



How To Watch A 2011 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*: six competitive Challenges including 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 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: Unidentified Moving Object (Very abridged version)

Educational Focus: Design and Construction, Innovation and Design Process, Mathematics, Modularization, Optimized Design, Experimentation, Theater Arts, Teamwork.

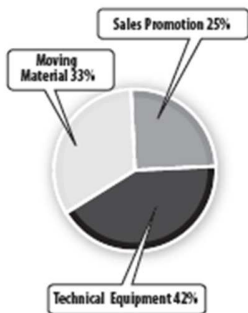
To solve this Challenge, the team must design, build, and operate Equipment that will fit completely into a team-provided Storage Box. Equipment will be inside the closed Storage Box at the start and end of the Presentation Time. When time begins, the Equipment may be removed from the Storage Box, assembled (if necessary), and used to move a variety of Materials. The team will also present a Sales Promotion for its Equipment that describes how it solves an Infrastructure problem.

The team will design and construct Equipment (Any tools or machines that perform the transporting (lifting and moving) of Materials) that can move Materials from the Tower to the Pool and from the Pool to the Tower.

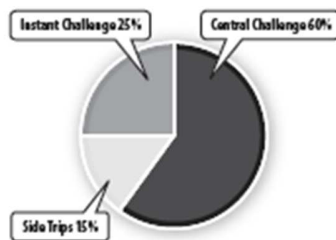
The team will earn points for:

- Technical Design and Innovation of the Equipment.
- The number of Materials correctly moved to scoring zones.
- Having the Equipment completely in the closed Storage Box when time begins and ends.
- Presentation of the Sales Promotion for the Equipment.

Team Challenge Scoring at a Glance



Putting It All Together



D. REWARD POINTS

ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	TECHNICAL EQUIPMENT	UP TO 100 POINTS
	a. All Equipment completely inside the Storage Box, with the lid closed, when the team's Presentation time begins.	0 or 20 points
	b. The Technical Design and Innovation of the Equipment and power source.	Up to 60 points
	c. All Equipment completely inside the Storage Box, with the lid closed, at the end of the team's Presentation time.	0 or 20 points
2.	MOVING MATERIALS	UP TO 80 POINTS
	a. Materials moved to four Tower zones	0, 10, 20, 30 or 40 pts
	b. Materials moved to four Pool zones	0, 10, 20, 30 or 40 pts
3.	SALES PROMOTION	UP TO 60 POINTS
	a. Creativity of the Sales Promotion	Up to 25 points
	b. Effectiveness of the Sales Promotion	Up to 25 points
	c. Integration of the movement of Materials into the Sales Presentation	Up to 10 points

SIDE TRIPS		UP TO 60
4.	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10
5.	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10

Challenge B: Spinning A Tale (Very abridged version) AMERESCO

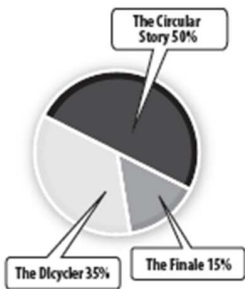
Educational Focus: Science, Research of Energy Cycles in the Natural and/or Physical World, Innovation and Design Process, Theater Arts, Playwriting, Technical Design, Construction, Teamwork.

The team will present an original three act Circular Story (a team-created original story based on cause and effect) that demonstrates knowledge about the team's chosen Energy Cycle. The Presentation must include a team-created *Dicycler* that changes as the Story progresses and, in the Finale, signals the end of the team's Presentation.

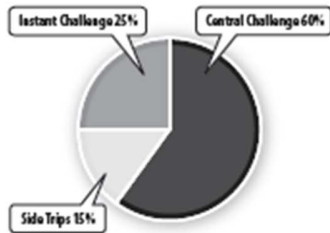
Teams will:

- Research Energy Cycles in the Natural and/or Physical World
- Develop and present an original three-act Circular Story that demonstrates knowledge about one Energy Cycle
- Create a Dicycler that changes as the Story progresses and the acts change
- Create a Finale that uses your Dicycler to signal the end of your Presentation

Team Challenge Scoring at a Glance



Putting It All Together



D. REWARD POINTS

ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	THE CIRCULAR STORY	UP TO 120
	a. Circular Story has 3 unique Acts	0 or 10
	b. Effective Transition between Acts	Up to 20
	c. Creativity of the Circular Story	Up to 30
	d. Clear and effective presentation of Circular Story in selected order	Up to 30
e. Creative integration of knowledge about the team's chosen Energy Cycle into the Circular Story	Up to 30	
2.	THE DICYCLER	UP TO 85
	a. Creativity of the design of the Dicycler	Up to 30
	b. Dicycler successfully transforms at least once during each Act	0, 5, 10, or 15
	c. Dicycler's appearance before the Finale is identical to the way it was when the Circular Story began	0 or 5
	d. Creativity of the methods used to change the Dicycler during each Act	Up to 20
e. Effective use of Dicycler to present knowledge about the team's chosen Energy Cycle	Up to 15	
3.	THE FINALE	UP TO 35
	a. Dicycler signals the end of the Presentation	0 or 5
	b. Creativity of the Finale	Up to 15
	c. Creative use and/or incorporation of the Dicycler and how it indicates that the Presentation has ended	Up to 15

SIDE TRIPS

UP TO 60

4.	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10
5.	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10

Challenge C: Triple Take Road Show (Very abridged version)

Educational Focus: Playwriting, Theatrical Presentation, Storytelling, Storytelling Relevance, Special Effects, Innovation and Design Process, Construction, Teamwork.

The Intent of the Challenge is for the team to use different Storytelling Methods to adapt a Story to fit three different Pretend Audiences. The team must portray two different Travel Methods that are used to move between Pretend Audiences (A team-chosen group of spectators for which one of the three Traveling Road Shows is intended).

Teams will also:

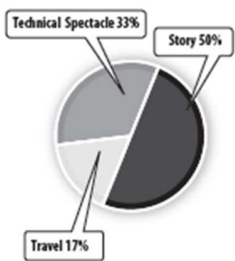
- Use different Storytelling Methods to tell the same story to three team-chosen Pretend Audiences
- Portray the Travel Methods used to move your Traveling Road Show between different Pretend Audiences
- Traveling Road Shows often feature special effects to help tell stories and amaze audiences. The team will create a Technical Spectacle to enhance the Traveling Road Show for one of the Pretend Audiences.

This performance will feature smooth integration of the use of principles in fields which may include chemistry, computer science, hydraulics, mathematics, mechanical engineering, physics or structural engineering.

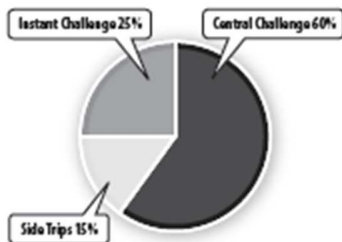
D. REWARD POINTS

ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	STORY	UP TO 120
	a. Pretend Audience #1	
	i. Clear and Effective Storytelling	Up to 20
	ii. Creativity of Storytelling Methods	Up to 20
	b. Pretend Audience #2	
	i. Clear and Effective Storytelling	Up to 20
	ii. Creativity of Storytelling Methods	Up to 20
2.	TRAVEL	UP TO 40
	a. Effective Theatrical Portrayal of Travel Method #1	Up to 20
	b. Effective Theatrical Portrayal of Travel Method #2	Up to 20
	3.	TECHNICAL SPECTACLE
a. Theatrical Effect of Technical Spectacle	Up to 20	
b. Integration of Technical Spectacle into Traveling Road Show	Up to 20	
c. Technical Innovation of Technical Spectacle	Up to 30	
d. Successful Completion of Technical Spectacle	0 or 10	
SIDE TRIPS		UP TO 60
4.	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
c. Integration into the Presentation	Up to 10	
5.	SIDE TRIP	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
c. Integration into the Presentation	Up to 10	

Team Challenge Scoring at a Glance



Putting It All Together



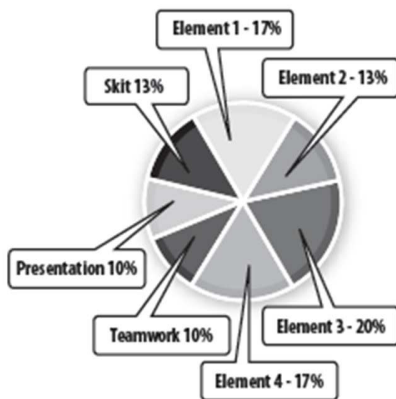
Challenge D: Mythology Mission (Very abridged version)

Educational Focus: Research and Understanding of Cultures, Mythology, Improvisational Acting, Story Development, Theater Arts, Teamwork.

To solve this Challenge the team will integrate three Improv Elements: a Culture, a Mythical Creature and three Souvenirs. During the Skit, the team will reveal the fourth Improv Element, the Unexpected Problem, and integrate it on stage. Teams will:

- Create a five-minute Improvisational Skit about a Mission involving a Mythical Creature. Teams will have five-minutes Preparation Time prior to the Presentation at the Tournament.
- Incorporate three Improv Elements and reveal a fourth Improv Element.
- Incorporate research about a Culture from a country (one of six countries will be randomly chosen prior to performance).
- Incorporate three Souvenirs randomly selected from the list of items and combine them to create one Master Prop.
- Incorporate an Unexpected Problem that is discovered on stage.

Team Challenge Scoring at a Glance



D. REWARD POINTS

ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 300
1.	SKIT	UP TO 40
	a. Originality and creativity of the Skit about a Mission Involving a Mythical Creature	Up to 20
	b. Clearly developed story	Up to 20
2.	IMPROV ELEMENT 1: CULTURE FOUND WITHIN COUNTRY	UP TO 50
	a. Creativity of Incorporation of research about Culture found within the country	Up to 20
	b. Effective Integration of the Culture into the Skit	Up to 30
3.	IMPROV ELEMENT 2: MYTHICAL CREATURE	UP TO 40
	a. Creativity of Incorporation of research about the Mythical Creature	Up to 20
	b. Effective Integration of the Mythical Creature into the Skit	Up to 20
4.	IMPROV ELEMENT 3: THE SOUVENIRS	UP TO 60
	a. Souvenir Depictions	0 or 5
	I. 1st Souvenir is depicted as representing something in the Culture	0 or 5
	II. 2nd Souvenir is depicted as representing something in the Culture	0 or 5
	III. 3rd Souvenir is depicted as representing something in the Culture	0 or 5
	b. Creative Integration of Souvenirs into the Skit	Up to 15
	c. Creative use of materials in creating Master Prop	Up to 10
	d. Creative Integration of Master Prop into the performance	Up to 20
5.	IMPROV ELEMENT 4: UNEXPECTED PROBLEM	UP TO 50
	a. Integration of Unexpected Problem into Skit	Up to 25
	b. Creative way the team overcomes the Unexpected Problem	Up to 25
6.	TEAMWORK	UP TO 30
	a. Teamwork	Up to 30
7.	OVERALL PRESENTATION	UP TO 30
	a. Overall Presentation	Up to 30

Challenge E: Verses! Foiled Again!

(Very abridged version)

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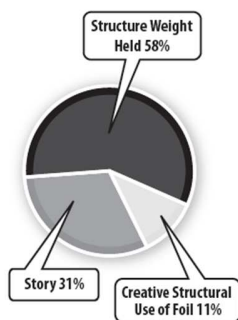


Educational Focus: Architectural Design, Structural Engineering, Construction, Material Science, Research, Innovation and Design Process, Mathematics, Theater Arts, Poetry, Teamwork.

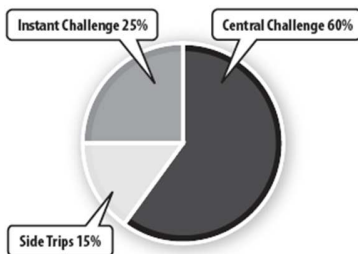
These teams will:

- Design and build a Structure made only of Aluminum Foil, Wood and Glue.
 - The team must test the Structure's strength by placing weights upon it at the Tournament.
 - Will be tested for Weight Held Ratio (WHR) is the Official Weight Held in pounds divided by the Structure's weight in grams (measured to the nearest tenth of a gram), rounded to two decimal places.
 - The total weight of the Structure must not exceed 25 grams (0.88 oz) for Elementary Level teams, 20 grams (0.705 ounces) for Middle Level teams and 15 grams (.053 ounces) for Secondary and University Level teams.
 - The Structure's height must be at least 7.5in (19.1cm) and no more than 9in (22.9cm).
- Present a Story about a character that is Foiled
- Integrate team-written Verse and published Verse into your Story

Team Challenge Scoring at a Glance



Putting It All Together



D. REWARD POINTS

ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	STRUCTURE WEIGHT HELD RATIO	UP TO 140
	<ul style="list-style-type: none"> • In each competitive Level, the Structure with the highest Weight Held Ratio will receive 140 points. • The score for all other teams in that Level will be based on the percentage of their Structures Weight Held Ratio compared to the highest Weight Held Ratio in that level. <p>Team's score = (WHR + highest WHR in Level) × 140</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. 	Up to 140
2.	Creative Structural Use of Aluminum Foil in the Structure Design	UP TO 25
3.	STORY WITH VERSES AND PROP OR SCENERY	UP TO 75
	a. Creativity of the Story, including how a character is Foiled	Up to 20
	b. Presentation and Integration of the Team-Written Verse into the Story	Up to 20
	c. Presentation and Integration of the Published Verse into the Story	Up to 10
	d. Creativity and Workmanship of prop or piece of scenery made only of Aluminum Foil, Wood and Glue	Up to 25
SIDE TRIPS		UP TO 60
4.	SIDE TRIP 1	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
		Up to 10
5.	SIDE TRIP 2	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
		Up to 10

Rising Stars!®: Big Bug's Bad Day (Non-competitive K-2nd grade; Very abridged version)

Educational Focus: Entomology, Research, Zoology, Storytelling, Performing in Front of an Audience, Team Problem Solving, Teamwork.

Teams will:

- Learn about bugs and how they work with other living things
- Create a play that tells about Big Bug's bad day
- Explore how Big Bug's friends try to make the day better

Standards:

- Working with Others: Displays effective interpersonal communications skills
- Science: Understands relationships among organisms and their physical environment
- Thinking and Reasoning: Applies decision-making techniques
- Health: Understands essential concepts about mental and emotional health
- Listening and Speaking: Uses listening and speaking strategies for different purposes



ProjectOUTREACH®: Dynamic Networks (Destination ImagiNation Challenge with a positive social outcome)

Educational Focus: Service Learning, Civic Responsibility, Social Science, Partnerships, Fundraising, Progress Monitoring, Evaluation, Teamwork.

The Project

- Use creative problem solving tools to identify and select at least one community need.
- Design and carry out a team Project to address the need.
- Use at least one Social Network to address the need.
- Use at least two Communication Tools within a Social Network in your Project.

The Tournament

- Compile an Album to document your Project.
- Create and perform a Presentation that showcases your Project.
- Include an Artistic Representation of a Social Network used in your Project in your Presentation.

REWARD POINTS

ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	THE ALBUM	UP TO 150
	a. Project Data Forms	Up to 40
	i. Project History Form	0 or 5
	ii. Statement of Project planning process	0 or 5
	iii. Statement of Project timeline	0 or 5
	iv. Description of Project activities	0 or 5
	v. Identification of Community Partners	0 or 5
	vi. Statement of Financial Resources	0 or 5
	vii. Statement of Project results	0 or 5
	viii. Bibliography	0 or 5
	b. Project Summary	Up to 80
	i. Originality of the Project approach	Up to 20
	ii. Creative use of Social Network	Up to 15
	iii. Creative use of Communication Tool #1	Up to 15
	iv. Creative use of Communication Tool #2	Up to 15
	v. Thoroughness of Project evaluation	Up to 15
	c. The creative methods used to present the Project in the Album	Up to 20
	d. Effective presentation of the Project in the Album	Up to 10
2.	THE PRESENTATION	UP TO 90
	a. Creative integration of the community need	Up to 20
	b. Creative integration of the Project processes	Up to 20
	c. Creative integration of the Project results	Up to 20
	d. Creativity of the Artistic Representation of a Social Network used in the Project.	Up to 30

SIDE TRIPS		UP TO 60
3.	SIDE TRIP 1	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Relationship to the Project and/or Presentation	Up to 10
4.	SIDE TRIP 2	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Relationship to the Project and/or Presentation	Up to 10

Team Challenge Scoring at a Glance



Putting It All Together

