

WELCOME TO DI

2014/2015



Teaching *the* Creative Process:
from Imagination *to* Innovation



ABOUT US

WHO WE ARE



- Destination Imagination is a non-profit organization working to offer the world's largest kid-powered and team-driven creative problem solving program.
- 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



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



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



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



CAPITAL REGION

Counties



CAPITAL REGION

Area Schools

Consisting of:

- Austin ISD
- Bastrop ISD
- China Springs ISD
- Dripping Springs ISD
- Eanes ISD
- Hays CISD
- Killeen ISD
- Lake Travis ISD
- Leander ISD
- Pflugerville ISD
- Round Rock ISD
- Taylor ISD
- Waco ISD
- Area Private and Charter Schools



CAPITAL REGION

2013/2014

- 317 Teams participated in the 2014 Regional Tournament held in Leander, TX, second largest region in Texas!
- 37 Teams advanced to the State Tournament held in Pflugerville, TX
- 19 Capital Region teams advanced to Globals in Knoxville, TN
- Over 3,000 teams competed at tournaments across the state
- At Globals, 4 of our teams finished in the top ten, 9 teams placed in the top 20 and 14 teams placed in the top 30.

*In Texas, Destination ImagiNation is HUGE!! 20% of all DI memberships are from Texas!



• CHALLENGE PREVIEWS

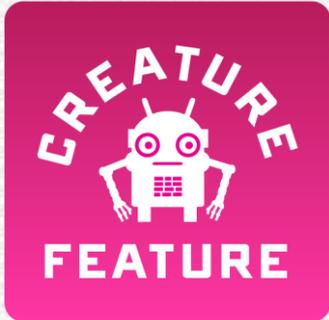
2014/2015

- Creature Feature
- Making Waves
- Lose to Win
- Feary Tales
- The Improv Games
- Brand Aid
- Animal Mish Mash



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, 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.



FLYING FEATHER

INSTANT CHALLENGE

Challenge: Build the tallest possible structure, place a feather on the top and then blow the feather off to land as far away as possible.

Time: You have 5 minutes to use your teamwork, creativity and innovation skills to build the structure with the materials provided. You will then have one chance to blow the feather as far as you can.

The Scene: You have been asked to build a new prop for the sequel to *The Muppets*. The structure must be as tall as possible so that the feather can fly a long distance. (Note: the structure must be free-standing on the table top.) After the 5-minute build-time, the height of the structure will be measured. You will then place the feather on the top of the structure and with one large puff of air, see how far the feather will fly.

Materials: aluminum foil, 2 paper clips, 4 straws, 3 sheets paper, 4 pipe cleaners, 1 label, feather



Program Season

TIMELINE

- Stage 1
 - 2-4 weeks: Team building; Understand the Challenge
- Stage 2
 - 2-4 weeks: Generate Ideas; Conduct research
- Stage 3
 - 2-4 weeks: Put it all together
- Stage 4
 - 2-4 weeks: Prepare for tournament



• What Can I Do?

VOLUNTEER ROLES

- Team Managers
 - Facilitate Destination ImagiNation teams; usually a parent, teacher or community member
- Assistant Team Managers
 - Assist with organizing team; help with instant challenges
- Appraisers
 - Serve on a panel with other appraisers at tournament watching teams present and awarding points for solutions



• Team Managers

• TRAINING

Several trainings are offered throughout the season for managers.

Beginner & Advanced Manager Trainings:

Sunday, Oct 5, from 1:15 PM – 5:15 PM at West Ridge MS, Austin

Saturday, Oct 18, from 8:30 AM – 12:30 PM at Forbes MS, Georgetown

Sunday, Nov 16, from 1:15 PM – 5:15 PM at Pflugerville Admin Bldg

Instant Challenge Manager Training:

Monday, Dec 1, from 6:30 PM – 8:30 PM at Cedar Park MS, Cedar Park

Wednesday, Dec 10, from 6:30 PM – 8:30 PM at Hyde Park Schools, Austin

Tournament Procedures & Forms Training

Tuesday, Feb 10, from 6:30 PM – 8:30 PM at Cedar Park MS, Cedar Park

Thursday, Feb 12, from 6:30 PM - 8:30 PM at Hyde Park Schools, Austin



Team Training

TRAINING

Several Team Trainings are offered:

Super Saturday:

Nov 1 from 9:00 AM – 12:15 PM at Sommer Elementary, Avery Ranch

Nov 15 from 9:00 AM – 12:15 PM at Cedar Park MS, Cedar Park

Rising Star Workshops:

Nov 1 from 10:00 AM – 11:15 AM at Sommer Elementary, Avery Ranch

Nov 15 from 10:00 AM – 11:15 AM at Cedar Park MS, Cedar Park

Dec 6 from 10:00 AM – 11:15 AM at Sommer Elementary, Avery Ranch

Instant Challenge Workshops:

Dec 6 at Sommer Elementary – 3 2-Hour Sessions

Jan 10 at West Ridge MS – 3 2-Hour Sessions

Jan 24 at Clint Small MS, Austin – 3 2-Hour Sessions



Important Dates

2014/2015

November 1, 2014

DI Free & Financial Assistance
Applications Deadline

December 8, 2014

Registration Deadline

January 12, 2015

Late Registration Deadline

February 20, 2015

Tournament Scheduling Conflicts Deadline

February 21, 2015

Appraiser Training

March 7, 2015

Regional Tournament



Regional Tournament

2014/2015

Hosted by Pflugerville ISD

Location: Hendrickson High School

Date: March 7, 2015

Time: 8:00 AM – 5:00 PM



How Do I Get Started?

- Talk with your DI campus contact to get started
- Obtain a team membership ID number
- Go to the DI website to login and download program materials using the membership ID
- Meet with team members and agree on practice times/locations
- Start practicing!!



Helpful Information

RESOURCES

- National Destination ImagiNation website:
 - <http://www.destinationimagination.org/>
- Texas State website:
 - <http://texasdi.org>
- Capital Region website:
 - <http://capital.texasdi.org>



