



How To Watch A 2012 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 largest 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, critical thinking, creativity, cooperation, collaboration 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* 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; Improvisational Techniques; Service-Learning.

Choice Elements

- ☑ 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: 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. This also allows teams to highlight areas of strength that are not brought forth in the Central Challenge requirements.
- ☑ Some Challenges do not have Choice Elements if 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.

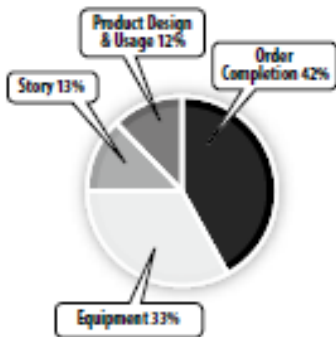
Challenge A: Assembly Required (Very abridged version)

Educational Focus: Engineering, technical design, mathematics, logistics and decision making, critical thinking, collaboration and communication.

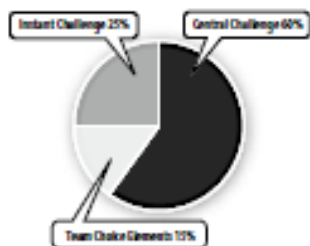
To solve this Challenge, the team will:

- Design and build mobile Equipment that will pick up Parts from the Parts Depot and transport the Parts to the Assembly Area. The Equipment will also be used to transport Products from the Assembly Area to the Delivery Area.
- Include large, mobile Equipment designed to travel around the site and be operated by at least one team member riding on the Equipment.
- Select Orders to fill and will assemble Parts into their team-designed Products.
- Incorporate the final Product and assembly process into an original Story about something that happens just in time.

Team Challenge Scoring at a Glance



Putting It All Together



ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	EQUIPMENT	UP TO 80
	a. Equipment Propulsion System – Innovation and design	Up to 40
	b. Equipment Energy Source – Innovation and design	Up to 10
	c. Equipment Loading/Unloading Device[s] – Innovation and design	Up to 30
2.	PRODUCT DESIGN AND USAGE	UP TO 30
	a. Creativity and Design of Product A	Up to 10
	b. Creativity and Design of Product B	Up to 10
	c. Creative use of finished Product In Presentation	Up to 10
3.	ORDER COMPLETION	SCALED TO 100
	a. Completed Order Score (See formula – A.3.d)	Up to 340
	b. Quality Control Bonus	
	1. Orders (# of Completed Orders x 2)	Up to 20
	2. Parts (# of Completed Orders x 2)	Up to 20
3. Trips (# of Completed Orders x 2)	Up to 20	
4.	STORY	UP TO 30
	a. Creativity and Originality of the Story	Up to 20
	b. Creative Integration of the Assembly and Delivery process	Up to 10

TEAM CHOICE ELEMENTS		UPTO 60
5.	TEAM CHOICE ELEMENT 1	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Integration Into Presentation	Up to 10
6.	TEAM CHOICE ELEMENT 2	UP TO 30
	a. Creativity and Originality	Up to 10
	b. Quality, Workmanship, or Effort that is evident	Up to 10
	c. Integration Into Presentation	Up to 10

AMERESCO **Challenge B: The Solar Stage** (*Very abridged version*)

Educational Focus: Science, solar energy research, model and prototype construction, storytelling, theatrical lighting design, creativity, critical thinking, collaboration and communication.

The team will:

- Create and present a theatrical performance that tells a Story about the use of solar energy.
- Design and provide Theatrical Lighting to be used to illuminate the Presentation and to create special theatrical effects.
- Integrate research about past and/or current uses of solar energy.
- Design and create a Solar Energy Prototype that demonstrates a new way to collect, capture and use solar energy.

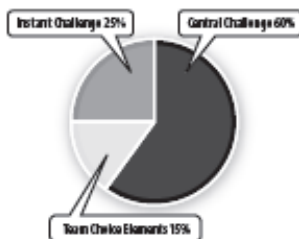
Team Challenge Scoring at a Glance



ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	STORY	UP TO 80
	a. Creativity of the Story	Up to 30
	b. Clear and Effective Storytelling	Up to 25
	c. Creative Integration of Research into the Presentation	Up to 25
2.	SOLAR ENERGY PROTOTYPE	UP TO 90
	a. Quality of Appearance and Workmanship of Prototype	Up to 30
	b. Original and/or Unexpected Methods used to Collect, Convert and Use the Solar Energy	Up to 30
	c. Effective Demonstration of Solar Energy Prototype	Up to 30
3.	THEATRICAL LIGHTING	UP TO 70
	a. Creative Effect of ONE Lighting Technique	Up to 30
	b. Effective Theatrical Use of ALL Lighting Techniques	Up to 40

TEAM CHOICE ELEMENTS		UP TO 60
4.	TEAM CHOICE ELEMENT 1	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.	TEAM CHOICE ELEMENT 2	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

Putting It All Together



Challenge C: Coming Attractions (Very abridged version)

Educational Focus: Storytelling, international cultures, cinematic special effects, music and sounds, theater arts, creativity, critical thinking, collaboration and communication.

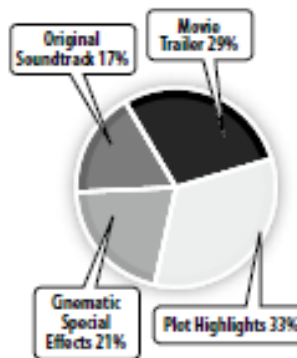
The intent of this Challenge is for teams to create and present a Movie Trailer that portrays the interaction of characters from at least two Nations. The Movie Trailer must portray Plot Highlights from a movie that the team imagines, **not** an existing film. A Cinematic Special Effect and an Original Soundtrack will enhance the Movie Trailer's impact on the audience.

Teams will:

- Present a Movie Trailer involving characters from at least two Nations.
- Design a Cinematic Special Effect and feature it in the Movie Trailer.
- Create an Original Soundtrack that complements the Movie Trailer.

ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 240
1.	MOVIE TRAILER	UP TO 70
	a. How Well the Presentation Fits the Style of a Movie Trailer	Up to 40
	b. Overall Quality of the Movie Trailer	Up to 30
2.	PLOT HIGHLIGHTS	UP TO 80
	a. Creativity and Originality of the Plot Highlights	Up to 25
	b. Theatrical Portrayal of Nation One's Culture	Up to 20
	c. Theatrical Portrayal of Nation Two's Culture	Up to 20
	d. Theatrical Portrayal of the Interaction of characters from Different Nations	Up to 15
3.	CINEMATIC SPECIAL EFFECTS	UP TO 50
	a. Theatrical Effect of the Cinematic Special Effect	Up to 20
	b. Technical Innovation of the Cinematic Special Effect	Up to 15
	c. Technical Design of the Cinematic Special Effect	Up to 15
4.	ORIGINAL SOUNDTRACK	UP TO 40
	a. Creativity of the Original Soundtrack	Up to 20
	b. How Well the Original Soundtrack Complements the Movie Trailer	Up to 20
TEAM CHOICE ELEMENTS		UP TO 60
5.	TEAM CHOICE ELEMENT 1	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
6.	TEAM CHOICE ELEMENT 2	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



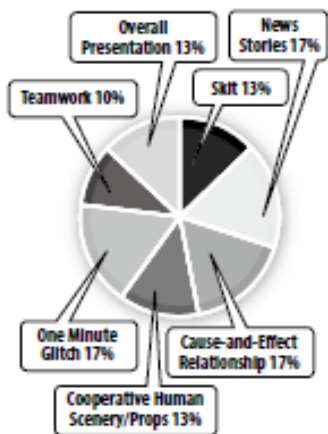
Challenge D: News To Me (Very abridged version)

Educational Focus: Improvisational acting, story development, teamwork, cause and effect relationships, news stories from various sources, collaboration, creativity and communication.

Teams will create a 5-minute improvisational Skit about Cause and Effect relationships between two unrelated News Stories that integrates four Improv Elements:

- News Stories, one Team-Provided and one Tournament-Supplied.
- A Cause-and-Effect Relationship between the two news stories.
- Cooperative Human Scenery/Props.
- After its four-minute preparation time, the team will receive the Fourth (4) Improv Element, the One-Minute Glitch (OMG) and will have one minute to determine how to incorporate it into their Skit.

Team Challenge Scoring at a Glance



ELEMENT		POINTS
CENTRAL CHALLENGE		UP TO 300
1.	SKIT	UP TO 40
	a. A clearly developed story about a Cause-and-Effect Relationship between two unrelated News Stories	Up to 20
	b. Originality and creativity of the Skit about a Cause-and-Effect Relationship between two unrelated News Stories	Up to 20
2.	IMPROV ELEMENT 1: NEWS STORIES	UP TO 50
	a. Effective integration of Team-Provided News Story	Up to 25
	b. Effective integration of Tournament-Supplied News Story	Up to 25
3.	IMPROV ELEMENT 2: CAUSE-AND-EFFECT RELATIONSHIP	UP TO 50
	a. Is one of the two News Stories presented as the Cause?	0 or 5
	b. Is the other of the two News Stories presented as the Effect?	0 or 5
	c. Creativity of Cause-and-Effect Relationship between the two News Stories	Up to 15
	d. Theatrical Presentation of Cause-and-Effect Relationship	Up to 25
4.	IMPROV ELEMENT 3: COOPERATIVE HUMAN SCENERY/PROPS	UP TO 40
	a. Creativity of Cooperative Human Scenery/Props	Up to 20
	b. Effectiveness integration of how Cooperative Human Scenery/Props enhance the overall effect of the Skit	Up to 20
5.	IMPROV ELEMENT 4: ONE MINUTE GLITCH (OMG)	UP TO 50
	a. Creativity of how team demonstrates OMG	Up to 25
	b. Effectiveness of integration of OMG	Up to 25
6.	TEAMWORK	UP TO 30
7.	OVERALL PRESENTATION	UP TO 40



Challenge E: Hold It! (Veryabridged version)

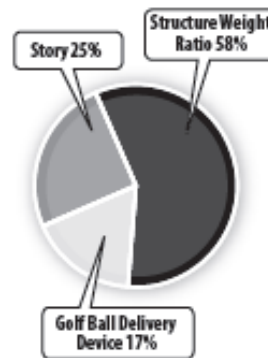
Educational Focus: Architectural & Engineering Design, Structural Engineering, Construction, Innovation and Design Process, Mathematics, Theater Arts and Teamwork.

These teams will:

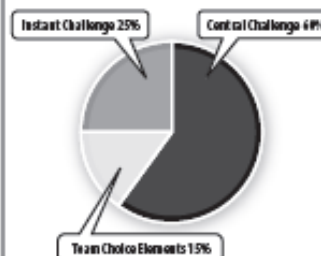
- Design, build and test a Structure made entirely out of wood and commercially available glue to hold weight and contain Tournament-provided golf balls.
- Design and build a Delivery Device that will deposit the golf balls, one at a time, into the Structure.
- Create and present an original story about a "Captivator": Character who uses technology to capture, contain and/or deliver something.
- Integrate the Weight Placement and Golf Ball Delivery into the Story.

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 Structure's Weight Held Ratio compared to the highest Weight Held Ratio (WHR) in that level. <p>WHR is the Total Weight Held (TWH) in pounds divided by the Structure's weight in grams.</p> <p>TWH is the Official Weight Held plus 50 times the number of Held Golf Balls</p> <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.	DESIGN AND CREATIVITY OF THE GOLF BALL DELIVERY DEVICE	UP TO 40
3.	STORY	UP TO 60
	a. Creativity of the Story	Up to 20
	b. Creative Depiction of the "Captivator"	Up to 20
	c. The Integration of the Story with Weight Placement and Golf Ball Delivery.	Up to 20
TEAM CHOICE ELEMENTS		UP TO 60
4.	TEAM CHOICE ELEMENT 1	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.	TEAM CHOICE ELEMENT 2	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





Educational Focus: Learning, marketing, partnerships, fundraising, progress monitoring, evaluation, teamwork, communication, creativity and critical thinking.

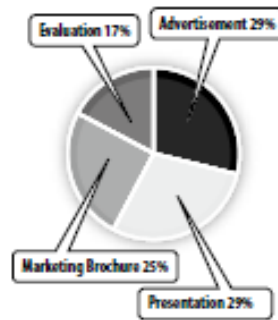
The intent of this Challenge is for the team to design and carry out a Project that addresses a need in the community. For projectOUTREACH the definitions of community and need are very open: the team’s community may be as large or small as the team chooses and the need can be anything the team identifies as a need.

Use creative problem solving tools to identify and select at least one real community need.

- Design and carry out a Project to address the need.
- Create an Advertisement and use it in your Project.
- Create a Marketing Brochure to describe your Project.
- Share your Project at the Tournament with an entertaining live Presentation.

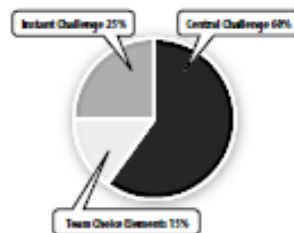
ELEMENT	POINTS
CENTRAL CHALLENGE	
UP TO 240	
1. THE PRESENTATION	UP TO 70
a. Effective Dramatization of the Project	Up to 30
b. Including the Evaluation of Project in the Presentation	0 or 10
c. Overall Quality of the Presentation	Up to 30
2. THE ADVERTISEMENT	UP TO 70
a. Overall Creativity of the Advertisement	Up to 20
b. Effective Description of the Community Need	Up to 15
c. Use of Advertisement as part of Project	0 or 15
d. Creative Integration of Advertisement into the Presentation	Up to 20
3. THE MARKETING BROCHURE	UP TO 60
a. Creativity of design	Up to 20
b. How Effectively it Summarizes the Project	Up to 20
c. Providing:	
I. A clear description of Community Need	0 or 5
II. A clear description of Project and Project's Goals	0 or 5
III. A brief description of the main Project Activities	0 or 5
IV. Community Partners and how they helped	0 or 5
4. THE EVALUATION	UP TO 40
a. Description of how the Advertisement helped meet the Project goals.	Up to 10
b. Thoroughness of Project Evaluation including main Project activities	Up to 30

Team Challenge Scoring at a Glance



TEAM CHOICE ELEMENTS		UP TO 60
5. TEAM CHOICE ELEMENT 1		UP TO 30
a. Creativity and Originality		Up to 10
b. Quality, Workmanship, or Effort that is evident		Up to 10
c. Connection to the Project, Advertisement, Marketing Brochure, and/or Presentation		Up to 10
6. TEAM CHOICE ELEMENT 2		UP TO 30
a. Creativity and Originality		Up to 10
b. Quality, Workmanship, or Effort that is evident		Up to 10
c. Connection to the Project, Advertisement, Marketing Brochure, and/or Presentation		Up to 10

Putting It All Together



Rising Stars!®: Built To Last (Non-competitive Pre-2nd grade; *Very abridged version*)

Educational Focus: Toy history, research, storytelling, performing in front of an audience, team problem solving, teamwork, creativity, collaboration and communication.

What teams should include:

- **Toy Makers:** At least 2 team members will act as Toy Makers in your play. Your Toy Makers can be real or make believe. Your Toy Makers do not have to be human.
- **Characters:** Your play will also include other characters that help the Toy Makers.
- **Inventing a New Toy:** Based on your team's research, your team will need to decide what the most perfect toy would be. Your Toy has to be a brand new toy that has never been made before. Give your new toy a name.
- **Props:** Your team will make your new toy and show how it works in your play.
- **Problem Solving:** Learn about the Creative Problem Solving tools that are included with this Challenge. Use at least one of them to help you decide what the best toy ever made will be made up of.
- **Setting:** A setting is the place and time where the events of a play happen. The setting of your play is a place **where your toys are made.**
- **Story:** Your play should include a beginning, middle and end. Remember, this is the best toy that will ever be made! Will your toy combine the best parts of other toys?? Can it be used for one thing or will it do many things? It's up to you!