CREATIVE COMPASS

2013-14 SEASON ★ CHALLENGE PROGRAM

Navigating students through the creative process

DESTINATION IMAGINATION®

CONTENTS

★ DISCOUNT CODE ON BACK COVER ★

Destination Imagination encourages students to have fun, take risks, focus, and frame challenges while incorporating STEM (science, technology, engineering, and mathematics), the arts and service learning. Our participants build on their strengths while learning patience, flexibility, persistence, ethics, respect for others and their ideas, and the collaborative problem solving process. Teams showcase their solutions at a tournament.

"Creativity now is as important in education as literacy, and we should treat it with the same status."

- Sir Ken Robinson


DESTINATION IMAGINATION®
DESTINATION IMAGINATION
GLOBAL FINALS

125,000 PARTICIPANTS ANNUALLY

Every year, Destination Imagination, Inc. impacts more than 125,000 participants.

1,500,000 ALUMNI

Since our incorporation as a non-profit in 1999, our programs have reached more than one million participants.

38,000 VOLUNTEERS

Our programs receive support from 38,000 volunteers, who help run our programs around the world.

48 STATES 30 COUNTRIES

Participants from more than 48 US states and 30 countries have participated in DI.

PROGRAM OVERVIEW

WHO

Up to seven members can be on a team, and 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 their solution to the DI Challenge.

WHAT

There are six new competitive Challenges to choose from each year. Each of the Challenges is developed by a team of educators and industry experts who target a particular area of the curriculum and its related standards of content and performance. The areas of focus include: Technical, Scientific, Structural, Fine Arts, Improvisational and Service Learning. There is also a non-competitive Early Learning Challenge that allows participants to develop social and problem solving skills.

WHEN

Each season takes place during the school year, culminating with Global Finals in May. Depending on the Challenge, teams typically spend two to four months developing and practicing their Challenge solutions.

WHERE

The teams' solutions are assessed at regional, state and country tournaments. While most schools run DI as an after school program, some school districts incorporate the program into their elective curriculum. Every year, local volunteers help run 200 tournaments around the world.

WHY

Teams in our program learn higher order thinking and improve in creative thinking, critical thinking and collaborative problem solving. Our participants learn and experience the creative process, develop new friendships and learn to work together.


“
Imagination is more important than knowledge. For knowledge is limited to all we now know and understand, while imagination embraces the entire world, and all there ever will be to know and understand. - Albert Einstein
”

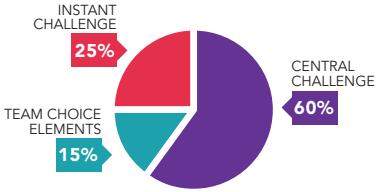

"When healthy competition prevails -- you come out to play and you play to win. - Lori Myers"
GLOBAL FINALS

HOW TEAMS ARE APPRAISED

Teams will solve two types of Challenges: Team Challenges and Instant Challenges. The Team Challenge is the combination of the Central Challenge and Team Choice Elements. Team Choice Elements are team-selected elements that are incorporated into the Central Challenge to showcase additional strengths, interests, skills and talent.

After solving Team Challenges, teams can attend tournaments to showcase their solutions in front of Appraisers and live audiences. Teams are also given Instant Challenges, where they must think on their feet to produce a solution in a period of just five to eight minutes.

The pie chart on this page is a breakdown of how teams will be appraised at the tournament.



LEARNING OUTCOMES

Every Challenge is designed to teach students: Critical Thinking, Creative Expression, Team Collaboration, Interpersonal Communication, Presentation Skills, Time Management, Perseverance, Risk Taking, Stages of the Creative Process and Self-directed Learning. Each Challenge has additional learning outcomes. Read about them on the following pages.


Connect

ABOUT

Destination Imagination teams that advance past regional and state/country (Affiliate) tournaments are invited to participate in Global Finals—the world's largest celebration of creativity.

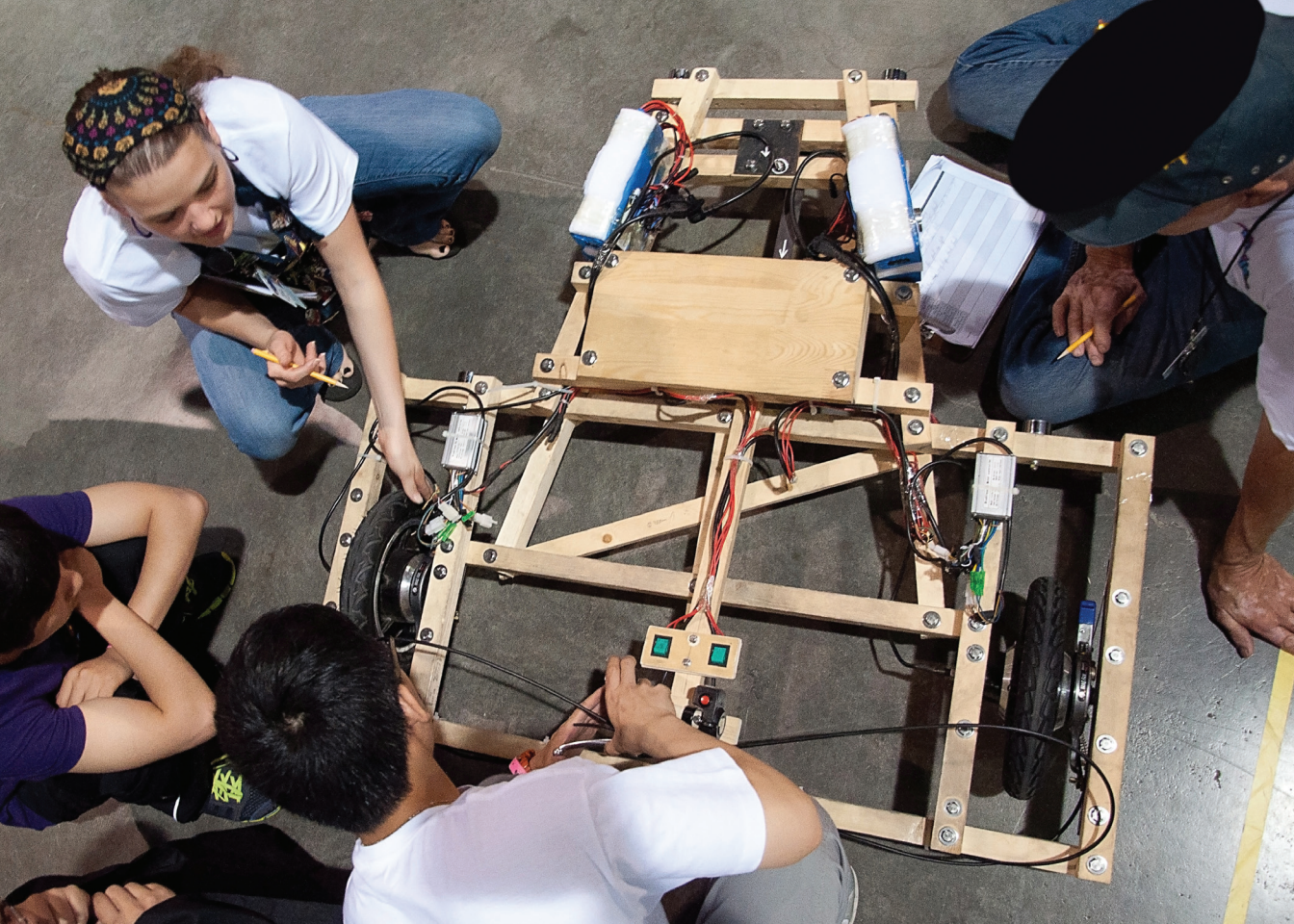
Global Finals is the culminating event of every Destination Imagination season. In May, more than 1,200 teams from 45 US states, 7 Canadian provinces and 13 countries gather in Knoxville, TN to showcase their Challenge solutions. More than 16,000 people attend Global Finals to celebrate creativity and have fun.

"We're at Global Finals because this generation is going to be doing the next generation of exploration for our nation. These students will be the ones taking these rockets that NASA is working on to destinations unknown."
- Tammy Rowan, Manager of Academic Affairs Office at NASA

WHAT TO EXPECT

The road to Global Finals in one that involves an insurmountable amount of teamwork, creativity, perseverance, courage and talent. During the four-day event, participants will have the chance to perform their Challenge solutions, interact with DI teams from all around the world, and enjoy an experience that is like no other.

We expect Global Finals 2014 to be the largest Global Finals in history. In addition to the tournament, the scheduled festivities include the 3M Duct Tape Costume Ball, High School and College Graduation, the International Passport Party and the Innovation EXPO. Some of the other popular exhibitors at last year's event included NASA, National Geographic, Nascar, ThinkFun, DataWind and CitiBlocs.



Your team has searched high and low and it seems like there's nowhere to go. Now it's time to Dig In and get to the Object(ive). Are you in, or are you out?

LEARNING OUTCOMES

• Research of Detection, Retrieval and Movement of Objects • Mathematical Principles • Concept Testing • Technical Design Process • Logistics and Decision Making • Effective Storytelling • Budget Management • Engineering Concepts: Mechanical, Structural, Electrical, Chemical

POINTS OF INTEREST

- Design and build equipment to detect objects in their hiding places.
- Use team-designed and built equipment to take the objects out of their hiding places.
- Move objects across the finish line.
- Create and present a story about a technology that detects things a human cannot sense without help.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Have you ever been inside a volcano? What about a hydrothermal vent? I hear the top of Mt. Everest is lovely this time of year! Quick, grab your gear because we are Going to Extremes.

LEARNING OUTCOMES

- Environmental Science • Research of Extreme Environments
- Development of Artistic Representations • Effective Storytelling
- Theater Arts Skills • Budget Management • Technical Design Process
- Engineering Concepts: Mechanical, Structural, Electrical, Chemical

POINTS OF INTEREST

- Learn about an extreme environment that exists in our universe.
- Present a story about characters who attempt to adapt to conditions in order to survive in the extreme environment.
- Design and create extreme gear that is demonstrated by using technical methods.
- Design and create a depiction of the extreme environment.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.


R.A.
NORTH

Two forces. One structure. Will your team rally to prevent destruction OR crumble under the pressure?

LEARNING OUTCOMES

• Research of Force and Tension • Technical Design Process • Geometric Principles • Architectural Design Process • Structural Engineering and Construction • Material Science • Budget Management • Effective Storytelling • Theater Arts Skills

POINTS OF INTEREST

- Build a structure that will be tested against two forces at the same time.
- Design a prop that will be assembled during your presentation. The prop's parts must fit completely inside a measured space.
- Create a story in which tension is a threat to stability and is overcome in some way.

"Creativity is allowing yourself to make mistakes. Art is knowing which ones to keep. - Scott Adams"

We all know Mona Lisa smiles, but can you make her giggle? Maybe, if you're really good, you'll even make her Laugh ART Loud.

LEARNING OUTCOMES

• Comic Book Styles • Research of Classic Works of Art • Cultural Studies • Effective Storytelling • Theater Arts Skills • Technical Design Process • Budget Management • Engineering Concepts: Mechanical, Structural, Electrical

POINTS OF INTEREST

- Research a work of art created by an artist who was born in a nation other than the team's own.
- Theatrically present a comic strip that is based on the team-selected work of art.
- Create three live comic strip panels.
- Create an ARTifact that is inspired by the work of art.
- Design and create a caption contraption for one of the comic strip panels.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

When the past meets the present, you've got to MAKE IT WORK. Why? It's Pandemonium!

LEARNING OUTCOMES

• Improvisational Acting • Effective Storytelling • Research of Historic Occupations • Research of Present Day Occupations • Research and use of Stage Makeup • Theater Arts Skills • Character Development • Effective Integration Skills

POINTS OF INTEREST

- Create an original 5-minute improvisational skit.
- Develop the interaction between a character from the past and a contemporary character.
- Show how those characters work, using the time period, their occupations and skills, to deal with pandemonium.
- Use stage makeup to create, develop, and/or enhance one skit character.

OKAY. Here are the rules of the game. Find a community need and put the pieces together. Will you pass or will you play?

LEARNING OUTCOMES

• Research of Community Needs • Service Learning • Forging Community Partnerships • Utilization of Play • Persuasive Speech • Project Documentation • Budget Management • Use of Social Media • Effective Storytelling • Theater Arts Skills

POINTS OF INTEREST

- Use the creative process to identify and select at least one real community need.
- Design and carry out a project that addresses the real community need.
- Use play to meet the goal(s) of the project.
- Use a team-created elevator pitch that can be used to enlist at least one community partner.
- Create a live presentation that features the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

RISING STARS!

A non-competitive Challenge for 4-7 year olds.

Learning Outcomes

• Research • Effective Storytelling • Theater Arts Skills • Science: Understanding Balance • Math: Understanding Geometric Shapes

Points of Interest

- Create your own circus.
- Learn about circuses and the role of the ringmaster.
- Learn about balancing things.
- Learn about geometric shapes.
- Explore how your team works together to make decisions about the three acts of your circus performance.

PATHWAYS FOR EARLY LEARNERS

STEM and Literacy program for 3-6 year olds.

Learning Outcomes

• Social and Emotional Learning • STEM and Literacy concepts

Points of Interest

- Organized into 16 themes
- Five activities for each theme
- A take-home component for every theme
- Includes supplemental reading materials
- Includes fun and engaging activities for school and at home
- $199 per unit
- Call 888.321.1503 for volume discount pricing

Instant Challenges require teams to engage in quick, creative and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.

Team members must think on their feet by applying appropriate skills to produce a solution to an Instant Challenge in a period of just 5 to 8 minutes.

In a world with growing cultural connections, increased levels and types of communication, and a new need for real-time teamwork and problem solving, the ability to solve problems quickly is becoming increasingly critical.

Instant Challenges are performance-based, task-based, or a combination of the two. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential until the day of the tournament.

THE CREATIVE PROCESS

Destination Imagination gives students the chance to learn and experience the creative process. The creative process is about thinking and doing in no prescribed order. Below are the components of the creative process that our participants experience while solving our Challenges. The process integrates Blooms Taxonomy, the scientific method, 21st century skills, creative problem solving, the stages of practical inquiry and whole child education.

RECOGNIZE

Becoming aware of a challenge, problem, or opportunity

- Having a healthy state of mind to explore new opportunities: positive attitude, readiness and alertness
- Fully understanding all the issues or points of the challenge or problem

IMAGINE

Applying thinking skills to develop options

- Using creativity and critical thinking tools to help create ideas and select the best ones
- Using your imagination to explore new ideas about solutions

COLLABORATE

Using social intelligence

- Collaborating; understanding and using different problem-solving styles
- Being positive and listening to all team ideas before judging them

INITIATE

Initiating behavior and committing to an option

- Being willing to take risks; go beyond the minimum
- Controlling behavior to manage impulsiveness

ASSESS

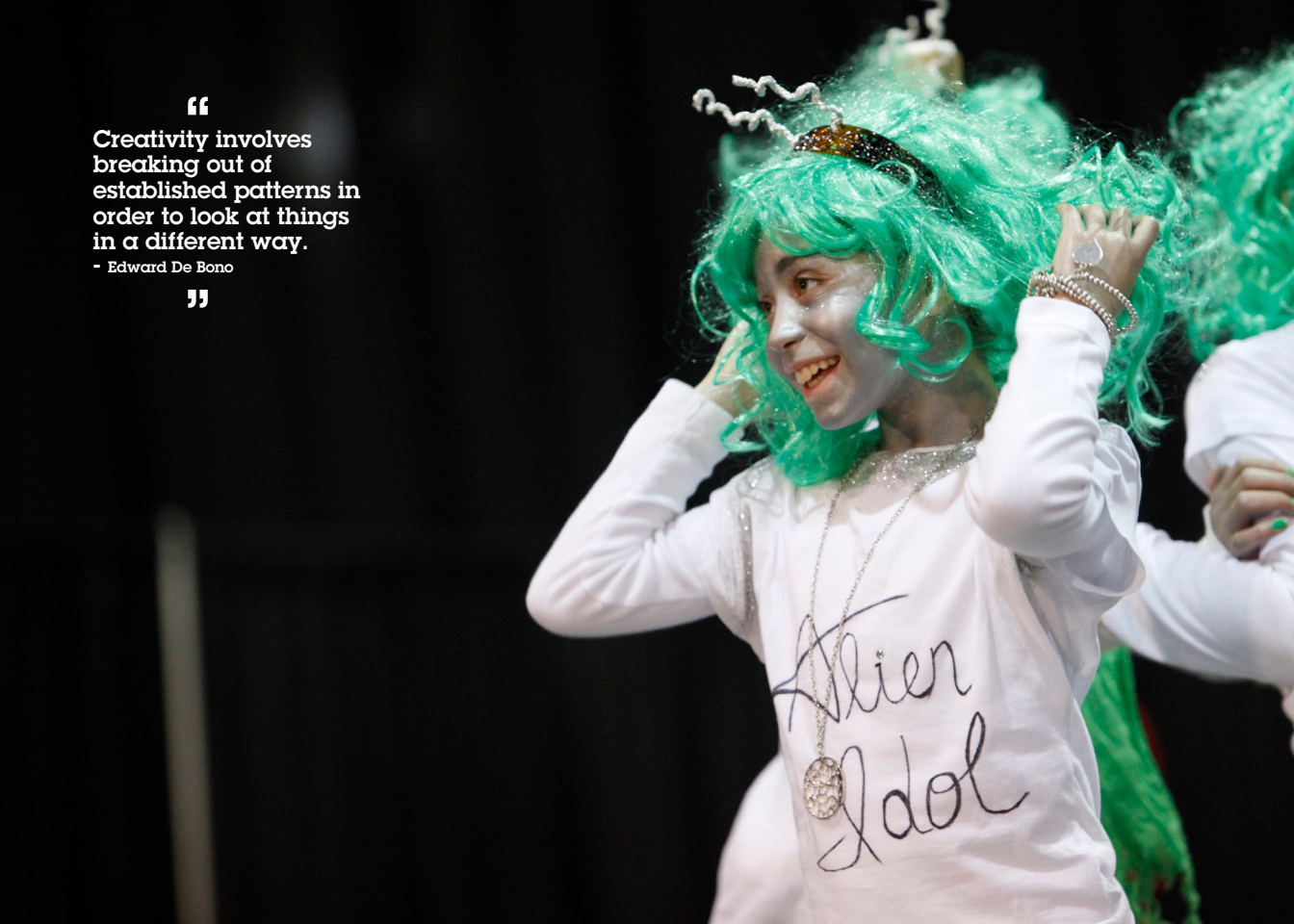
Achieving the best solution

- Assessing the project while it is being done and after it is finished
- Sometimes starting over or admitting failure

EVALUATE

Evaluating the results

- Reflecting on the experience, resources and team dynamics
- Celebrating the team's journey and accomplishments



“Creativity involves breaking out of established patterns in order to look at things in a different way.”

- Edward De Bono

CHRIS COLFER

The Glee star and Golden Globe winner got his start doing DI in California. In 2011, TIME magazine named him one of the most influential people in the world. He is also a New York Times best-selling author.

ZAC EFRON

In a Rolling Stone interview, Efron mentions that he was on a DI team in high school. Zac's team competed in the Improvisational Challenge in 2004. "We had so much fun doing it," he says, "that we won the worldwide competition... It was crazy."

MAELLE RICKER

Maelle became the first Canadian woman to win gold at home in the 2010 Winter Olympics. She learned competition, teamwork and goal setting at a young age as a DI team member from British Columbia.

Researchers from the University of Virginia Curry School of Education conducted an independent research evaluation of the DI program. Among other findings, the researchers reported, "Students who participated in the activities and tournaments provided by DI outperformed comparable students who had not participated in DI on assessments measuring creative thinking, critical thinking, and collaborative problem solving."

Visit DestinationImagination.org/ditv to watch our participant testimonials and educator interviews.

"We can't teach our children everything that they need to know, but Destination Imagination provides opportunities for them to think, take risks, and work together to solve common problems—traits that will get them to rule the world."

Raymond Simon – United States Department of Education, Deputy Secretary

CHICKASHA
ROAD RUNNERS
EST 1934
OKLAHOMA

1 Choose from three packages depending on the number of teams that you plan to start.

ONE TEAM: $145

2-7 members | 1-Team Pack
About $20 per student with a team of seven

FIVE TEAMS OR MORE: STARTS AT $415

2-7 members | 5-Team Plus Pack
About $12 per student with five teams of seven
Purchasers that have 5 teams issued in a program season can purchase additional team packs for $83 each.

RISING STARS! TEAM: $60

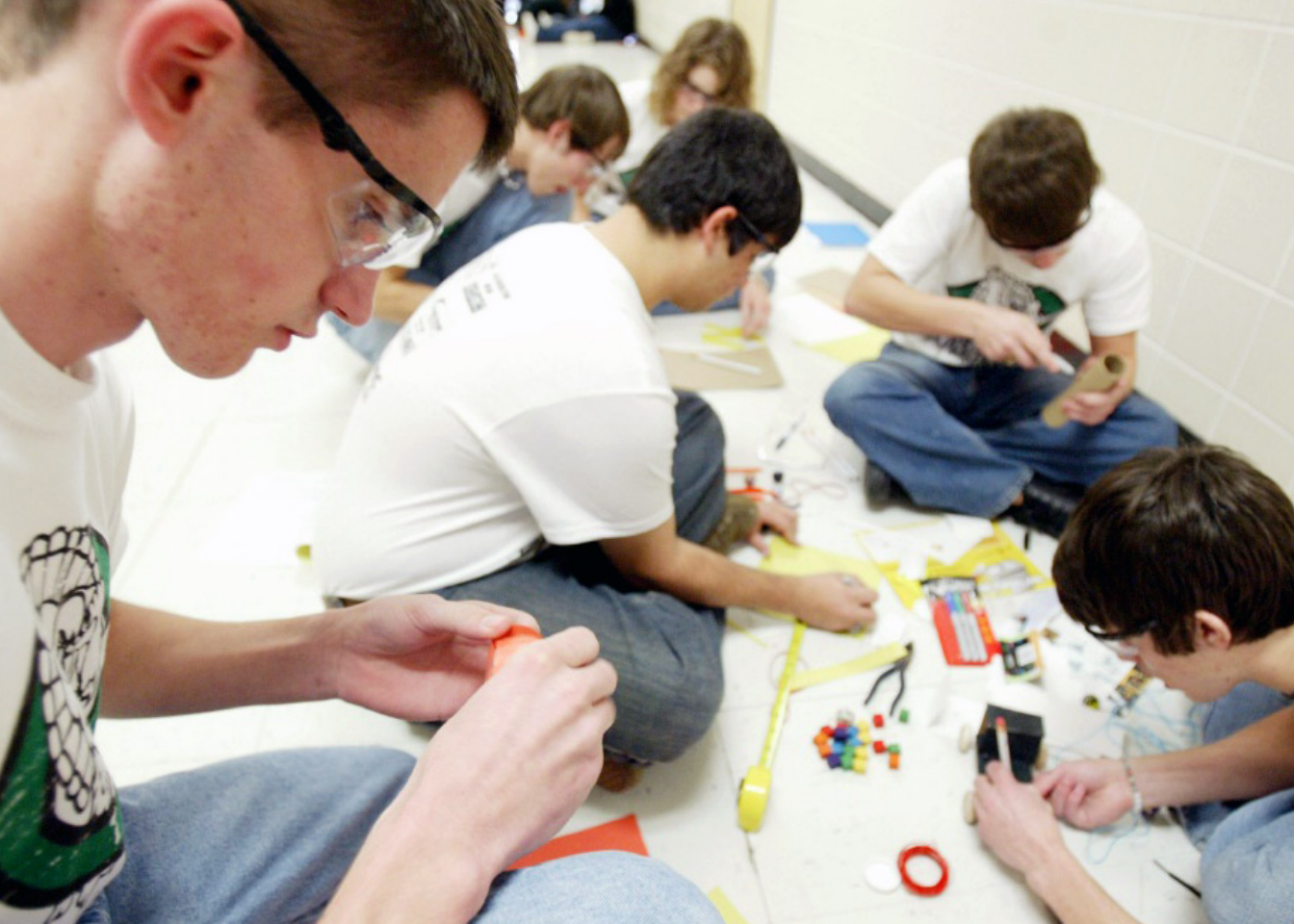
Non-competitive, ages 4-7 | 5-10 members
About $6 per student

2 Purchase your Team Pack.

Call us 1.888.321.1503
Monday–Friday 9:00 AM - 5:00 PM (EST)

3 Select your team location.

Destination Imagination administers its program through state and country Affiliates worldwide. Some of our state and country Affiliates have directed us to collect their Affiliate fees with the purchase of your Team-Pack. Your Destination Imagination local representative will contact you about any training and tournament fees that may also apply. There are additional fees for Affiliate administration, Affiliate tournaments and Challenge budgets.



VOLUNTEER

Destination Imagination is a volunteer-run organization, so we depend heavily on the efforts and energy of our volunteers around the world. There are a variety of options, with varying degrees of time commitments. A couple of our key roles are:

Team Manager: In this role, you can mentor the students on a DI team.

Tournament Official: As an Official, you can play a part in bringing a Destination Imagination tournament to life.

If you're interested in being a part of Destination Imagination, please contact us at askdi@dihq.org or 1.888.321.1503.

Training for volunteer roles is available at DI University online at DIuniversity.org

STAY CONNECTED

"Like" us on Facebook at Destination Imagination, Inc. to share content and interact with the DI community.

Follow us @IDODI for program updates

Follow us on Pinterest for inspiration and creative ideas.

Share your photos @boxandball


EXPLORE
THE UNCHARTED
SPONSORED BY
3M

"DI students are so curious and they're so free. When I look at the DI students, they reflect what 3M is all about. Our whole community affairs premise is *Open Minds Spark Success*. When I look at the students, I see that promise and that promise reflected in them.

I've also seen uses of Duct Tape here at Destination Imagination that, frankly, I've never imagined before. It's great to see all of the uses of Duct Tape, and all of the participants having so much passion and energy and fun around the events. We're really delighted to participate and to provide some products here as well."

Paul Hanson – Improvement Markets Division; Director of Marketing, 3M

DESTINATION IMAGINATION

'13-'14

TEACHING THE
CREATIVE PROCESS
FROM IMAGINATION
TO INNOVATION