



How To Watch A 2010 Destination ImagiNation® Challenge



www.NH-DI.org

Destination ImagiNation® is the premier non-profit worldwide for young people in the World!

Destination ImagiNation is the premier non-profit worldwide creative problem solving program for teams in preschool through college. With 1.3 million alumni and over 100,000 current students in over 30 countries, Destination ImagiNation fosters the development of creative thinking, teamwork and problem solving skills. The emphasis of DI is on the "process," the learning that takes place all year as the teams prepare their Challenge solutions. Those involved with Destination ImagiNation discover that creative solutions come from teamwork, cooperation, and risk-taking.

The learning process also teaches team and self-reliance, as **all challenges must be solved strictly TEAM MEMBERS.**

The Destination ImagiNation program asks teams to creatively solve **two different kinds of Challenges**, each with its own purpose and educational focus: 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 Challenges.

- ☑ The Destination ImagiNation *Team Challenge* is the Challenge that teams work on over a period of time, usually several months. Destination ImagiNation offers seven *Team Challenges*: five competitive Challenges, a **projectOUTREACH®** Challenge that yields a positive social outcome and a **Rising Stars!®** non-competitive Challenge.

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 well-crafted solutions designed to address the specific scoring areas of the Challenge. (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/Mechanical Design, Structural/Architectural Design, Science, Theatrical/Literary/Fine Arts, Improvisation and International/Intercultural themes.

Side Trip

- ☑ 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. The improvisation Challenge, DO or DI® does not have *Side Trips* because they are inherent in the Challenge.

Instant Challenge

The Destination ImagiNation *Instant Challenge* is a Challenge that 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 A: Direct Deposit (Very abridged version)

Educational Focus: Engineering, Cost/Benefit Analysis, Innovation & Design Process, Technical Design & Construction, Experimentation, Mathematics, Communication, Theater Arts, Teamwork.

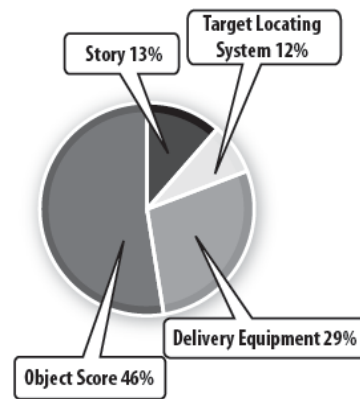
The Intent of this Challenge is for the team to design and build Delivery Equipment to deliver Objects from the Start Zone over the Barrier to a set of team-supplied Targets located on the other side of the Barrier in the Hard Hat Zone. As teams designed their solutions, they made many decisions to try to maximize their Object Score, weighting the potential risks and rewards of each choice. Teams will:

1. Create an **Original Story** about making one or more decisions.
2. Make decisions made about delivering **Objects** to **Targets**, including when and where the team's **Objects** are delivered.
3. Create the **Technical Design** and **Innovation** of the **Delivery Equipment**.
4. Create the **Technical Design** and **Innovation** of a system for locating **Targets** from behind the **Barrier**.
5. Create two **Side Trips** and integrate them into the **Presentation** all within a Team budget: \$175. (Words in bold are among those defined for the team).

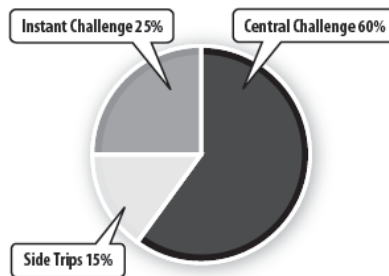
CENTRAL CHALLENGE		UP TO 240
1.	STORY	SCALED TO 30 POINTS
	a. Creativity of the Story about a Decision	Up to 15 points
	b. Creative integration of Object delivery attempts	Up to 15 points
2.	OBJECT SCORE	SCALED TO 110 POINTS
	a. Number of Low-Value Objects on Targets	Up to 20 Objects X 3
	b. Number of High-Value Objects on Targets	Up to 7 Objects X 12
	c. Small Target Bonus multiplier for Object Score	Multiplier 1 or 2
	d. Five Target Bonus multiplier for Object Score	Multiplier 1 or 2
	e. Time Factor Bonus multiplier for Object Score	Multiplier 1 to 2
3.	TECHNICAL DESIGN AND INNOVATION	SCALED TO 100 POINTS
	a. Technical Design of Delivery Equipment	Up to 40 points
	b. Innovation of Delivery Equipment	Up to 30 points
	c. Technical Design and Innovation of Target Locating System	Up to 30 points

SIDE TRIPS		UP TO 60
4.	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 15
5.	b. Quality, Workmanship, and/or Effort that is evident	Up to 15
	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 15
b. Quality, Workmanship, and/or Effort that is evident	Up to 15	

Team Challenge Scoring at a Glance



Putting It All Together



Challenge B: DI[®]-Bot (Very abridged version)

Educational Focus: Robotic Technology, Research, Technical Design and Construction, Science, Theater Arts, Teamwork.

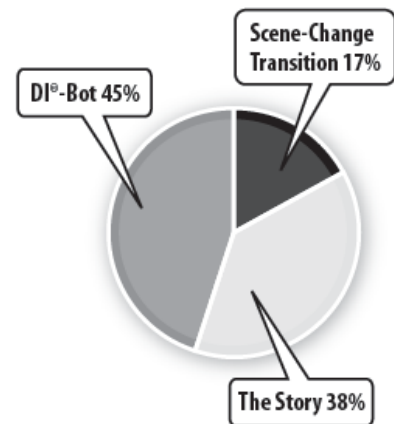
The team will create and present an original Story that integrates the DI-BOT and tells how the changes created by Robotic Technology affects a character's life. Your team will:

1. Learn about **Robotic Technology** and the changes it creates.
2. Create an original **Story** which envisions and shows how at least one character's life may be changed by **Robotic Technology**.
3. Design, create, and integrate a device called **DI-BOT**, which completes a motion or task, into the Story.
4. Create a method to change at least one prop or set piece, or part(s) of the prop or set piece, into DI-BOT, or a part of DI-BOT.
5. Create a scene change that enhances the **Presentation** by providing an effective transitional link from one scene to another.
6. Create two **Side Trips** and integrate them into the **Presentation**.
7. Team budget may not exceed \$175.
(Words in bold are among those defined for the team).

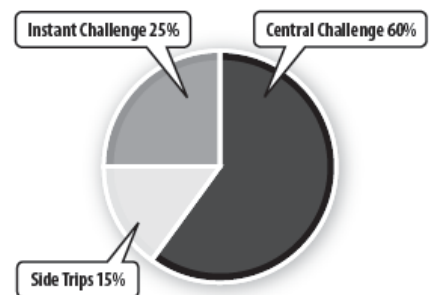
CENTRAL CHALLENGE		UP TO 240
1.	THE STORY	UP TO 90 POINTS
	a. Dramatic portrayal of the effect of the change on a character's life	Up to 20 points
	b. Creative integration of research about Robotic Technology into the Story	Up to 20 points
	c. Creativity of the original Story	Up to 25 points
	d. Clear and effective presentation of the original Story	Up to 25 points
2.	DI-BOT	UP TO 110 POINTS
	a. Creative integration of DI-BOT into the Story	Up to 25 points
	b. New and/or unexpected methods used to change a prop or set piece into DI-BOT or a part of DI-BOT	Up to 20
	c. Completion of team-defined motion or task	0 or 15
	d. Technical Design of DI-BOT	Up to 25 points
	e. Technical Innovation of DI-BOT	Up to 25 points
3.	SCENE-CHANGE TRANSITION	UP TO 40 POINTS
	a. Presentation of Scene-Change Transition	0 or 10
	b. New and/or unexpected methods used to produce the Scene-Change Transition	Up to 15 points
	c. Effectiveness of the Scene-Change Transition	Up to 15 points

SIDE TRIPS		UP TO 60
1.	SIDE TRIP 1	UP TO 30
	a. Creativity and Originality	Up to 15
	b. Quality, Workmanship, and/or Effort that is evident	Up to 15
2.	SIDE TRIP 2	UP TO 30
	a. Creativity and Originality	Up to 15
	b. Quality, Workmanship, and/or Effort that is evident	Up to 15

Scoring at a Glance



Putting It All Together



Challenge C: You're Gonna Flip! (Very abridged version)

Educational Focus: Storytelling; Puppet Design/Construction; Puppetry; Theater Arts, Visual Arts.

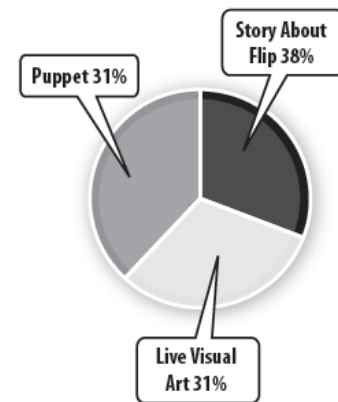
Teams will create and dramatize an original Story about a Character who experiences a Flip to a new Point of View.

1. Present an **Original Story** dramatizing how a **Character** experiences a Flip, or a change of point of view, about someone or something.
2. Design, construct, and feature at least one **Puppet** as a character in the **Story**.
3. Create a piece of **Live Visual Art** that is to be completely produced during the **Presentation**.
4. Create two **Side Trips** and integrate them into the **Presentation**. (Words in bold are among those defined for the team).
5. Total value of materials used may not exceed \$125 US.

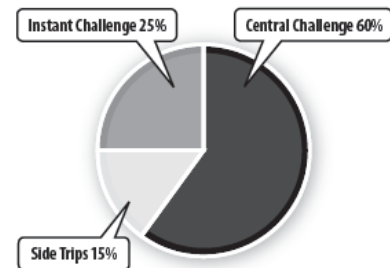
CENTRAL CHALLENGE		UP TO 240
1.	STORY	UP TO 90 POINTS
	a. Theatrical Effect of the First Point of View	Up to 25 points
	b. Theatrical Effect of the New Point of View	Up to 25 points
	c. Effective Storytelling	Up to 15 points
	d. Creativity of the Flip	Up to 25 points
2.	PUPPET	UP TO 75 POINTS
	a. Effective Puppetry	Up to 25 points
	b. Design and Craftsmanship of One Puppet	Up to 30 points
	c. Interaction between Puppet and Non-Puppet characters	Up to 20 points
3.	LIVE VISUAL ART	UP TO 75 POINTS
	a. How well the Live Visual Art depicts the First Point of View	Up to 25 points
	b. How well the Live Visual Art depicts the New Point of View	Up to 25 points
	c. Creative Approach with which the Live Visual Art is created	Up to 25 points

SIDE TRIPS		UP TO 60
1.	SIDE TRIP 1	UP TO 30
	a. Creativity and Originality	Up to 15
	b. Quality, Workmanship, and/or Effort that is evident	Up to 15
2.	SIDE TRIP 2	UP TO 30
	a. Creativity and Originality	Up to 15
	b. Quality, Workmanship, and/or Effort that is evident	Up to 15

Team Challenge Scoring at a Glance



Putting It All Together



Challenge D: Do or DI® (Very abridged version)

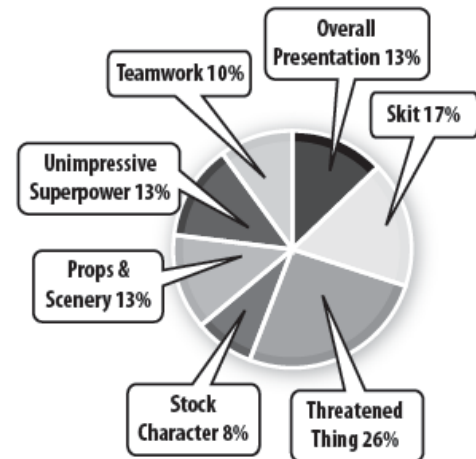
Educational Focus: Improvisational Acting, Story Development, Theater Arts, Team Work, Technical Innovation.

These teams will have seven minutes to prepare and create a five-minute improvisational performance and will:

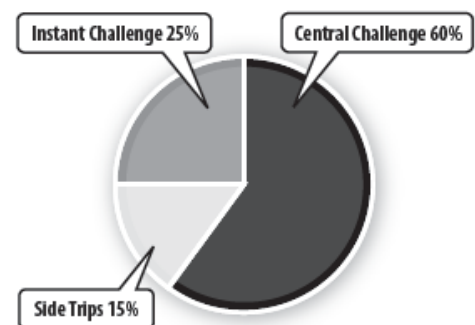
1. Create a five-minute **Improvisational Skit** about a **Threatened Thing** in danger of extinction. This must be done in a seven-minute **Preparation Time** period at the **Tournament**. This list is provided to the teams for research.
2. Present a **Skit** using a **Stock Character** randomly selected from a list of provided characters that the team has previously researched.
3. Incorporate props and/or scenery to enhance the Skit.
4. Integrate a randomly selected **Unimpressive Superpower** that is revealed during the Skit. (Words in bold are among those defined for the team).

CENTRAL CHALLENGE		UP TO 300
1.	SKIT	UP TO 50
	a. Originality and creativity of the Skit concerning a Threatened Thing	Up to 25
	b. A clearly developed story and how well the elements are integrated into the Skit	Up to 25
2.	IMPROV ELEMENT 1: THREATENED THING	UP TO 75
	a. Presentation of research on the Threatened Thing	Up to 25
	b. Presentation of Value judgment (educated opinion) about whether or not the Threatened Thing should be saved, based on the team's research	Up to 25
	c. Effectiveness of the integration of the research into the Skit	Up to 25
3.	IMPROV ELEMENT 2: STOCK CHARACTER	UP TO 25
	a. The Stock Character drawn is one of the main characters in the Skit.	0 or 5
	b. Effectiveness of Stock Character's portrayal	Up to 10
	c. Integration of the Stock Character into the Skit	Up to 10
4.	IMPROV ELEMENT 3: PROPS AND/OR SCENERY	UP TO 40
	Effectiveness of the Invisible Prop(s) and/or Human Scenery/Prop(s) in enhancing the Skit	Up to 40
5.	IMPROV ELEMENT 4: UNIMPRESSIVE SUPERPOWER	UP TO 40
	a. As soon as the card is picked up, team member(s) react and begin to reveal to the Appraisers and audience what the Unimpressive Superpower is	0 or 5
	b. Creative integration of the Unimpressive Superpower into the Skit	Up to 20
	c. Effective use of the Unimpressive Superpower as it relates to the approaching extinction of the Threatened Thing	Up to 15
6.	TEAMWORK	UP TO 30
	During Preparation Time, the way the team members work together to create their Skit out of the random elements they select. During the Skit, the way the team members work together to move the story along and improvise together.	Up to 30
7.	OVERALL PRESENTATION	UP TO 40
	A well integrated and executed Overall Presentation.	Up to 40

Team Challenge Scoring at a Glance



Putting It All Together



Challenge E: Breaking DI® News (Very abridged version)

Sponsored By:

Educational Focus: Structural Engineering, Materials Science, International Relations, Research, Innovation and Design Process, Mathematics, Theater Arts, Teamwork.



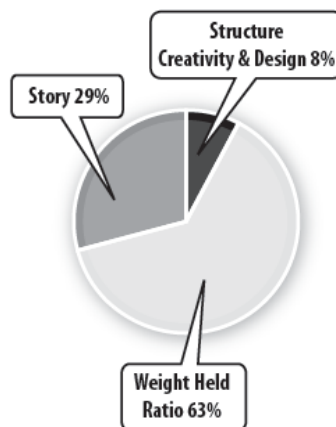
These teams will:

1. Design, build, and test a **Structure** made only of newsprint and glue. The height of the Structure must be at least 7.5in (19.05cm) and no more than 9in (22.86cm), and weigh no more than 75 grams (2.6455 ounces). This structure must hold weight.
2. Reduce the props and scenery used in the **Presentation** to fit inside a 30in x 24in x 48in (76.20cm x 60.96cm x 121.92cm) container.
3. Reuse a story about a **Newsworthy Event** in a nation other than your own.
4. Recycle newsprint by using it creatively in a costume or prop.
5. Create two **Side Trips** and integrate them into the **Presentation**.
6. The total value of the materials used in the **Presentation** may not exceed \$50 US.
(Words in bold are among those defined for the team).

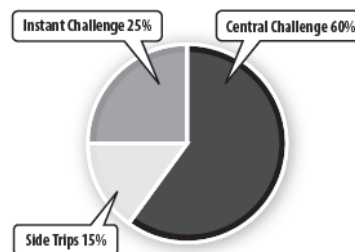
CENTRAL CHALLENGE UP TO 240

1.	THE STRUCTURE'S OFFICIAL WEIGHT HELD	Up to 150
	<p>The Scaled Official Weight Held</p> <ul style="list-style-type: none"> In each competitive Level, the Structure with the highest Weight Held Ratio score will receive 150 points. The score for all other teams in that Level will be based on the percentage of their Structure's WHR compared to the highest. <p>Team's score = (WHR + highest WHR in Level) x 150</p> <ul style="list-style-type: none"> This score added to the scores the team earns for the items listed below will equal the total Raw Score. 	
2.	Structure's Creativity and quality of design	UP TO 20
3.	THE STORY	UP TO 70
	a. The creativity of the presentation of a Story about a Newsworthy Event in a nation other than your own.	Up to 20
	b. Providing a copy of the Newsworthy Event article in the language of your Tournament.	0 or 5
	c. Providing a container with rigid sides that is required size and fully encloses all of the props and scenery	0 or 10
	d. The creativity of the container which holds the props and scenery.	Up to 20
e. The creative use of newsprint in a costume or prop.	Up to 15	

Team Challenge Scoring at a Glance



Putting It All Together



SIDE TRIPS UP TO 60

1.	SIDE TRIP 1	UP TO 30
	<p>a. Creativity and Originality</p> <p>b. Quality, Workmanship, and/or Effort that is evident</p>	Up to 15
2.	SIDE TRIP 2	UP TO 30
	<p>a. Creativity and Originality</p> <p>b. Quality, Workmanship, and/or Effort that is evident</p>	Up to 15

Rising Stars!®: Weighty News (Non-competitive K-2nd grade; Very abridged version)

Educational Focus: Architecture and Structure, News Reporting, Research, Mathematics, Performing in front of an audience, Team problem solving.

These teams will:

1. You build the Structure of any shape with newspaper and tape ONLY which can be up to 2-feet wide and 2-feet high.
2. Teams will test the strength of the Structure until it breaks.
3. Perform a newscast with reporters and integrate a commercial. A story in the newscast will be the discovery of a new Structure that will help answer questions about the new Structure.

Inspired By: 	ProjectOUTREACH® : Band Together! (Destination ImagiNation Challenge with a positive social outcome)
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Educational Focus: Service Learning, Research, Youth Empowerment, Teamwork, Marketing, Communication, Project Management

Teams will design and implement a community-centered Project, and use music to help you effect positive change. The projectOUTREACH Challenge has two distinct elements. The first element is the Project, which the team will create and implement to address a real community need. The second element is the Tournament, where the team will present their Project.

The Project

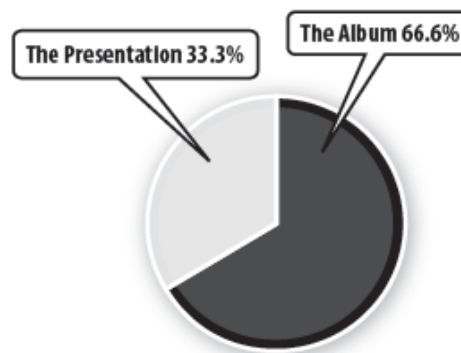
1. Identify community needs and use creative problem solving tools to select at least one need.
2. Design and implement a team Project in your community that creatively uses music to address the need(s) you selected.

The Tournament

1. Compile an Album to document the Project.
2. Create and perform an entertaining Presentation that informs the audience about your Project.
3. Include a Multi-sensory Aesthetic Experience in your Presentation with two Side Trips. Materials may not exceed \$125 US.

CENTRAL CHALLENGE		UP TO 240
1.	THE ALBUM	UP TO 160
	a. Creativity of the methods used to present the Project in the Album	Up to 30
	b. Project Data Forms	Up to 70
	1. Statement of Project planning process	0 or 10
	2. Statement of Project timeline	0 or 10
	3. Description of Project activities	0 or 10
	4. Identification of Community Partners	0 or 10
	5. Statement of financial resources	0 or 10
	6. Statement of Project results	0 or 10
	7. Bibliography	0 or 10
	c. Project Content (Based on Project Summary)	Up to 60
	1. Originality of the Project approach	Up to 15
	2. Creative use of music in the Project	Up to 15
	3. Team evaluation of the Project; Description of methods and results.	Up to 15
	4. Potential Impact of the Implemented Project	Up to 15
2.	THE PRESENTATION	UP TO 80
	a. Creativity of the Multi-sensory Aesthetic Experience	Up to 20
	b. Creative Integration of the Project process	Up to 20
	c. Creative Integration of the Project results	Up to 20
	d. Creative Integration of the community need addressed	Up to 20
SIDE TRIPS		UP TO 60
1.	SIDE TRIP 1	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, and/or Effort that is evident	Up to 10
	c. Relationship to the Project	Up to 10
2.	SIDE TRIP 2	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, and/or Effort that is evident	Up to 10
	c. Relationship to the Project	Up to 10

Scoring at a Glance



Putting It All Together

