



Welcome to Destination Imagination

2014 - 2015 Program Year



ABOUT US

WHO WE ARE



- Student teams solve open-ended Challenges and present their solutions at tournaments
- Teams learn important life skills like time management, collaboration, conflict resolution, and creative and critical thinking



OUR IMPACT

WHO WE ARE



- 200,000 participants annually
- 1.5 million alumni
- 38,000 volunteers worldwide
- 48 States & 30 countries



WHO

PROGRAM OVERVIEW

- 2 to 7 members can be on a team
- Students from kindergarten through university level participate
- Each team needs an adult Team Manager
- Team Managers help students stay on track but do not directly help the team develop its solution to the DI Challenge
- Team Managers are often faculty members or parents



WHAT

PROGRAM OVERVIEW

- There are seven new Challenges to choose from each year
- Each of the Challenges is developed by a team of educators and subject matter experts
- The areas of focus include: Technical, Scientific, Fine Arts, Improvisational, Structural and Service Learning
- There is also a non-competitive Early Learning Challenge



WHEN

PROGRAM OVERVIEW



- Each season takes place from August through May
- Depending on the Challenge, teams typically spend 2 to 4 months developing and practicing their Challenge solutions



WHERE

PROGRAM OVERVIEW

- The teams' solutions are assessed at regional, state or country tournaments
- Most schools run DI as an after-school program; some school districts incorporate the program into their electives curriculum
- Every year, local volunteers help run more than 200 tournaments around the world



WHY

PROGRAM OVERVIEW

- Teams in our program learn higher order thinking and improve in creative thinking, critical thinking and collaborative problem solving
- Our participants experience the creative process, develop new friendships and learn to work together
- DI demonstrates that learning can be FUN
- DI identifies, celebrates and builds on a student's strengths
- DI provides authentic learning and authentic assessment



HOW

PROGRAM OVERVIEW

- Teams choose one of seven Challenges
- After weeks spent creating and developing their solutions, they go to a tournament
- Top-scoring teams advance, and the top tier goes to our Global Finals tournament—the world’s largest celebration of creativity
- 16,000+ attend Global Finals



TECHNICAL

TEAM CHALLENGES



The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning and related skills.

- Build a creature that uses technical methods to perform team-chosen actions.
- Present a story of adventure with the creature as a character.
- Use technical methods to demonstrate features of a world where the story is set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.





The Scientific Challenge blends the research and curiosity of science with the thrill and creativity of the theater arts.

- Design and construct an incredible sound machine that produces two different sounds.
- Create and integrate two visible displays of sound waves into the presentation.
- Create and present a story that includes a change to a faster or slower narrative pace.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



STRUCTURAL

TEAM CHALLENGES



The Structural Challenge asks teams to design, build and test load-bearing structures out of specific materials.

- Design and build the lightest structure possible that continues to support the weight of the pressure board while parts of the structure are removed.
- Design and build a removal device that enables you to safely remove the structure parts.
- Tell a story about how something is transformed and revealed to be something completely different.
- Create a prop or set piece that transforms as parts of it are removed during the presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.





In the Fine Arts Challenge, students flex their acting and artistic muscles as they explore some of our most fascinating works of literature and media.

- Present a team-created fairy tale about a character that faces and deals with a phobia.
- Create an expressive artwork that conveys a thought or feeling.
- Create a functional artwork that serves a practical function.
- Design and create an illusion that makes the impossible seem possible.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



IMPROVISATIONAL

TEAM CHALLENGES



The Improvisational Challenge is all about spontaneity and storytelling. Teams receive topics and produce skits right on the spot.

- Create three independent improvisational sketches.
- Research and incorporate improvisational games and street performances.
- Practice integrating randomly selected situations and settings.



SERVICE LEARNING

TEAM CHALLENGES



The Service Learning Challenge is designed to engage students in community service to address real community issues through personal expression.

- Use the creative process to identify, design and carry out a project that addresses at least one real community need.
- Use graphic arts and sounds to create an effective brand to help meet the project goal(s).
- Create a live presentation that highlights the project and project evaluation.
- Design and create a project puzzle to be put together during the presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.





Rising Stars! is a Challenge created for early learners. To solve the Challenge, 4- to 7-year-old children work together on performances complete with characters, props and scripts.

- Learn about animal characteristics and their habitats—the home and area in which they live.
- Design a new animal and its new habitat.
- Construct the animal and its habitat in 3-D, including moving parts on both.
- Create a play about the movements your new animal makes and the adjustment your new animal makes in its new habitat.
- Create and present two Team Choice Elements that show off the team’s interests, skills, areas of strength, and talents.



AT THE TOURNAMENT

APPRAISING

- At the tournament, teams will solve two types of Challenges:
Team Challenges and **Instant Challenges**
- Teams will present their Challenge solutions to a group of Appraisers
- Appraisers are local volunteers who have been trained to assess the Challenges
- Instant Challenges require teams to engage in quick, creative and critical thinking



AT THE TOURNAMENT

INSTANT CHALLENGES



- At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.
- The team members must think on their feet to produce a solution in a period of just five to eight minutes.
- Instant Challenges are performance-based, task-based, or a combination of the two.
- Instant Challenges are kept confidential until the day of the tournament.



Key Dates - Georgia

www.gadi.org

- Team Manager Training
 - Saturday, September 20
 - Saturday, October 18
 - Saturday, November 8
- Monthly Team Manager Call – 3rd Thursday of the Month
- Instant Challenge Day – January 17
- Appraiser Training & Regional Showcase – February 21
- Affiliate Tournament – March 28
- Global Finals – May 19 - 23

