournament

The Destination ImagiNation Tournament

The DI Tournament is a culminating celebration of what the teams have learned throughout the year. It celebrates their teamwork, creative problem solving, time management and the skills they have learned on the way to their Challenge solution.

What is a Tournament?

A DI Tournament is not apart from the process; it is A PART OF the DI process.

A Tournament:

- ★ is the celebration of every team's solution, regardless of their score.
- ★ is fair and consistent.
- ★ has officials who understand and honor the DI process.
- ★ considers every team a winner.

So when we say every team is a winner, what do they win?

They have won the ability to:

- ★ have self-confidence to generate options
- ★ learn to take focused risks
- ★ make decisions with efficiency
- ★ take action with a positive outlook

The DI process is not just for kids! One of the great benefits for adults who are participating in DI, whether as a Team Manager or as an official, is the opportunity to learn the same skills DI teaches the young people on teams.

So the Tournament is not just a celebration for the teams. It is a celebration for everyone, adults as well as children, at the Tournament. Throughout the year, we have ALL become "winners." We are ... DI!

The Regional Tournament: Most Affiliates that are states or provinces are divided into Regions headed by a Regional Director. Generally, every Region within a given Affiliate holds a Regional Tournament. Often the Regional Director is also the Tournament Director and runs that Regional Tournament with a Tournament Team of volunteers from all over the Region. How the Region and Affiliate is organized is unique to every Affiliate. Your Affiliate Director can tell you to which Region you have been assigned.

The Affiliate Tournament: Whether or not an Affiliate is divided into Regions, every Affiliate holds an Affiliate Finals Tournament. In Affiliates which hold Regional Tournaments, the Affiliate Finals Tournaments take place after all Regional Tournaments are completed. In Affiliates where there are no Regional Tournaments, the Affiliate Finals Tournament is generally the only Tournament held in that Affiliate. Affiliate Finals Tournaments are run by a "Tournament Team" that may include the Affiliate Director, members of the governing Board of that Affiliate, Regional Directors, Affiliate Challenge Masters, and others.

At any Tournament, a large number of people are needed to be *Team Challenge* and *Instant Challenge* **Appraisers**, people who will evaluate the *Team* or *Instant Challenge* solutions. Each *Team Challenge* has at least seven Appraisers. Each *Instant Challenge* room requires two to four Appraisers, and there are generally several *Instant Challenge* rooms at a Tournament. So in order to have a well-staffed Tournament, a lot of volunteer effort is required. You can see how important it is to be ready to be involved and help the Team Managers and especially parents to understand the level of cooperation and help that is needed!

All teams will need a DI membership in order to participate in the program.



Coordinating a DI Program Season



Be sure to check our website www.idodi.org for updates and important information on a regular basis.

<p>September/ October</p>	<ul style="list-style-type: none"> ★ Register with Destination ImagiNation, Inc. for the Destination ImagiNation program. ★ Register with Affiliate organization. ★ Conduct a Destination ImagiNation Awareness program for Team Managers, parents, and team members. ★ Identify Team Managers. ★ Recruit participants. ★ Join Regional organization if necessary. ★ Make sure teams are in the correct Level of competition. ★ Register Team Managers for Team Managers' Training Workshop and/or attend yourself.
<p>October/ November</p>	<ul style="list-style-type: none"> ★ Register for Destination ImagiNation with Destination ImagiNation, Inc. if you haven't yet. ★ Register with Affiliate organization if you haven't yet. ★ Organize your approach and support materials. ★ Organize meeting schedules. ★ Register Team Managers for Team Managers' Training Workshop and/or attend yourself. ★ Pass Affiliate and/or Regional newsletters and information to teams.
<p>November/ December</p>	<ul style="list-style-type: none"> ★ Register with Destination ImagiNation, Inc. if you haven't yet. ★ Register with Affiliate organization if you haven't yet. ★ Register each team for the Regional or Affiliate Tournament. ★ Pass Affiliate and/or Regional newsletters and information to teams.
<p>January</p>	<ul style="list-style-type: none"> ★ Review carefully any information sent from the Affiliate office! ★ Recruit parents and volunteers for Regional Tournament. (You may need to do this earlier if your Regional is in January.)
<p>February</p>	<ul style="list-style-type: none"> ★ Check to make sure all Regional, Affiliate, and Destination ImagiNation Membership and Tournament fees have been paid. ★ Organize transportation to Tournament.
<p>March</p>	<ul style="list-style-type: none"> ★ Regional Tournament (some occur as early as January!)
<p>April</p>	<ul style="list-style-type: none"> ★ Arrange for closure Celebration with team, parents, Team Managers, etc. ★ Affiliate Finals Tournament.
<p>May</p>	<ul style="list-style-type: none"> ★ Global Finals Tournament.

Interference

The *Team Challenge* solution is owned and operated by the team! **Only team members** may contribute ideas and create the *Team Challenge* and *Side Trip* solutions. Help from non-team members, including Team Managers and parents, is called **Interference**.

The Interference Triangle:

The Interference Triangle is a useful tool to help the team remember what Interference is and what Team Managers and other people are allowed to help the team with.

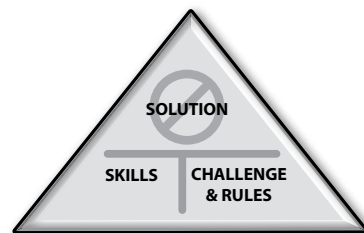
The Base of the Triangle consists of two corners: Skills and Challenge & Rules. These two corner support blocks are what teams have in common when they participate in the Destination ImagiNation program and process.

Skills are both those skills that the team members already know and bring to the team, and those skills team members learn while being a part of the team. Learning skills is an important and valuable part of the process of DI. Being in the program will someday end, but the skills the team learned will continue throughout their lives. These skills include: performance skills, technical skills, thinking skills, team building, research, organizational, time management, budgeting and life skills, to name a few. It is not Interference for the team to be taught skills. In fact, it is the job of the Team Manager to facilitate the acquisition of skills. It is the job of the team to apply the learned skills to a particular purpose or use in creating the Challenge solution.

The Challenge & Rules are the printed Challenge, the *Rules of the Road* and Clarifications. These are the documents that teams, Team Managers and Tournament Officials have in common. The Challenge requirements and limitations, and the rules in *Rules of the Road* are the facts by which all must abide. Understanding them and internalizing them is the job of the team, the Team Manager and the Officials. What does the Challenge say? What does it say in *Rules of the Road*? What are the Published Clarifications? Let's write for a Team Clarification! This is all learning that can be shared, should be shared, and is shared among teams, Team Managers and Officials. So it is not Interference for the Team Manager to be sure the team understands the Challenge and the rules.

Sometimes skills determine which Challenge to choose; sometimes the Challenge is chosen, and skills have to be learned in order to solve it. Regardless of which comes first, there is a back-and-forth of learning skills and understanding the Challenge that occurs before and while the team makes choices that apply to your solution.

The team's Solution is the team's alone. It is something that the team builds from their acquisition of skills and from their understanding of the Challenge and rules.



It IS Interference for anyone not on the team to be in the team's Solution corner of the Triangle. Recognize and respect that the "top" is where team members reign!



2007-08 Team Challenges



Team Challenge A: *Obstacles, Of Course!*

Focus: *Technical Design and Construction, Innovation and Design Process, Mathematics, Experimentation, Theater Arts, Teamwork*

The Destination: Where This Challenge Will Take You!

Young or old, big or small, we all face obstacles in everyday life. Things are always getting in our way! Overcoming these obstacles, and how we do it, helps all of us grow and reach our goals. To solve this Challenge, your team's vehicle will need to go over, under, around and through obstacles that it encounters on its path. Calculate carefully: your final score will depend on the choices your team makes – to overcome obstacles, of course! It's all up to YOU!



Team Challenge B: *Hit or Myth*

Focus: *Science, Theater Arts, Research, Teamwork, International Studies*

The Destination: Where This Challenge Will Take You!

Is there really a Loch Ness Monster? Is it possible to stop a shark attack by punching the shark in the nose? If Rapunzel really "let down her hair" could someone actually climb up her hair into a tower? Myths, folk tales and urban legends exist in many nations around the world. How do we know whether they're truth or fiction? By using the Scientific Method! So get on your lab coats - now it's your chance to find out, with the help of science, whether it's a Hit or Myth!



Team Challenge C: *DI've Got a Secret!*

Focus: *Playwriting, Theater Arts (Design, Construction, Costumes and Set Pieces), Optical Physics, Teamwork*

The Destination: Where This Challenge Will Take You!

What's my secret? I'll never tell! But your team gets to *tell all*. Nothing is as it seems as your secret unfolds. Sometimes people or things appear to be one thing, but they turn out to be something very different. Your team will turn a secret into great entertainment and dazzle everyone with an optical illusion and set pieces that connect to become part of the big surprise. Will you have the audience on the edge of their seats? Will everyone beg to know more? We'll all have to wait....until your secret is revealed!



Team Challenge D: *Chorific!*

Focus: *Improvisational Acting, Story Development, Theater Arts, Teamwork, Sound Design*

The Destination: Where This Challenge Will Take You!

It is just a simple, ordinary chore. You've done it a thousand times without a problem. Not this time! Now you have to overcome obstacles, and famous figures of the past and present suddenly appear. With an artful sound design to accompany you on your mission, you must use your keenly honed improv techniques to tackle a chore no longer ordinary, but extraordinary! Only you can conquer everything that gets in your way and complete your chore. Only then will you be Chorific!



Team Challenge E: *SWITCH!*

Focus: *Architectural Design, Structural Engineering, Construction, Research, Innovation and Design Process, Mathematics, Theater Arts, Teamwork*

The Destination: Where This Challenge Will Take You!

Did you ever have to make up your mind? Choose one thing and leave the other behind? Not this time! You don't have to make up your mind – you get to try something two different ways! You will test your Structure's strength one way, and then...SWITCH! You test your Structure another way. You will also pull some other SWITCHES to show how one item can do different jobs! So get ready - SWITCHING has never been so much fun! erent shapes to make a magical prop.



Rising Stars!® Team Challenge: *TwisDId History!*

Focus: *Imagining Possibilities, Storytelling, Research, History, Geometric Shapes, Performing in front of an audience, Working with others*

Something happened! What was it? In this Challenge you will choose something that really happened and change it. HiSTORY with a twist! You will also create a song about it! Then you will use four different shapes to make a magical prop.

Instant Challenge Sample

Instant Challenges are short problems designed to test a team's creative, *thinking on their feet* skills. Destination ImagiNation uses 3 types of *Instant Challenges*: PERFORMANCE-based Challenges, TASK-based Challenges, and Challenges which combine both elements. A sample of a COMBO-Challenge is below.

THE BIGGER THE BETTER

Challenge: Your **TASK** is to create a Sculpture that is as big as possible in honor of your school and then to present a **PERFORMANCE** for the Appraisers in which you tell about the Sculpture.

Time: You will have up to 5 minutes to use your IMAGINATION to design and build your Sculpture, as well as plan your **PERFORMANCE**, and up to 1 minute to tell the Appraisers about your creation.

The Scene: Your team has been asked to design and build a new Sculpture that honors your school. Your Sculpture should be as high and wide as possible. You should build your Sculpture on a table. You will be told when you have 1 minute remaining and 30 seconds remaining in Part One. At the end of Part One, the Appraisers will measure how high your Sculpture from the top of the table and how wide your Sculpture is at its widest point. In Part Two present a **PERFORMANCE** in which you explain how your Sculpture pays honor to your school.

Materials:

1 Balloon	2 Mailing Labels	6 Paper Clips
2 Rubber Bands	2 Cotton Balls	4 Straws
6 Pipe Cleaners	1 Index Card	1 Piece of String

Scoring: You will receive up to 100 points with the following distribution:

Score Element	Range	Team Score
Each complete inch in width of your Sculpture	2 <i>20 maximum</i>	
Each complete inch in height of your Sculpture	2 <i>20 maximum</i>	
Creativity of your Sculpture	1-20	
Creativity of your PERFORMANCE	1-20	
How well your team works together	1-20	
TOTAL		

Check out www.ShopDI.org for loads of additional *Instant Challenges* and other resources.



Benefits to Being Part of the Destination ImagiNation Program



Why DI is good for team members

OK, so even though the best part of DI is that it is FUN we did press a few team members to tell us what they “get” from doing DI ...

- ★ Have FUN!!
- ★ Make new friends
- ★ Learn to solve all kinds of problems
- ★ Learn that if something goes wrong, you just keep going
- ★ Learn to understand and appreciate the ideas, strengths, and abilities of other team members
- ★ Learn to manage time more efficiently
- ★ Learn to plan out a project and bring it to a conclusion
- ★ Learn to rely on ourselves.
- ★ Learn to be more organized
- ★ Learn how to resolve disagreements and manage conflict in a positive way
- ★ Learn not to give up
- ★ Learn to use technology, tools, machinery safely
- ★ Learn that we can do more than we ever thought we could!

Why DI is good for Adults

Fun isn't just for kids! Adults tell us that some of the benefits they receive from 'doing DI' are:



- ★ Understanding of and appreciation of teamwork
- ★ Improved creative problem solving skills
- ★ Improved organizational skills
- ★ Fun!!!
- ★ New appreciation of differences in problem solving styles
- ★ Deep satisfaction in helping young people
- ★ Learning about other cultures and increasing their global view
- ★ Increased optimism
- ★ Development of new friendships
- ★ Appreciation of the process that is the heart of the DI program
- ★ Appreciation of the power of young people to solve any problems
- ★ Recognition of the many and varied strengths of team members
- ★ Improves leadership abilities
- ★ Learning to analyze and utilize resources