



DestinationImagiNation®
The most important course in education.



Destination ImagiNation® Program Guide 2006-07

Welcome to Destination ImagiNation,
the world's leading creative problem
solving program!

This Guide contains information about:
The structure of Destination ImagiNation
How you can join
Who can join
How long it takes to do DI™
A look at the 2006-07 *Team Challenges*



What is Destination ImagiNation?

Destination ImagiNation is simply the best and largest creative problem solving program for young people in the world!

DI™ is a community-based, school friendly program for people from kindergarten through college, where participants take what they know and what they do well and learn to apply it to solve Challenges. They work cooperatively on a team of up to 7 people and push the limits of imagination to best not their competition, but themselves.

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: The project undertaken by the team is academically based and focuses on one or more of the following areas: Technical and Mechanical Design, Structural and Architectural Design, Science, Theatrical/Literary/Fine Arts Elements, Improvisational Techniques, Research, or International Studies.

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.

Instant Challenge

The Destination ImagiNation *Instant Challenge* is a Challenge 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 teams' creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven Challenge.
- ★ Educational Focus: 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 Destination ImagiNation Membership

Destination ImagiNation membership allows your team to compete in sanctioned Tournaments and/or to use the Destination ImagiNation *Team Challenges* as well as the support and curriculum materials for educational demonstrations within your school or organization. There are two kinds of memberships: **1-Team Pak** and **5-Team Pak**.

1-Team Pak Membership

The 1-Team Pak membership allows you to put together a team of no more than seven participants and to register ONE TEAM. This type of membership entitles a team to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation program structure. There are no restrictions on how a team is selected or assembled.

5-Team Pak Membership

The 5-Team Pak membership allows an individual school, multiple schools with a total combined enrollment of fewer than 500 students, multi-school programs with a single itinerant teacher, or a recognized local chapter of a community organization that serves children such as Boy Scout Troops and Girl Scout Troops, 4-H clubs, or PTA/PTOs to register up to FIVE TEAMS in any *Team Challenge* at any Level.

How Do I Join Destination ImagiNation?

It's easy to purchase a membership in Destination ImagiNation! Simply go to www.idodi.org and click on **Registration**. You will then be given complete instructions for purchase and registration.

NOTE: If you do not have access to the Internet and wish to register, please contact Destination ImagiNation, Inc. headquarters at 856-881-1603 and they will fax or mail you an application form.

What Is Included in the Membership?

When you become a member of Destination ImagiNation your team is allowed to compete in a sanctioned Destination ImagiNation Tournament. Your membership will receive:

- ★ Five competitive *Team Challenges*
- ★ One non-competitive *Rising Stars!® Challenge*
- ★ *Rules of the Road*: The complete Destination ImagiNation program rules
- ★ *Charting Your Course*: A book of tools and strategies linked to the *Team Challenges*
- ★ *Instant Challenge Practice Set*: Nine fully developed *Instant Challenges* & a matrix to help you create hundreds more
- ★ *Connecting the Standards*: A guide to how each Challenge ties into the Educational Standards
- ★ *Team Manager's Guide*: Helpful tools for Team Managers that follow the DI Season
- ★ *Coordinator's Guide*: Help for those who coordinate the program in a school or organization
- ★ *Parent Guide*: A guide to help parents understand what their young people will be doing and how they can contribute to the process

Competition Levels

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*.

Level Chart

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

LEVEL	GRADES (US)	OR	AGE
Elementary Level	Kindergarten-5th grade		No student reaching age 12 by June 15, 2007*
Middle Level	6th-8th Grade		No student reaching age 15 by June 15, 2007*
Secondary Level	9th-12th Grade		No student reaching age 19 by June 15, 2007*
Rising Stars!	The Rising Stars! <i>Team Challenge</i> is designed for Preschool-2nd grade. See below.		
University Level	Full-time post-secondary students enrolled in college, university, trade, technical school or military. High school seniors bound for higher education.		

Non-Competitive Level: Rising Stars!®

The Rising Stars! *Team Challenge* is for young children in preschool through 2nd grade. It is non-competitive and is based on the Rising Stars! Program Kits.

1. The Rising Stars! *Team Challenge* is available in one of two ways:
 - a. Included with **Rising Stars! Program Kits I, II, and III**: The complete program as a boxed kit is available for purchase through www.ShopDI.org.
 - b. Included in the 2006-07 Destination ImagiNation program materials.

University Level (UL)Teams

In the University Level of participation, college/university-aged students from around the world have two options for participation at the Destination ImagiNation Global Finals Tournament, to be held at the University of Tennessee in Knoxville, Tennessee, May 23-26, 2007. They may compete in:

Competitive *Team Challenge*: University Level teams can choose any one of the five competitive *Team Challenges* to solve and present.

DI eXtreme™: Teams can participate in a program designed especially to put the University Level teams' skills to an eXtreme test.

For more information about Destination ImagiNation, go to: www.idodi.org

How Long Does It Take to DODI?

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.

Your team will 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! !!!	

A: Direct Flight

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

The Destination: Where This Challenge Will Take You!

Have you ever dreamed of soaring in the clouds and then gliding back to earth, defying gravity to feel the wind in your hair and see the world from a whole new perspective? Like many in history who have dreamed this dream before you, in this Challenge your team will have the chance to create Aircraft and show how they soar, perform stunts and then land exactly where you planned. Like Leonardo, Amelia, Joseph and Jacques, Wilbur and Orville, you can show the world that your ideas are destined to fly!

Points of Interest! Your team will:

- ★ Design and construct one or more **Aircraft** that will fly to one of several **Landing Zones**. One of the Aircraft will be constructed at the Tournament from a single sheet of paper.
- ★ Design and construct up to three **Elevators** that will raise and release the Aircraft.
- ★ Randomly select **Test Flight Cards** and conduct **Test Flights** of the Aircraft as described on the Cards.
- ★ Create a skit with a **Story** that will bring together all elements of the team's Presentation.
- ★ Create two **Side Trips** and integrate them into your team's Presentation

B: CSI:DI

Focus: *Theater Arts (Playwriting, Technical Design and Construction) Scientific Principles of Light, Shadow & Illumination, Technical Design, Innovation and Design Process, Investigative Techniques, Deductive Reasoning, Teamwork*

The Destination: Where this Challenge Will Take You!

Color. Shadow. Illumination. Your colorful crime fighting team has the technology to shed light on an investigation! Just like Sherlock Holmes and Nancy Drew, colorful characters before you have delved into the shadows to investigate cases. Investigators often use gadgets to help illuminate the evidence needed to solve the case. Your Challenge, should you choose to accept it, is to bring another case to a close!

Points of Interest! Your team will:

- ★ Develop and present an original **Story** about the investigation of a **Case**, the supporting **Evidence**, and the **resolution** of that Case.
- ★ Include a **Colorful Character** and a **Shadowy Character** in the Story.
- ★ Use innovative methods to produce a theatrical **CSI Effect** by using **Color**, **Shadow** and/or **Illumination**.
- ★ Design and build a **Gadget** that uses one or more of the Properties of Visible Light coming from or into the Gadget to reveal or analyze at least one piece of **Physical Evidence**.
- ★ Create two **Side Trips** and integrate them into the Presentation.

C: Round About Courage

Focus: Playwriting, Theater Arts (Theater In The Round, Props and Set Pieces), Technical Effects Innovation and Design Process, Teamwork

The Destination: Where This Challenge Will Take You!

Heroes are courageous - they sometimes slay dragons to save whole villages! But there are also everyday acts of courage like raising your hand in class or trying a new stunt on your skateboard. Your team will create and present a story of a Heroic Adventure that includes a Personal Challenge for the Hero to overcome. The Presentation will be done in the style of Theater in the Round and will include a Technical Set Piece that brings your Story to life. And you have to do everything without electricity! It's time for your hero to show brilliant courage to those who surround your stage.

Points of Interest! Your team will:

- ★ Present a theatrical performance of a team-created Story about a **Heroic Adventure**.
- ★ Include a **Hero** in the Story who must overcome a **Personal Challenge**.
- ★ Present your performance in the style of **Theater in the Round**.
- ★ Integrate one or more **Technical Set Piece(s) or Prop(s)** into your Presentation.
- ★ Present your solution without the use of electricity.
- ★ Create two **Side Trips** and add them to the Presentation.

D: Switching traditions

Focus: Improvisational Acting, Story Development, Research, Social Studies, Geography, Theater Arts, Teamwork, Design and Innovation

The Destination: Where This Challenge Will Take You!

Truly experiencing another culture requires every sense – to really appreciate how others live, you must see, feel, hear, taste and smell what makes their lives different from yours. In this Challenge, you'll zoom around the world experiencing International Traditions in a matter of nanoseconds. Your team must be packed, ready and fully briefed, for at one moment you may taste the tang of sauce currie in France, and then in the next moment you hear traditional throat singing in Tuva. Poof! You touch the mysteries of ancient Egypt. Let your senses guide you through a world of Traditions.

Points of Interest! Your team will:

- ★ Create an original six-minute Improvisational **Skit** during a 30-minute timed period at the Tournament.
- ★ Research six different team-selected **Nations** and their **Traditions** and at the Tournament randomly choose three to integrate into your Skit.
- ★ Present a Skit with three **Scenes**. Each Scene must include one Nation's Tradition and one 'sensory' experience from the Nation that has been randomly drawn from **Sensory Cards**.
- ★ Integrate a randomly selected **Situation** into your Skit.
- ★ Create a **traDItionator** from materials brought to the Tournament and integrate it into your Skit.
- ★ Demonstrate at least one **Improv Technique** in your Skit.
- ★ Integrate a randomly selected **Picture** into your Skit.

E: *Card-DI-ology*

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

The Destination: Where This Challenge Will Take You!

Is your destiny in the CARDS? CARDS are everywhere! CARDS prove our identity. CARDS allow us access to locked doors. CARDS can lead to financial ruin. We are in desperate need of a Card-DI-ologist! Can you help? You need to present a story about the impact of cards, and you must build a Structure out of Playing Cards. When your Structure is tested to see how much weight it will hold, is success in the CARDS?

Points of Interest! Your team will:

- ★ Design, build, and test a **Structure** made completely of **Playing Cards** and with or without **Glue**.
- ★ Create an **Architectural Drawing** of the Structure.
- ★ Create and present a **Story** about the impact or effect any kind of card or cards has on a Character in the Story.
- ★ Create two **Side Trips** and integrate them into the Presentation.

Rising Stars!® *Team Challenge*

MAKE IT NEW, IT'S UP TO YOU!

Focus:

- ★ Understanding geography
- ★ Researching landmarks
- ★ Changing a landmark
- ★ Designing and building
- ★ Making an invention
- ★ Writing a play
- ★ Sequencing steps
- ★ Making noises
- ★ Performing in front of an audience
- ★ Working with others



The Destination: What Is our Challenge?

Your Challenge is to make up a Play. You will be in it and you will present it to an audience. Your Play will have a Landmark that changes. A Landmark is a well-known, special place. Some or all of your team must get inside the Landmark. You will also create an Invention. It will make a noise. Your Invention will change the Landmark in some way. Your Play will have many Characters, and one Character wears a hat you have made out of newspaper.