

2018-19 TEAM CHALLENGE PRICING

AGE & GRADE REQUIREMENTS

1 Adult Team Manager + 2 to 7 Team Members = A Destination Imagination Team

The following are the age/grade requirements for 2018-19 Destination Imagination teams.

Early Learning: Designed for Preschool-2nd Grade, noncompetitive

Elementary Level (EL): No student born before June 15, 2007 or Kindergarten-5th Grade

Middle Level (ML): No student born before June 15, 2004 or 6th-8th Grade

Secondary Level (SL): No student born before June 15, 2000 or 9th-12th Grade

University Level (UL): Full-time, post-secondary students enrolled in college, university, trade or technical school, or in the military. College-bound high school seniors who are taking accredited courses offered by a college or university that will qualify for course credit when entering higher education.

PRICING INFORMATION

CHALLENGE TEAM NUMBER

\$105*
DIGITAL

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- ✓ 2-7 members
- ✓ 1 Team Number
- ✓ Choose 1 of 6 Challenges to solve
- ✓ Rules of the Road & Roadmap
- ✓ Kindergarten - University

EARLY LEARNING TEAM NUMBER

\$105*
DIGITAL

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- ✓ 2 or more members
- ✓ 1 Team Number
- ✓ Early Learning Challenge
- ✓ Rules of the Road & Roadmap
- ✓ Noncompetitive, ages 4-7

DI administers its Team Challenges through state and country Affiliates worldwide. To participate in a tournament or showcase, your team must register with your Affiliate. There are additional fees for Affiliate administration, Affiliate Tournaments, and Challenge budgets. Some of our Affiliates have directed us to collect their Affiliate fees* with the purchase of your Team Number.

*Affiliate fees vary and are at the discretion of each individual Affiliate. For more information on your Affiliate's fees, please contact your Affiliate.

START A TEAM TODAY

THE DESTINATION IMAGINATION CHALLENGE EXPERIENCE

We believe that when an educational experience is hands-on, collaborative, and fun, students are empowered to take their learning to the next level and are excited to do so. DI provides unique educational experiences across seven project-based Challenge types – Technical, Scientific, Engineering, Fine Arts, Improvisational, Service Learning, and Early Learning – allowing students from pre-K through university to become part of a global community of confident creators and practice essential skills needed to thrive in school, future careers, and beyond.



STEPS TO START A TEAM

- 1 Purchase a Team Number at ShopDI.org.
- 2 Log in to the Resource Area at ShopDI.org. Click the "Teams" tab, and then select "My Teams." Click on your team to access your team's page.
- 3 Click the "View Challenge Documents" button. A page with links to the Challenges will open in a new window. Preview each Challenge by clicking on the links.
- 4 Return to the "My Teams" page in the Resource Area, and then select the Challenge your team plans to solve and later present at a DI tournament or showcase.
- 5 **Important:** Don't forget to check the box to note your final Challenge selection!
- 6 Download important documents from the Resource Area like Rules of the Road for rules, procedures, and forms, as well as Roadmap for team meeting activities that aim to increase team success.
- 7 Register with your Affiliate to attend a tournament or showcase. You can find your Affiliate's tournament dates at DestinationImagination.org. Your Affiliate will contact you with registration information.