



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 students from kindergarten through college that builds participant's creativity, problem solving, and teamwork skills in enjoyable and meaningful ways. They work cooperatively on a team of up to 7 people and push the limits of imagination to better themselves. The learning process also teaches team and self-reliance, as all challenges must be strictly TEAM MEMBER SOLVED.

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

They look like skits, but are really well crafted solutions to complex questions and point values

The Destination ImagiNation Team Challenge is a Challenge that teams work on over a long period of time, usually several months. Destination ImagiNation offers 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 the Improvisational Challenge Chorific, 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 time period at their Tournament. Teams do not know ahead of time what this 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: Obstacles, Of Course (Very abridged version)

Focus: Technical Design and Construction, Innovation and Design Process, Mathematics, Experimentation, Theater Arts, and Teamwork. These teams will be using standards involving Mathematics, Science, Technology, Visual Arts, Research, Theatre, Innovation and design, and Performance Skills to accomplish their task.

The Team must design and build one Team-created vehicle that can travel around a Team created Obstacle Course multiple times. The team must also present an original, non-verbal Story about overcoming obstacle(s). Teams will earn points for:

- Design and Construction of the Team-created Vehicle.
- Design, Construction and level of difficulty of the Team-created Obstacle Course.
- A map that shows the order and the placement of the Obstacles on the Course.
- Obstacles successfully overcome by the Vehicle and the Technical Innovation of the methods used for overcoming the Obstacles.
- An original, non-verbal Team-created Story about overcoming obstacle(s). Additional points will be earned for integrating the appearance of the Obstacle Course into the Story's theme.

Central Challenge

1. Overcoming Obstacles

- Overcoming Obstacles (Easy, Medium, Hard)

2. Vehicle and Obstacle Course

- Design and Construction of the Vehicle
- Design and Construction of Obstacle Course
- Creativity and clarity of Obstacle Course Map
- Technical Innovation of methods to Overcome Obstacles

3. Story

- Effective use of non-verbal techniques
- How well the Story's theme is integrated with the appearance of the Obstacle Course
- Originality of Story, with emphasis on overcoming obstacle(s)

Side Trips

1. Side Trip 1

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

2. Side Trip 2

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

Up to 240

Scaled to 120 points

Up to 120 points

Scaled to 80 points

Up to 25 points

Up to 20 points

Up to 10 points

Up to 25 points

Scaled to 40

Up to 15 points

Up to 15 points

Up to 10 points

Up to 60

Up to 30

Up to 15

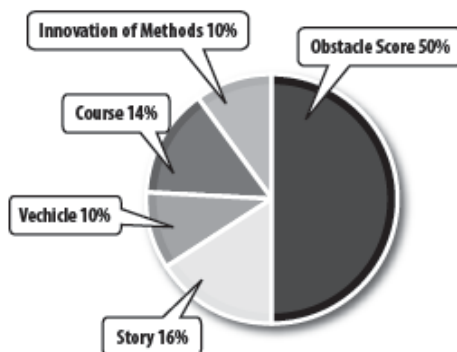
Up to 15

Up to 30

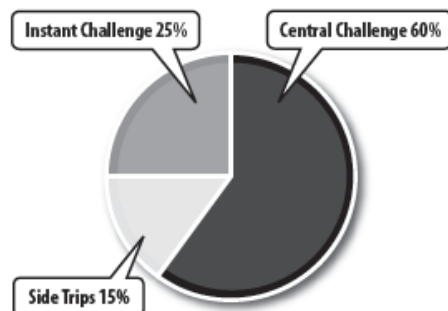
Up to 15

Up to 15

Central Challenge Scoring at a Glance



Putting It All Together



Challenge: Hit or Myth (Very abridged version)

Focus: Science, Theatre Arts, Research, International Studies and Teamwork as they develop their scenario. The standards of Mathematics, Science, Technology, Theater, Visual Arts and English Language Arts are strongly demonstrated in this Challenge.

The team must create and present an original Story about a Myth. The Story must be set in a Nation other than the team's own. The team will do a Myth Investigation (based on scientific testing methodologies) that will determine whether one or more facts in the Myth are possible or probable. The team will also create a Myth-Ecol replica from Recyclable Materials. The team will earn points for:

- a. Clear and effective Storytelling.
- b. Creative presentation of the Myth.
- c. Creative way information about the Nation is integrated into the Story.
- d. Design and Innovation of the Myth Investigation that uses Scientific Method.
- e. Creative presentation of the Myth Investigation in the Story.
- f. Creative use of Recyclable Materials in the Myth-Ecol Replica, as well as the integration of the Replica in the Story.

Central Challenge

1. The Story

- a. Clear and Effective Storytelling
- b. Creative Presentation of Myth in the Story
- c. Creative Integration of information on the Nation into the Story

2. Myth Investigation

- a. Myth Investigation results presented during the Presentation
- b. Creative Presentation of Myth Investigation in the Story
- c. Design of the Myth Investigation
- d. Innovation of the Myth Investigation

3. Myth-Ecol Replica

- a. Creative use of Recyclable Materials used to build the Myth-Ecol Replica
- b. Integration of the Myth-Ecol Replica into the Story

Side Trips

1. Side Trip 1

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

2. Side Trip 2

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

Up to 240

Up to 80 points

Up to 30 points

Up to 25 points

Up to 25 points

Up to 110 points

0 or 20 points

Up to 40 points

Up to 25 points

Up to 25 points

Up to 50 points

Up to 30 points

Up to 20 points

Up to 60

Up to 30

Up to 15

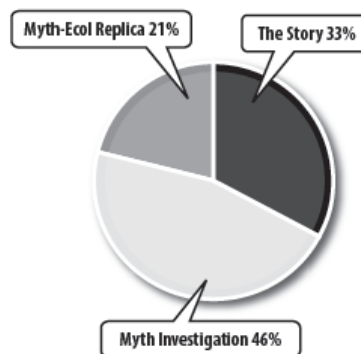
Up to 15

Up to 30

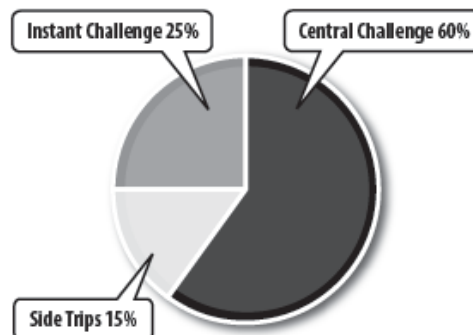
Up to 15

Up to 15

Central Challenge Scoring at a Glance



Putting It All Together



Challenge: DI've Got A Secret! (Very abridged version)

Focus: The team will use Playwriting, Theater Arts, Innovation and Design Process and Teamwork to solve this Challenge. The major Standards addressed will be Reading, Writing, Listening, Speaking, Theatre, Science, and Visual Arts.

Teams in this Challenge must:

- Create and present a theatrical performance of an original Story about a Secret. The Secret is information that is kept hidden from at least one person or character, and must be revealed during the Story.
- Create a Masquerade Character that appears to be something or someone until its true identity is revealed.
- Integrate a team-created Optical Illusion into the Story.
- Design and create three Set Pieces that will be connected to form a new Set Piece or Backdrop.
- Create two Side Trips and integrate them into the Presentation.

The team will earn points for the Creativity of the Story about a Secret. They will also earn points for the overall quality of the Presentation, which means how well the theatrical components, including characters, costumes, props, Set Pieces, Background and scenery are combined to produce the Presentation.

Central Challenge

1. Story

- Creativity of the Story about a Secret
- Overall quality of the Presentation

2. Masquerade Character

- Theatrical portrayal of the Masquerade Character
- Creativity and effectiveness of method(s) used to reveal the Masquerade Character's true identity

3. Optical Illusion

- The Optical Illusion appears in the Presentation
 - The visual effectiveness of the Optical Illusion
 - How well the Optical Illusion is integrated into the Story
- Revealer Set Pieces
 - The creative way in which the Revealer Set Pieces are Connected
 - How effectively the NEW Revealer Set Piece or Background helps to reveal the Secret

Up to 240

Up to 70 points

Up to 30 points

Up to 40 points

Up to 20 points

Up to 20 points

Up to 70 points

0 or 10 points

Up to 30 points

Up to 30 points

Up to 60 points

Up to 30 points

Up to 30 points

Side Trips

1. Side Trip 1

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

2. Side Trip 2

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

Up to 60

Up to 30

Up to 15

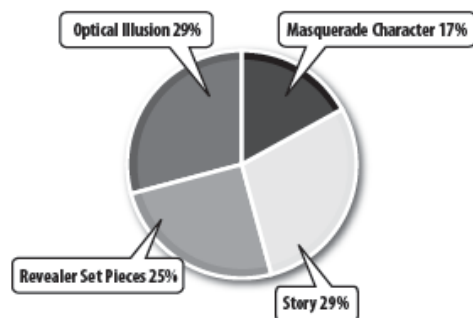
Up to 15

Up to 30

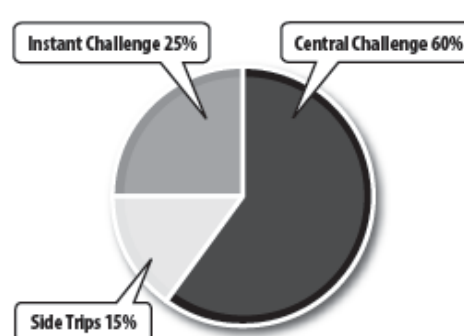
Up to 15

Up to 15

Central Challenge Scoring at a Glance



Putting It All Together



Challenge: Chorific! (Very abridged version)

Focus: These teams will use Improvisational Acting, Story Development, Theater Arts, Teamwork, and Sound Design as they delve into their solution. They will focus on the standards of Reading, Writing, Listening, Speaking, History, Research, Theatre, and Science.

These teams will:

- Create a six-minute Improvisational Skit about an ordinary, *randomly selected* Chore in a 30-minute timed period at the Tournament.
- Attempt to overcome two *randomly selected* Obstacles, both related to the Chore, in your Skit.
- Create a Sound Design that will be integrated and presented live during your Skit.
- Demonstrate one Improvisational Technique during your Skit.
- Integrate a Famous Person, *randomly selected* from a list of 20 people the team has previously researched, into your Skit.

Team Challenge

Up to 300 Points

1. Skit

Up to 50

- A clearly developed Story
- Originality and creativity of the Skit

Up to 30

Up to 20

2. Improv Element 1: The Chore

Up to 25

How creatively the Chore is presented and integrated into the Skit

Up to 25

3. Improv Element 2: The Obstacle 1

Up to 40

- Team attempts to overcome Obstacle 1
- Clever, unusual solution for attempting to overcome Obstacle 1 in the Skit

0 or 10

Up to 30

4. Improv Element 3: Sound Design

Up to 30

- Sound Design, consisting of at least five different Sound Themes, is present in the Skit. The Sound Themes presented, up to 5, will each receive 2 points
- Overall enhancement of the Skit by the Sound Design

2pts each
(Up to 10)

Up to 20

5. Improv Element 4: Improvisational Technique

Up to 25

- Improvisational Technique used in the Skit
- Effective and creative integration of the Improv Technique into Skit

0 or 5

Up to 20

6. Improv Element 5: Famous Person

Up to 40

- Presentation of research on the Famous Person
- Integration of the research into the portrayal of the Famous Person in the Skit

Up to 20

Up to 20

7. Improv Element 6: Obstacle 2

Up to 40

- Team reveals to the audience and Appraisers what Obstacle 2 is by reacting to it as soon as they pick up the card
- Team attempts to overcome Obstacle 2
- Clever, unusual solution for attempting to overcome Obstacle 2 in the Skit

0 or 10

0 or 15

Up to 15

8. Use of Materials

Up to 20

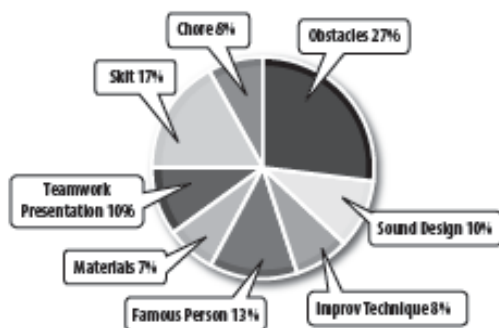
Creative use of materials in the Skit

Up to 20

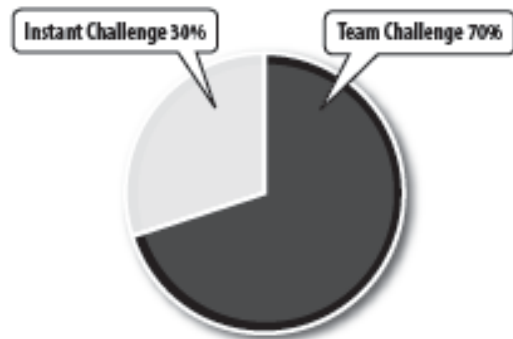
9. Teamwork and a well integrated and executed Overall Presentation

Up to 30

Team Challenge Scoring at a Glance



Putting It All Together



Challenge: SWITCH! (Very abridged version)

Focus: Teams will focus on Architectural Design, Structural Engineering, Construction, Research, Innovation and Design Process, Mathematics, Theater Arts, and Teamwork. The major Standards addressed will be Innovation and Design, Research, Theatre, Mathematics and Visual Arts.

Teams will design and build a Structure made completely of Wood and Glue and test it for strength by stacking weights upon it in two different Orientations. The structure may not exceed 22 grams (0.776 ounces) or specific dimension restrictions.

- a. Have a two-minute Stop Time while the team removes the weights after the first test and places the Structure in a different Orientation for the second test.
- b. Research a manufactured item, called a SWITCH! Item that can serve more than one purpose.
- c. Create and present a Story in which the team demonstrates two different purposes for the SWITCH! Item.
- d. Present a Freeze-Frame scene as part of the Story during the Stop Time.
- e. Create two Side Trips and integrate them into the Presentation.

The team will earn points for:

a. The Structure:

- The total weight the structure holds in both Orientations
- A Weight Held Bonus
- The Quality of Workmanship and Uniqueness of Design of the Structure

b. The Story:

- The overall creativity of the Story
- The creative demonstration of two different purposes of a SWITCH! Item
- The creative portrayal of a Freeze-Frame scene
- The integration of the Structure testing into the Story

To 240

Central Challenge

1. The Structure's Official Weight Held (OWH)

- In each competitive Level, the Structure with the highest Official Weight Held score will receive 155 points.
 - The score for all other teams in that Level will be based on the percentage of their Structure's Official Weight Held compared to the highest.
- Team's score = (OWH ÷ highest OWH in Level) × 155
- This score added to the scores the team earns for the items listed below will equal the total Raw Score.

Up to 155

2. Structure:

- a. Quality of Workmanship and Uniqueness of Design

Up to 15

Up to 15

3. The Story

- a. The overall creativity the Story
- b. The creative demonstration of the SWITCH! Item's first purpose in the Story
- c. The creative demonstration of the SWITCH! Item's second purpose in the Story
- d. The creative use of the Freeze-Frame scene in the Story
- e. The integration of the Structure testing into the Story

Up to 70

Up to 20

Up to 15

Up to 15

Up to 10

Up to 10

Side Trips

1. Side Trip 1
 - a. Creativity and Originality
 - b. Quality, Workmanship, or Effort that is evident
2. Side Trip 2
 - a. Creativity and Originality
 - b. Quality, Workmanship, or Effort that is evident.

To 60

Up to 30

Up to 15

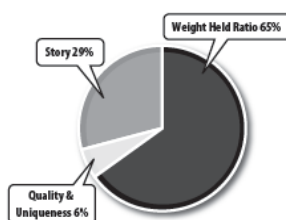
Up to 15

Up to 30

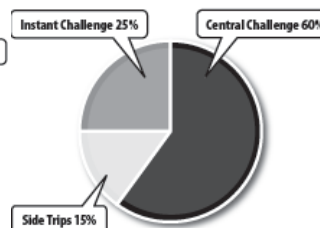
Up to 15

Up to 15

Central Challenge Scoring at a Glance



Putting It All Together



Rising Stars![®]: TwistDI History (Very abridged version)

Rising Stars! is the non-competitive program that follows the educational core of Destination ImagiNation, but is designed for preschool through second grade students. Most students, after being exposed to team-based problem solving in Rising Stars! join the core DI program.

Focus:

- Imagining Possibilities
- Storytelling
- Research
- History
- Geometric Shapes
- Performing in front of an audience
- Working with others

Standards:

History: Understands selected attributes and historical developments

Mathematics: Understands basic properties of geometry

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?

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.