



## WELCOME TO DestinationImagiNation®

**Creativity** has the power to change the world.

**Becoming a team** is a life-changing experience.

Our world's future depends on extraordinary **problem solvers**.

2010-11

## What is Destination ImagiNation?

Destination ImagiNation is an educational activity in which student teams solve open-ended Challenges and present their solutions at Tournaments.

DI is available across the US and in more than 30 countries.

## What DI Believes

Destination ImagINation, Inc. believes in promoting three life-long values: Creativity, Teamwork, and Problem Solving.

### ***Creativity***

Creativity has the power to change the world.

### ***Teamwork***

Becoming a team is a life-changing experience.

### ***Problem Solving***

Our world's future depends on extraordinary problem solvers.

## Outline

- **The Basics**
  - The DI Program
  - Participation
  - Competition
- **The Specifics**
  - The DI Program
  - This Year's *Team Challenges*
- **Getting Involved**
  - Volunteering
  - Why DI?
  - Corporate Sponsors

## The Basics



The DI Program  
Participation  
Competition

2010-11

## The DI Program

- Kindergarteners to university-level students can participate.
- Students must participate in 2- to 7-person teams.
- Teams compete in any of 7 *Team Challenges*.
  - A Destination ImagINation Challenge is a fun exercise that socially and intellectually activates students by prompting them to use creativity and teamwork to solve a problem.
  - We offer the following types of *Team Challenges*: Technical, Scientific, Fine Arts, Improvisational, Structural, projectOUTREACH, and Rising Stars!

## The DI Program

Teams showcase their Challenge solutions in Tournaments:

- Teams first attend Regional Tournaments.
- They can advance to Affiliate (State) Tournaments.
- Top teams advance from Affiliate Tournaments to the DI Global Finals at the University of Tennessee in Knoxville.

## Participation

There are 5 age levels in DI:

- Rising Stars! (ages 4 to 7, non-competitive)
- Elementary (3<sup>rd</sup> to 5<sup>th</sup> grade)
- Middle (6<sup>th</sup> to 8<sup>th</sup> grade)
- Secondary (9<sup>th</sup> to 12<sup>th</sup> grade)
- University (university-level)

## Participation

- Teams start by purchasing Team Numbers on [www.IDODI.org](http://www.IDODI.org).
- Teams receive the *Team Program Materials*, the central resource every team must have and use to participate in DI.
- Teams choose a *Team Challenge* and work for 8 to 12 weeks devising unique solutions.
  - The solutions come solely from the students; at no time is Interference allowed.

## Competition

- At Tournaments, teams present their solutions to Appraisers for score.
- They also compete in *Instant Challenges*, which are:
  - Short, time-driven impromptu Challenges.
  - Confidential until the day of the Tournament.
  - Performance-Based, Task-Based, or a combination of the two.

## Competition

- Unless they are competing in the Improvisational Challenge, teams must also include two *Side Trips*. *Side Trips* are:
  - Team-determined, scored elements of the *Team Challenge*.
  - Opportunities to showcase and receive points for team effort or skills not already assessed in the *Team Challenge*.
- For example, if a team has made elaborate costumes for a Performance, but costumes are not a scored element of the Challenge, the team can ask that its costumes be scored as one of their *Side Trips*.

## The Specifics

### The DI Program This Year's Team Challenges



## The DI Program

- The DI Program is based on a powerful process called creative problem solving.
- Creative problem solving involves:
  - Creative Thinking – generating multiple ideas, imagining unusual possibilities, making meaningful connections, elaborating upon options
  - Critical Thinking – focusing, analyzing, evaluating and judging in order to make effective decisions

## The DI Program

- Challenges employ Experiential Education, which helps children access their creativity, learn how to work as a team, and gain experience in solving problems.
- In DI:
  - Students have FUN!
  - Students gain lifelong critical and creative thinking skills.
  - Students learn to work together to achieve goals.

## The DI Program Season

Stage	1				2				3				4				5
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	<b>2-4 Weeks</b> Building your Team / Understanding the Challenge				<b>2-4 Weeks</b> Generating and Incubating Ideas / Research / Inquiry				<b>2-4 Weeks</b> Focusing / Preparing for Action / Putting It All Together				<b>2-4 Weeks</b> Ready, Set, Go! Preparing for your Tournament				<b>CELEBRATE!</b>

## 2009-10 Team Challenges

- *Team Challenges* take teams weeks to months to solve.
- In Destination ImagiNation, the *Team Challenges* are new and different every year, and they are developed by volunteers.
- *Team Challenges* have specific focuses.



**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 features of the Equipment
- Complete all of the above with no AC electrical power



**Your team 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 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



**Your team will:**

- 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
- Integrate a team-created Technical Spectacle into one Presentation to a Pretend Audience



**At the Tournament, your team will:**

- Create a five-minute Improvisational Skit involving a Mythical Creature. This must be done in a five-minute Preparation Time period 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



## verses! foiled again!

### 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



## dynamic networks

### This 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*.



**Your team 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



## Getting Involved

Why DI?  
Volunteering  
Corporate Sponsors

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## Why DI?

Students who solve DI Challenges will:

- Improve creative and critical thinking skills.
- Discover and develop leadership qualities.
- Build life-long friendships.
- Discover that learning can be fun.
- Build skills that employers and colleges need are looking for

## Why DI?

- “[DI] is a great opportunity for children to learn – to learn teamwork, to do the things that will make them great citizens in the future.”  
- Paul Rovey, National Dairy Council
- “Creative problem solving has been a way of life for me since I was 8 years old, and it is a vital part of my life to this day. Still, I look back on my competitive experiences with such fondness that I wish every child could have the same experiences I have had.”  
- Simon Dodd, DI alumnus,  
MIT graduate and Senior Engineer, Lexmark Intl.

## Why DI?

- “A young person receives a tremendous amount of benefit from being associated with the DI program. They experience the passion of problem solving and the enjoyment that releasing creativity has.”
  - Dr. Scott Isaksen, CEO, Creative Problem Solving Group
- “I know that participating in the program for ten years has given me the skills and education to fully realize my own dreams of public service to the American people and global community.”
  - Rebecca Middendorf, DI alumna,  
Office of the Global AIDS Coordinator, U.S. State Dept.

## Why DI?

- “[DI] prepares children for the workplace. You see creativity blossoming.”
  - Alex Cirillo, VP, 3M Foundation
- “Why do DI? I have personally witnessed, in the 6 years I have been involved as a parent or manager, children gaining incredible poise, confidence and leadership.”
  - Lori Anderson, Team Manager, Burtonsville, MD

## Volunteering

- As a non-profit organization, DI's success is dependent on a strong volunteer base of more than 38,000 people.
- By volunteering, you can help continue DI's cause and help children learn the skills they will need to become the world's future leaders.
- There are volunteer roles available at every level.

## Volunteer Roles

- **Team Managers**
  - Facilitate Destination ImagiNation teams. Many Team Managers are parents, teachers, or community members.
- **Coordinators**
  - Help form teams, coordinate and support Team Managers, register team memberships with DI, register teams with the local and Affiliate (state) organizations, and communicate information to teams.
- **Tournament Staff**
  - Help make Tournaments successful in a variety of ways.
- **Appraisers**
  - Watch the teams' Presentations at DI Tournaments and award points for Challenge solutions.

## Start a Team!

- All you need is a Team Number.
- There are 3 ways to purchase a Team Number:
  - You can purchase one online at [www.ShopDI.org](http://www.ShopDI.org);
  - You can mail in a Start a Team application; or
  - You can call 1-888-321-1503 and talk to a representative.
- Don't worry: all of this information is available online .
- Just visit [www.IDODI.org](http://www.IDODI.org) and click on "Start a Team!"

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