



New Hampshire Destination ImagiNation®

www.NH-DI.org

How to Watch the 2007 Destination ImagiNation® Challenges



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

DI® is a non-profit, community-based and 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). They may look like skits, but really are crafted to answer specific point values. (See the point value sections for each Challenge in the following pages).
- ☑ 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.

Challenge: CSI-DI (Very abridged version)

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.

To solve this Challenge, the team will create a Story about the investigation of a Case. The Story will include the use of the physical properties of light for scientific and theatrical purposes. Teams will earn points for:

- The creativity of the original Story.
- The effective portrayals of a Colorful Character and a Shadowy Character.
- How well the Evidence supports the logical resolution of the Case.
- The Technical Design and Innovation of a team-created Gadget that uses one or more physical Properties of Visible Light to reveal or analyze Physical Evidence.
- The visual impact of the theatrical use of **Color** and/or **Shadow** and/or **Illumination** (**CSI Effect**) and the Innovation of the methods used to create that impact.

ELEMENT POINTS

Central Challenge - Up to 240

1. The Story

a. Creativity of the team-created original Story	Up to 30
b. Effectiveness of Portrayal - Colorful Character	Up to 30
c. Effectiveness of Portrayal - Shadowy Character	Up to 30
d. How well the Evidence, including at least one piece of Physical Evidence, logically supports the resolution of the Case	Up to 15

2. The Gadget Up

a. Gadget successfully uses one or more Properties of Visible Light to reveal or analyze Physical Evidence	0 or 15
b. Technical Design of the Gadget	Up to 40
c. Technical Innovation of the Gadget	Up to 40

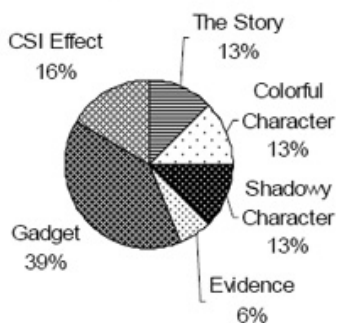
3. CSI Effect Up to 40

a. Visual impact of use of Color , and/or Shadow and/or Illumination in a team-selected scene, item, character or event	Up to 20
b. Innovation of methods used to produce CSI Effect	Up to 20

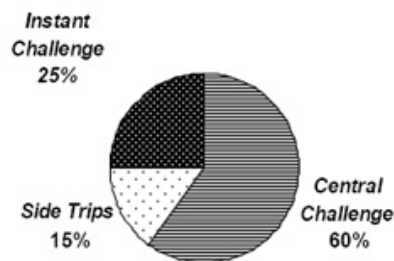
Team Chosen Side Trips - Up to 60

Side Trips	Up to 30 each
a. Creativity and Originality	Up to 15 each
b. Quality, Workmanship, or Effort that is evident	Up to 15 each

Central Challenge Scoring at a Glance



Putting It All Together



Challenge: Switching Traditions (Very abridged version)

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

Procedure: In this Challenge, the team will prepare an original **six-minute or less Improvisational Skit** in a 30-minute period at the Tournament. The team will prepare the Skit in a room called a StuDlo. During their preparation time in the StuDlo, the team will incorporate **five Improv Elements** into their Skit. When their 30-minute StuDlo time is over, the team will be taken to the Presentation Site. At the Presentation Site, the team will select a **sixth Improv Element** and then present their Skit to the Appraisers and audience.

SKIT:

- The team will create and perform an original Improv Skit that incorporates six Improv Elements into a story about three Nations' Traditions. The setup and Skit can be up to six minutes in length.
- The Team must present three selected Nations' Traditions in three separate Scenes in their Skit, with one Tradition per Scene.

Required Elements: The following six Improv Elements must be included in the team's Skit:

- Selected in the StuDlo:** Before the 30-minute StuDlo time begins, Improv Elements **1, 2 and 3** will be randomly selected in the StuDlo. After the StuDlo time begins, the team will create an original Improv Skit integrating those Elements as well as Improv Elements **4 and 5**.

- **Improv Element 1:** Three **Nations' Traditions** randomly selected from the list provided by the team.
- **Improv Element 2:** Three randomly selected **Sensory Cards** provided by the Tournament.
- **Improv Element 3:** A randomly selected **Situation** provided by the Tournament.
- **Improv Element 4:** A team-created **traDitionator**.
- **Improv Element 5:** A team-selected **Improv Technique**.

- Selected at the Presentation Site:** Just prior to the team's Presentation, the team will randomly select their sixth Improv Element: a randomly selected photograph.

Materials the team brings to create their props are certain types of:

Cardboard, Chenille Sticks (pipe cleaners), Drink Cartons, Fabric, Paper, Aluminum Foil, Adhesive Tape.

ELEMENT (Highly abridged)

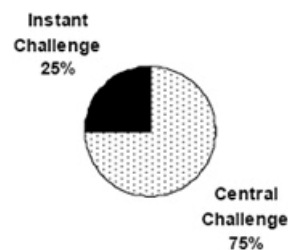
Central Challenge Up to 300

1. Skit – Development and creativity	Up to 50
2. Improv Element 1: Nations' Traditions – Effective portrayal	Up to 60
3. Improv Element 2: Sensory Card – Effective demonstration	Up to 30
4. Improv Element 3: Situation – Creative integration	Up to 30
5. Improv Element 4: traDitionator – used; effective highlighting; creative use of materials	Up to 35
6. Improv Element 5: Improv Technique – effectiveness and creative integration of improv technique	Up to 20
7. Improv Element 6: Picture – creative integration of image into the skit	Up to 30
8. Teamwork and Overall Presentation	Up to 45

Central Challenge Scoring At A Glance



Putting It All Together



Challenge: Card-DI-ology (Very abridged version)

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

The 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.

The Intent of the Challenge: To solve this Challenge, the team must build a Structure made of Playing Cards and test its strength by placing weights upon it at the Tournament. The team must also create an Architectural Drawing of the Structure and create and perform a Story about the impact or effect any kind of card(s) has on a Character in the Story. The team will earn points for:

- The Structure: The ratio of the weight of the Structure compared to the amount of weight it holds. The workmanship and unique design of the Structure, and optional bonus points for building the Structure without glue.
- The Architectural Drawing: The legibility and clarity of the Architectural Drawing and the inclusion of several required items.
- The Story: The creative portrayal of a card's or cards' impact or effect on a Character, the creative use of card(s) in a costume or prop, and the integration of the Structure Testing into the

The Structure: The Structure must be at least **7.5in. (19.1cm)** high and cannot be more than **9in. (22.9cm) high**. The **total weight of the Structure** may not exceed **85.00 grams (3.00 oz)**. Only glue and playing cards can be used to create the structure, and the glue can only be used as an adhesive, not a coating.

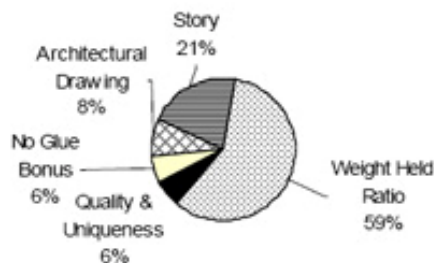
Scoring Elements (highly abridged)

1. The Structure's Weight Held Ratio (WHR)	Up to 140
2. Structure:	Up to 30
a. Quality of workmanship and uniqueness of design	Up to 15
b. No-Glue Bonus	0 or 15
3. Architectural Drawing	Up to 20
4. The Story	Up to 50
a. The creative portrayal of the card's or cards' impact or effect on one Character in the Story.	Up to 20
b. The Creative use of card(s) in a costume or prop	Up to 15
c. The integration of the Structure Testing into the Story	Up to 15

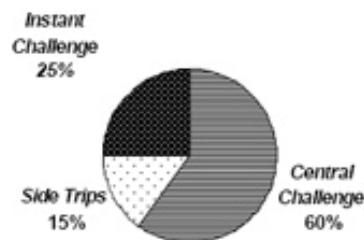
Side Trips Up to 60 B

1. Side Trips (2)	Up to 30 each
a. Creativity and Originality	Up to 15 each
b. Quality, Workmanship, or Effort that is evident	Up to 15 each

Central Challenge Scoring At A Glance



Putting It All Together



Challenge: Round About Courage (Very abridged version)

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

The 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.

ELEMENT

Central Challenge

1. Original Story

- a. Creative presentation of the Heroic Adventure
- b. Dramatic portrayal of the Hero
- c. Was a Personal Challenge overcome?
- d. Clear Storytelling (a beginning, middle and end)

2. Theater in the Round

- a. Effective Blocking/Staging
- b. Effective use of Set Pieces
- c. Overall presentation of Theater in the Round

3. Technical Set Piece or Prop

- a. Technical Design of the Technical Set Piece or Prop
- b. Was the Technical Effect successfully completed?
- c. Integration of Technical Set Piece or Prop into the Story

POINTS

Up to 240

Up to 85

- Up to 25
- Up to 25
- 0 or 10
- Up to 25

Up to 85

- Up to 30
- Up to 25
- Up to 30

Up to 70

- Up to 30
- 0 or 10
- Up to 30

Side Trips

1. Side Trip 1

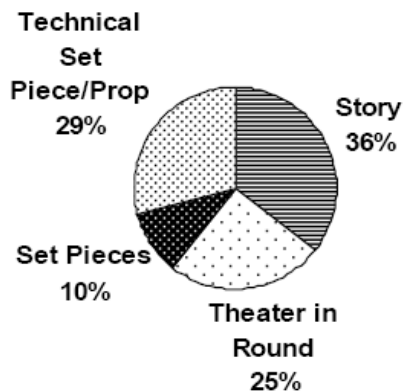
- a. Creativity and Originality
- b. Quality, Workmanship, or Effort that is evident

Up to 60

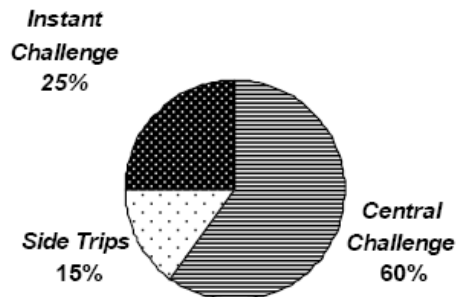
Up to 30 each

- Up to 15 each
- Up to 15 each

Central Challenge Scoring at a Glance



Putting It All Together



Challenge: Direct Flight (Very abridged version)

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

The 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.

Table 2: Landing Zone Value

Landing Zone	Point Value
#4	4
#3	3
#2	2
#1	1
Outside 20x20	0

Table 3: Bonus-Multiplier

Bonus Feature	Bonus Multiplier
Aloft: Flying for more than 30 secs	6
Aloft: Flying for more than 5 secs	4
Stunt	2
On-site Aircraft	2
No Bonus Feature or Bonus Feature not performed successfully	1

ELEMENT

Central Challenge

- Aircraft**
 - Design of Aircraft
 - Construction of Aircraft
 - The difficulty of the Stunt(s) actually completed
- Elevator(s)**
 - Design of Elevator(s)
 - Construction of Elevator(s)
- Scaled Score for Test Flights**
Raw Score for Test Flights: Sum of scores for Test Flights
Score for a Flight: Landing Zone Value x Bonus Value
- Skit**
 - Creativity of the Story including the alternate meanings
 - Quality of the skit

Side Trips

- Side Trip 1**
 - Creativity and Originality
 - Quality, Workmanship, or Effort that is evident

POINTS

Up to 240

Scores scaled to 45

Up to 20

Up to 15

Up to 10

Scores scaled to 45

Up to 20

Up to 25

Scores scaled to 120 points

Scores scaled to 30

Up to 15

Up to 15

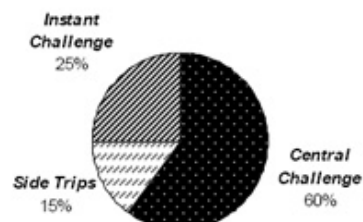
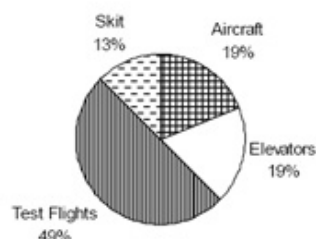
Up to 60

Up to 30 each

Up to 15 each

Up to 15 each

Central Challenge Scoring at a Glance Putting It All Together



Rising Stars!® : Make It New, It's Up To You! (Very abridged version)

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

Standards:

Locating Geographic Features: Uses appropriate resources to interpret information

Listening and Speaking: Uses listening and speaking strategies for different purposes

Thinking and Reasoning: Applies decision-making techniques

Working with Others: Contributes to the overall effort of a group

The Destination: What Is our Challenge?

Have you ever imagined, while sitting still one day,

A very special place you know, near or far away?

Learn all about a Landmark, a place for all to see,

Maybe it's a statue or a huge, gigantic tree.

Maybe it's a building, built so long ago.

The more you learn about it, the more you will know.

Then make a new Invention that changes it some way,

You can do it by yourselves. You're Rising Stars! Hurray!!!

- 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.