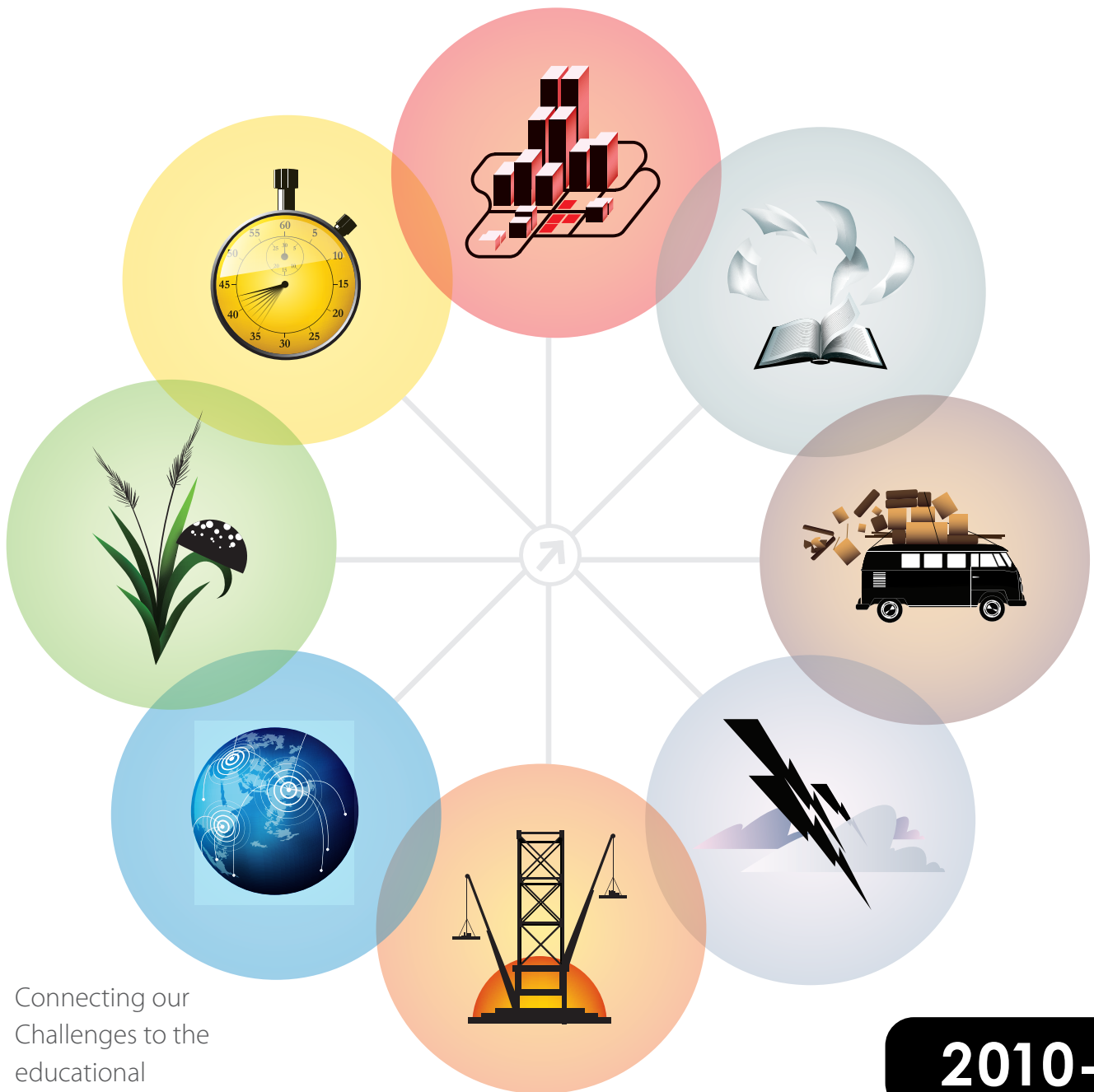


CONNECTING THE STANDARDS



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Connecting our
Challenges to the
educational
learning standards

2010-11

Connecting The Standards

Greetings!

Welcome to *Connecting the Standards!* Destination Imagination motivates young people. Our programs encourage them to look for the challenges in life and see them as opportunities for growth. We inspire them to solve problems, search for creative solutions and work cooperatively with others.

Each year we connect our Challenges to the educational learning standards. This guide shows how each of the learning standards is addressed in our Challenges.

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Goals:

What do we hope to accomplish with this Guide?

- To understand how the Challenges meet the National Educational Standards
- To note which specific standards are addressed in each particular Challenge
- To bring awareness of the standards to the team members
- To explain to Team Managers that the Challenges are standard based
- To examine each Challenge with the focus on the learning environment
- To realize that teams use the Life Work Standards, Thinking and Reasoning Standards, Behavioral Standards, Self Regulating Standards and Working with Others Standards as they work on Challenge solutions

Methods:

What methods were used to connect the Standards and the Challenges?

- We read the Challenges thoroughly.
- We listed each curricular area on a separate page.
- We listed the McRel Standards for each individual curricular area.
- We examined each standard and decided if it was addressed in every particular Challenge.
- We designated the connections with an X on the individual charts.

How might we convey this knowledge to team members?

- Show this guide to team members
- Read the Standards for the Challenge they select
- Discuss the Standards being addressed as they develop their solution
- Ask them how their solution connects to the Standards

Assessments:

How will we assess our successes?

- By discussing the connection of the Challenges and the standards with team members, Team Managers and other interested parties
- By hearing Team Managers and team members discussing the standards as they solve their Challenges
- By asking team members which standards are being addressed by the various Challenges
- By observing if the team members display the Life Work Standards, Thinking and Reasoning Standards, Behavioral Studies Standards, Self Regulating Standards and Working with Others Standards as they work with other team members





Who are our audiences?

- Team Managers
- Team members
- Board of Education members
- Superintendents/
Administrators
- Educators
- Parents
- Affiliate Directors
- Regional Directors



What are the major standards for the Challenge?

Challenge A: *Unidentified Moving Object*

- Science
- Mathematics
- Reading and Writing
- Technology
- Theater
- Visual Arts
- Working with Others

Challenge B: *Spinning a Tale*

- Mathematics
- Science
- Reading and Writing
- Theater
- Working with Others

Challenge C: *Triple Take Road Show*

- Reading and Writing
- Mathematics
- Listening and Speaking
- Thinking and Reasoning
- Theater
- Working with Others

Challenge D: *Mythology Mission*

- Reading and Writing
- Research
- Theater
- Working with Others

Just How Might the Specific Challenges Involve the Standards?

Challenge A: *Unidentified Moving Object*

Our Technical Challenge will keep you moving. Your team will:

- Design and build Equipment to move various Materials to and from towering heights
- Start and end the Presentation with the Equipment contained in a Storage Box
- Create and present a Sales Promotion highlighting the Equipment features
- Complete all of the above with no AC electrical power

Challenge B: *Spinning a Tale*

You'll need your research and acting skills for our Scientific Challenge. Your team will:

- Research Energy Cycles in the Natural and Physical World
- Develop and present an original three-act Circular Story that demonstrates knowledge about one Energy Cycle of the team's choice
- 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
- Create two Side Trips and integrate them into the Presentation

Challenge C: *Triple Take Road Show*

Our Fine Arts Challenge will put your storytelling skills to the test. Your team will:

- Use three different Storytelling Methods to tell the same story to three team-chosen Pretend Audiences.
- Portray the Travel Method used to move your Traveling Road Show between different Pretend Audiences.
- Integrate a team-created Technical Spectacle into one presentation to a Pretend Audience.

Challenge D: *Mythology Mission*

Your team will need raw talent and nerves to take on our Improvisational Challenge. Your team will:

- Create a five-minute Improvisational Skit about a Mission involving a Mythical Creature. This must be done in a five-minute Preparation Time prior to your Presentation at the Tournament.
- Incorporate research about a Culture from a country.
- 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 in your Presentation.

Challenge E: Verses! Foiled Again

Bring your innovation and structural skills to the table for our Structural Challenge. Your team will:

- Design and build a structure made only of Aluminum Foil, Wood, and Glue
- Test how much weight the structure will hold
- Present a story about a character that is Foiled
- Integrate team-written verse and published verse into your story

Rising Stars!: *Big Bug's Bad Day*

Calling all early learners! Your team will:

- Created specifically for our youngest creative problem solvers
- Learn about bugs and how they work with other living things
- Create a play that tells about Big Bug's bad day

projectOUTREACH: *Dynamic Networks*

Make a difference in your community with our Service-Learning Challenge:

- The projectOUTREACH Challenge has two distinct portions.
- First, your team will design and carry out a Project to address a real community need and integrate a social network.
- Second, at the Tournament, your team will showcase your Project with an Album and a Presentation, as well as complete an Instant Challenge.

Instant Challenge

The skills involved in the Instant Challenges are the same skill sets as in the Team Challenges with one exception...time. Instant Challenges are completed in a short period of time. Team members faced with Performance-based Challenges utilize their knowledge base in the science, social studies, mathematical, and language arts. They work together with their teammates and demonstrate the standards of Working with Others, Thinking and Reasoning, and Visual Arts. Often teams will enhance their performance by using music or dance. Additionally, Task-based Challenges often additionally require teams to use mathematics, science, and visual arts.

How do the Challenges address the non-academic Standards?

All teams use the Life Work Standards, Thinking and Reasoning Standards, Behavioral Studies Standards, Self Regulating Standards and Working with Others Standards as they continuously blend their strengths and talents while cooperatively working with other team members.

Music Standards, Physical Education Standards, and Dance Standards are

mainly addressed in the Side Trip segment of the Challenges. Here the teams utilize their individual and team talents to enhance their performances.

The national compendium of standards referenced in this study and created by the Mid-Continent Research for Education and Learning Group, can be located at <http://www.mcrel.org/standards-benchmarks/>.



What are the major standards for the Challenge?

Challenge E: *Verses! Foiled Again*

- Science
- Mathematics
- International Studies
- Writing
- Technology
- Theatre
- Visual Arts
- Working with Others

Rising Stars! *Big Bug's Bad Day*

- Mathematics
- Science
- Listening and Speaking
- Thinking and Reasoning
- Theater
- Working with Others

projectOUTREACH

- Service Learning
- Civic Responsibility
- Social Science
- Research
- Youth Empowerment
- Marketing
- Communication
- Partnerships
- Project Management
- Progress Monitoring
- Evaluation
- Fundraising
- Listening and Speaking
- Thinking and Reasoning
- Theater
- Working with Others



How can I learn more about standards?

The national compendium of standards referenced in this study and created by the Mid-continent Research for Education and Learning Group, can be located at www.mcrel.org/standards-benchmarks/.



Why are the life work standards important in DI®?

We are training future leaders to:

- Manage time and money
- Use life skills
- Prepare for future job markets
- Use information wisely
- Use basic skills
- Be organized



How does DI promote these standards?

DI encourages:

- Creativity
- Problem solving
- Teamwork
- Understanding different viewpoints
- Research and scientific inquiry
- Decision making
- Working effectively with others

LIFE WORK STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
	1. Makes Effective Use of Tools	X	X	X	X	X	X	X
2. Uses various information sources, including those of a technical nature, to accomplish specific tasks	X	X	X	X	X	X	X	X
3. Manages money	X	X	X	X	X		X	
4. Pursues specific jobs	X	X	X	X	X	X	X	X
5. Makes general preparation for entering the work force	X	X	X	X	X	X	X	X
6. Makes effective use of basic life skills	X	X	X	X	X	X	X	X
7. Displays reliability and a basic work ethic	X	X	X	X	X	X	X	X
8. Operates effectively within organizations	X	X	X	X	X	X	X	X

THINKING AND REASONING STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
	1. Understands and applies the basic principles of presenting an argument	X	X	X	X	X	X	X
2. Understands and applies basic principles of logic and reasoning	X	X	X	X	X	X	X	X
3. Effectively uses mental processes that are based on identifying similarities and differences	X	X	X	X	X	X	X	X
4. Understands and applies basic principles of hypothesis testing and scientific inquiry	X	X	X	X	X	X	X	X
5. Applies basic troubleshooting and problem-solving techniques	X	X	X	X	X	X	X	X
6. Applies decision-making techniques	X	X	X	X	X	X	X	X

WORKING WITH OTHERS STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Contributes to the overall effort of a group	X	X	X	X	X	X	X	X
2. Uses conflict-resolution techniques	X	X	X	X	X	X	X	X
3. Works well with diverse individuals and in diverse situations	X	X	X	X	X	X	X	X
4. Displays effective interpersonal communication skills	X	X	X	X	X	X	X	X
5. Demonstrates leadership skill	X	X	X	X	X	X	X	X

WRITING STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Uses the general skills and strategies of the writing process	X	X	X	X	X	X	X	
2. Uses the stylistic and rhetorical aspects of writing	X	X	X	X	X	X	X	
3. Uses grammatical and mechanical conventions in written compositions	X	X	X	X	X	X	X	
4. Gathers and uses information for research purposes	X	X	X	X	X	X	X	

Is Working with Others a major feature in DI?



Absolutely! Every Challenge encourages:

- Teamwork
- Leadership
- Acceptance of difference
- Effective communication
- Understanding diverse viewpoints
- Listening to others
- Being open to new ideas

Team Challenges encourage teams to:

- Use the writing process
- Gather information
- Do research
- Utilize grammatical rules
- Write creative stories
- Write team generated ideas





DI Team Members

- Read the *Team Challenge*
- Interpret charts and graphs
- Analyze resources and reference materials
- Read their notes
- Read ideas while generating
- Read reference books



DI Team Members

- Listen to other team members
- Speak to other team members
- Explain their original ideas
- Interpret other team members' ideas

READING STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
	1. Uses the general skills and strategies of the reading process	X	X	X	X	X	X	X
2. Uses reading skills and strategies to understand and interpret a variety of informational texts	X	X	X	X	X	X	X	

LISTENING AND SPEAKING STANDARDS*	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
	1. Uses listening and speaking strategies for different purposes	X	X	X	X	X	X	X

*All of the Challenges, including *Instant Challenge*, involve a high degree of listening and speaking. These are primary components for each and every Challenge.

VIEWING STANDARDS MEDIA STANDARDS*	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
	1. Uses viewing skills and strategies to understand and interpret visual media							X
2. Understands the characteristics and components of the media			X	X			X	

*Team members might address these two standards as part of their solution in each Challenge, but they are not integral Challenge expectations.

MATHEMATICS STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSE! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Uses a variety of strategies in the problem-solving process	X	X	X	X	X	X	X	X
2. Understands and applies basic and advanced properties of the concepts of numbers	X	X			X	X		
3. Uses basic and advanced procedures while performing the processes of computation	X				X	X		
4. Understands and applies basic and advanced properties of the concepts of measurement	X	X			X	X		X
5. Understands and applies basic and advanced properties of the concepts of geometry	X				X			
6. Understands and applies basic and advanced concepts of statistics and data analysis	X				X			
7. Understands and applies basic and advanced concepts of probability	X	X	X	X	X			X
8. Understands and applies basic and advanced properties of functions and algebra								
9. Understands the general nature and uses of mathematics	X	X	X	X	X	X	X	X

DI Team Members:

- Solve problems using mathematical thinking
- Use problem solving skills
- Think analytically
- Measure props
- Create props and scenery using proportions
- Develop mathematical strategies
- Practice logical thinking
- Understand the importance of mathematics in everyday life
- Examine probability
- Use computation
- Apply mathematical analysis





Each year there is one Signature International Challenge.

- This *Team Challenge* focuses on learning about a nation other than your own.

GEOGRAPHY STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSE! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECT OUTREACH	INSTANT CHALLENGE
	1. Understands the characteristics and uses of map, globes, and other geographic tools and technologies				X			
2. Knows the location of places, geographic features, and patterns of the environment				X				
3. Understands the characteristics and uses of spatial organization of Earth's surface								
4. Understands the physical and human characteristics of place	X	X	X	X	X	X	X	
5. Understands the concept of regions								
6. Understands that culture and experience influence people's perceptions of places and regions				X			X	
7. Knows the physical processes that shape patterns on Earth's surface								
8. Understands the characteristics of ecosystems on Earth's surface								
9. Understands the nature, distribution and migration of human populations on Earth's surface								
10. Understands the nature and complexity of Earth's cultural mosaics								
11. Understands the patterns and networks of economic interdependence on Earth's surface								
12. Understands the patterns of human settlement and their causes								
13. Understands the forces of cooperation and conflict that shape the divisions of Earth's surface								
14. Understands how human actions modify the physical environment	X	X	X	X	X	X	X	X
15. Understands how physical systems affect human systems		X						
16. Understands the changes that occur in the meaning, use, distribution and importance of resources		X						
17. Understands how geography is used to interpret the past								
18. Understands global development and environmental issues		X					X	

HISTORY STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Understands family life now and in the past, and family life in various places long ago				X				
2. Understands the history of a local community and how communities in North America varied long ago								
3. Understands the people, events, problems, and ideas that were significant in creating the history of their state								
4. Understands how democratic values came to be, and how they have been exemplified by people, events, and symbols								
5. Understands the causes and nature of movements of large groups of people into and within the United States, now and long ago								
6. Understands the folklore and other cultural contributions from various regions of the United States and how they helped to form a national heritage				X				
7. Understands selected attributes and historical developments of societies in Africa, the Americas, Asia, and Europe				X				
8. Understands major discoveries in science and technology, some of their social and economic effects, and major scientists and inventors responsible for them	X	X	X	X	X	X	X	

Is there a history based Challenge?

- Some Challenges might have a history-based requirement.
- If a particular team wants to have a historical setting or have historical characters in their Presentation, they can.



SCIENCE STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Understands atmospheric processes and the water cycle.		X						
2. Understands Earth's composition and structure								
3. Understands the composition and structure of the universe and the Earth's place in it								
4. Understands the principles of heredity and related concepts								
5. Understands the structure and function of cells and organisms								
6. Understands relationships among organisms and their physical environment								
7. Understands biological evolution and the diversity of life								
8. Understands the structure and properties of matter	X	X	X	X	X	X	X	X
9. Understands the sources and properties of energy	X	X	X	X	X	X	X	X
10. Understands forces and motion	X	X	X	X	X	X	X	X
11. Understands the nature of scientific knowledge	X	X	X	X	X	X	X	X
12. Understands the nature of scientific inquiry	X	X	X	X	X	X	X	X
13. Understands the scientific enterprise		X						

HEALTH STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECT OUTREACH	INSTANT CHALLENGE
1. Knows the availability and effective use of health services, products, and information								
2. Knows environmental and external factors that affect individual and community health								
3. Understands the relationship of family health to individual health								
4. Knows how to maintain mental and emotional health	X	X	X	X	X	X	X	X
5. Knows essential concepts and practices concerning injury prevention and safety	X	X	X	X	X	X	X	X
6. Understands essential concepts about nutrition and diet								
7. Knows how to maintain and promote personal health								
8. Knows essential concepts about the prevention and control of disease								
9. Understands aspects of substance use and abuse								
10. Understands the fundamental concepts of growth and development								

DI Team Members:

- Maintain mental and emotional health
- Practice safety precautions





How are music, dance and physical education standards appraised in DI?

- In addition to the requirements of each *Team Challenge*, the team must present two creations called *Side Trips* that demonstrate their interests, skills, areas of strength, and talents.
- Many teams select these areas to demonstrate in their *Side Trips*.



The 2010-11 projectOUTREACH: Dynamic Networks challenge includes a specific music element.



Check it Out!

A *Side Trip Specialties Inventory* can be found in the Team Managers Resource section on the DI web site www.IDODI.org. This will help team members learn more about their specialties.

Music Standards

1. Sings, alone and with others, a varied repertoire of music
2. Performs on instruments, alone and with others, a varied repertoire of music
3. Improvises melodies, variations, and accompaniments
4. Composes and arranges music within specified guidelines
5. Reads and notates music
6. Knows and applies appropriate criteria to music and music performances
7. Understands the relationship between music and history and culture

All of these Music Standards could be addressed by all *Team Challenges* as team members create their *Side Trips*. In addition to the requirements of each *Team Challenge*, the team must present two creations called *Side Trips* that demonstrate their interests, skills, areas of strength, and talents. The team may create anything they wish for *Side Trips* including props, music, technical gadgets, costumes, and physical actions.

Each *Side Trip* is evaluated in three ways: The creativity and originality of the *Side Trip*, and the quality, workmanship, and/or effort that is evident. Each *Side Trip* will be evaluated in three ways: for creativity and originality; for the quality, workmanship, and/or effort that is evident; and for integration into the team's Presentation.

The area of music is one subject that is often selected in the *Side Trip* category. Many team members choose to play instruments, write original music, sing, or have music as an important part in their performance.

Standards #1, #3, #6, and #7 could be addressed in *Instant Challenge*. Often teams add a song to a Performance-based Challenge to elaborate upon their solution. Creating an original song in an *Instant Challenge* also adds to a creative solution.

To help teams learn more about their Specialties, they can fill out a *Side Trip Specialties Inventory*. This form is found in the Team Manager's Guide. This Inventory tells the team members what their specialties are and lists the eight areas of Specialties.

Dance Standards

1. Identifies and demonstrates movement elements and skills in performing dance
2. Understands choreographic principles, processes, and structures
3. Understands dance as a way to create and communicate meaning
4. Applies critical and creative thinking skills in dance
5. Understands dance in various cultures and historical periods
6. Understands connections between dance and healthful living

Many of these Dance Standards could be addressed by all team members as they create their *Side Trips*. In addition to the requirements of each *Team Challenge*, the team must present two creations called *Side Trips* that demonstrate their interests, skills, areas of strength, and talents. The team may create anything they wish for *Side Trips* including props, music, technical gadgets, costumes, and physical actions.

Each *Side Trip* will be evaluated in three ways: for creativity and originality; for the quality, workmanship, and/or effort that is evident; and for integration into the team's Presentation.

The area of dance is one subject that is often selected in the *Side Trip* category. Many team members choose to dance or choreograph an original dance as an important part in their performance.

Standards #1 and #3 could be addressed in *Instant Challenge*. Teams could add a short dance routine or illustrate their solution through dance.

THEATRE STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS! BIG BUG'S BAD DAY	PROJECT OUTREACH	INSTANT CHALLENGE
1. Demonstrates competence in writing scripts	X	X	X	X	X	X	X	
2. Uses acting skills	X	X	X	X	X	X	X	X
3. Designs and produces informal and formal productions	X	X	X	X	X	X	X	X
4. Directs scenes and productions	X	X	X	X	X	X	X	X
5. Understands how informal and formal theatre, film, television, and electronic media productions create and communicate meaning			X					
6. Understands the context in which theatre, film, television, and electronic media are performed today as well as in the past			X					



Did you know that DI Team Members...

- Write their own skits
- Develop their characters' movements
- Develop the plot
- Direct their scenes
- Select gestures
- Determine volume of speakers
- Time their Presentation
- Make their costumes
- Design and build their own props
- Make their backdrops
- Create all needed visual arts elements
- Set high standards for their artwork

VISUAL ARTS STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECT OUTREACH	INSTANT CHALLENGE
	1. Understands and applies media, techniques, and processes related to the visual arts	X	X	X	X	X	X	X
2. Knows how to use structures (e.g., sensory qualities, organizational principles, expressive features) and functions of art	X	X	X	X	X	X	X	X
3. Knows a range of subject matter, symbols, and potential ideas in the visual arts			X					X
4. Understands the visual arts in relation to history and cultures				X				
5. Understands the characteristics and merits of one's own artwork and the artwork of others		X	X		X	X	X	

Physical Education Standards

1. Uses a variety of basic and advanced movement forms
2. Uses movement concepts and principles in the development of motor skills
3. Understands the benefits and costs associated with participation in physical activity
4. Understands how to monitor and maintain a health-enhancing level of physical fitness
5. Understands the social and personal responsibility associated with participation in physical activity

While Physical Education Standards are not specifically addressed in our Challenges, teams could select some physical activities for their *Side Trips*. In addition to the requirements of each *Team Challenge*, the team must present two creations called *Side Trips* that show off their interests, skills, areas of strength, and talents. The team may create anything they wish for *Side Trips* including props, music, technical gadgets, costumes, and physical actions.

Each *Side Trip* will be evaluated in three ways: for creativity and originality; for the quality, workmanship, and/or effort that is evident; and for integration into the team's Presentation.

The area of physical activity is one subject that could be selected in the *Side Trip* category. Team members could incorporate gymnastics, or physical activity as an important part in their performance.

Standard #2 is observed by the Team Manager/Adult Leader. While team members are building, designing, writing, creating, painting and constructing, the Team Managers/Adult Leaders are monitoring the progress and abilities of their team members.

BEHAVIORAL STUDIES STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Understands that group and cultural influences contribute to human development, identity, and behavior				X			X	
2. Understands various meanings of social group, general implications of group membership, and different ways that groups function	X	X	X	X	X	X	X	X
3. Understands that interactions among learning, inheritance, and physical development affect human behavior								

SELF REGULATING STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS: BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Sets and manages goals	X	X	X	X	X	X	X	X
2. Performs self-appraisal	X	X	X	X	X	X	X	X
3. Considers risks	X	X	X	X	X	X	X	X
4. Demonstrates perseverance	X	X	X	X	X	X	X	X
5. Maintains a healthy self-concept	X	X	X	X	X	X	X	X

DI Team Members

- Learn how groups function
- Listen to each other
- Value each other's opinions
- Learn how to cooperate
- Understand conflict resolutions
- Celebrate!



Promotes Life-Long Learning

- Set goals
- Meet needs
- Evaluate self
- Work together
- Value one another
- Take risks
- Persevere
- Restrain impulsivity
- Note individual strengths





Teams have the opportunity to utilize technology in every Challenge.

TECHNOLOGY STANDARDS	CHALLENGE A: UNIDENTIFIED MOVING OBJECT	CHALLENGE B: SPINNING A TALE	CHALLENGE C: TRIPLE TAKE ROAD SHOW	CHALLENGE D: MYTHOLOGY MISSION	CHALLENGE E: VERSES! FOILED AGAIN	RISING STARS! BIG BUG'S BAD DAY	PROJECTOUTREACH	INSTANT CHALLENGE
1. Knows the characteristics and uses of computer hardware and operating systems*								
2. Knows the characteristics and uses of computer software programs*								
3. Understands the relationships among science, technology, society, and the individual	X	X	X	X	X		X	
4. Understands the nature of technological design	X	X	X	X	X		X	
5. Understands the nature and operation of systems*		X					X	
6. Understands the nature and uses of different forms of technology*	X	X					X	

**Team members might address these standards as part of their solution in each Challenge, but they are not integral Challenge expectations.*