

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. You’ll want to make sure to find 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 tournament information.

2019-20 CHALLENGE OVERVIEWS



LEARNING OUTCOMES: Technical Engineering & Design, Product Development,

Theatrical Set Design, Effective Storytelling

- Design and build an invention.
- Create and present a story about how a problem is solved with the use of the invention.
- Integrate an invention artifact to highlight the development process.
- Design and build scenery that shows the impact of solving the problem.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LEARNING OUTCOMES: Ecology, Technical Engineering & Design, Theater Arts Skills,

Effective Storytelling

- Research a real species and a real habitat.
- Create and present a story about the first encounter between the species and the habitat.
- Show how the species and the habitat change as a result of the encounter.
- Present the story in theater in the round.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LEARNING OUTCOMES: Construction Management, Structural Engineering, Technical

Design, Effective Storytelling

- Design and build a bridge that will be assembled during the Presentation.
- Move weight across the bridge to test its strength.
- Create and present a story about an unexpected connection and its outcome.
- Design and create a set piece that transitions between settings.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



LEARNING OUTCOMES: Photography, Visual Arts Skills, Theater Arts Skills,

Effective Storytelling

- Create and present a story that features an unseen character and its impact on a team-selected photograph.
- Theatrically recreate the photograph during the Presentation.
- Create and present a visual effect that includes a photographic technique.
- Show how the visual effect changes the perspective of one or more characters.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

2019-20 CHALLENGE OVERVIEWS



LEARNING OUTCOMES: Character Development, Improvisational Acting, Sound Design,

Effective Storytelling

- Research superpowers and how they are portrayed in comic books, literature, film, and other media.
- Create and present an improvisational skit about a villain who uses a superpower to cause an unexpected situation.
- Include a hero who uses an underwhelming power to try to overcome the unexpected situation.
- Enhance the skit with sound effects.



LEARNING OUTCOMES: Social Entrepreneurship, Project Management, Technical Design,

Effective Storytelling

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story that shows at least one character in a race against time.
- Integrate information about the project into the story.
- Design and build a device that represents time and highlights milestones from the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

LEARNING OUTCOMES: Engineering & Design, Puppetry, Theater Arts Skills,

Effective Storytelling

- Create and present a play about characters who travel from one planet to another.
- Include something surprising that happens during the trip.
- Design and create a puppet to use in the play.
- Launch team-created rockets during the play.
- Create costumes, props, and scenery to help tell the story.



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. The team members must think on their feet by applying appropriate skills 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. 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.





2019-20 TEAM CHALLENGE PRICING



AGE & GRADE REQUIREMENTS

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

The following are the age/grade requirements for 2019-20 Destination Imagination teams.

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

Elementary Level (EL): No student born before June 15, 2008 or Kindergarten-5th Grade

Middle Level (ML): No student born before June 15, 2005 or 6th-8th Grade

Secondary Level (SL): No student born before June 15, 2001 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



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



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.



Destination Imagination, Inc.



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