

DESTINATION IMAGINATION PRESENTS

TEAM CHALLENGE

First Look



2018-2019 CHALLENGE SEASON



EXTENDED OVERVIEWS





2018-19 FIRST LOOK

From designing an aircraft to exploring medical mysteries to bringing a game to life, we have six new competitive Team Challenges that will inspire your team’s journey through the creative process and enable your team members to acquire and practice the skills needed to succeed in school, careers, and beyond – all while having the best experience possible.

A circular icon with a blue background. It features a red helicopter with a target symbol below it. The text 'ON TARGET' is at the top and 'TECHNICAL' is at the bottom.

Page 4

A circular icon with a purple background. It features a white clipboard with a red question mark and a stethoscope. The text 'MEDICAL MYSTERY' is at the top and 'SCIENTIFIC' is at the bottom.

Page 6

A circular icon with a green background. It features a green monster head with a gear and a wrench. The text 'MONSTER EFFECTS' is at the top and 'ENGINEERING' is at the bottom.

Page 8

A circular icon with a teal background. It features a red game controller, a white die, and a black soccer ball. The text 'GAME ON' is at the top and 'FINE ARTS' is at the bottom.

Page 10

A circular icon with an orange background. It features two gold coins. The text 'HEADS UP' is at the top and 'IMPROVISATIONAL' is at the bottom.

Page 12

A circular icon with a purple background. It features a paint palette and a magnifying glass. The text 'ESCAPE ARTISTS' is at the top and 'SERVICE LEARNING' is at the bottom.

Page 14

At Destination Imagination (DI), we believe that when an educational experience is fun and hands-on, students are empowered and excited to take their learning to the next level. DI does this through a project-based learning experience that applies the creative process across

six competitive Challenge types – Technical, Scientific, Engineering, Fine Arts, Improvisational, and Service Learning. Students form teams of up to seven members, select their preferred Challenge, and work together to develop their Challenge solution – gaining 21st

century skills, including creative and critical thinking, collaboration, and project management. Teams have the opportunity to showcase their innovative Challenge solutions at a tournament.

Welcome to a brand new season of Destination Imagination!



Getting Started

- 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.



Important

The information provided in this First Look document is a synopsis of each Challenge and is designed to help your team decide on which Challenge you would like to solve. **Your team MUST download and read the full Challenge and Rules of the Road from the [Resource Area](#) in order to solve the Challenge successfully.** Your team is strongly encouraged to read and use Roadmap as you create your Challenge solution.



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



Learning Outcomes

Aircraft Design, Technical Engineering & Design, Accuracy & Precision, Effective Storytelling



Aircraft

From Leonardo da Vinci to the Wright Brothers to NASA, humans have continued to develop new and innovative ways of flying. Now it's your turn to launch your creativity into the great blue yonder! In this Challenge, your team will design and build an Aircraft that is capable of flight.



Payload Drops

Aircraft are used to deliver all sorts of useful and interesting things. During your Presentation, your Aircraft will carry and drop Payloads into the Payload Drop Zone. What will your team's Aircraft deliver?



Story

Whether near or far, land or sea, large or small, there are so many amazing places to be explored. Your team will create and present a story about one or more characters exploring a remote place. Where will they go? Who will they meet along the way? Grab your bags and prepare for takeoff as you combine your Aircraft, Payload Drops, and characters into a first-class tale of aeronautical adventure!



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.



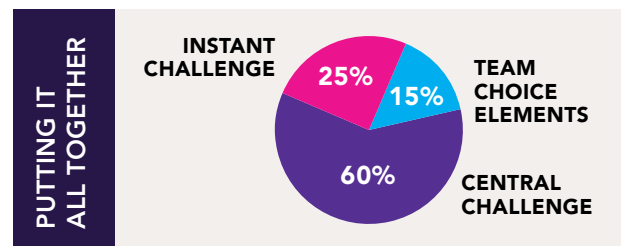
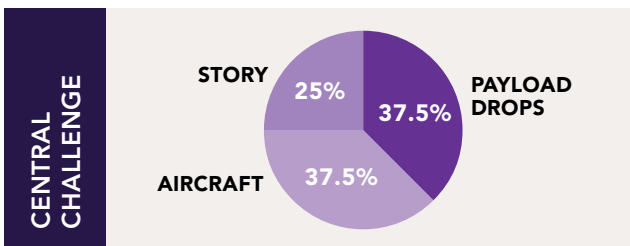
Scoring Overview



Important

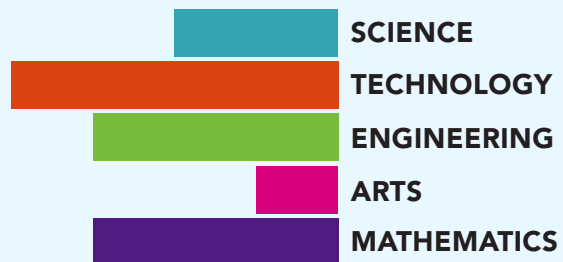
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

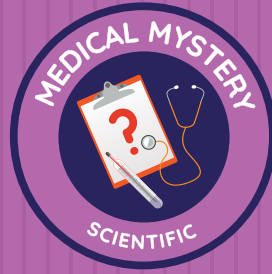
| | |
|--------------------------|------------------|
| Central Challenge | Up to 240 Points |
| A. Aircraft | Up to 90 |
| B. Payload Drops | Up to 90 |
| C. Story | Up to 60 |
| Team Choice Elements | Up to 60 Points |
| D. Team Choice Element 1 | Up to 30 |
| E. Team Choice Element 2 | Up to 30 |



Technical Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.



Learning Outcomes

Anatomy & Physiology, Medical Science, Technology, Effective Storytelling



Story

The human body is wondrous and wacky! Our bodies can do amazing things, but sometimes unusual symptoms appear. Your team will investigate the human body and present a story about a Medical Mystery. How will the Symptoms lead your team to a Diagnosis? Grab your stethoscope and get sleuthing!



Sympt-O-Matic

Organs, vessels, and bones, oh my! With so many complex systems, doctors often need to take a closer look to determine what's going on. Your team will flex your engineering muscles as you design a Sympt-O-Matic that uses Technical Methods to show how the Medical Mystery is affecting the human character. What mysteries will your Sympt-O-Matic reveal?



Double Vision

Perspective can alter the way you view a situation. For example, the world looks very different from the ground than it does from the air. Using staging and blocking techniques, your team will make the audience and Appraisers do a double take as you present part of your Presentation in Double Vision, showing the same action or scene from two or more perspectives at the same time.



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.



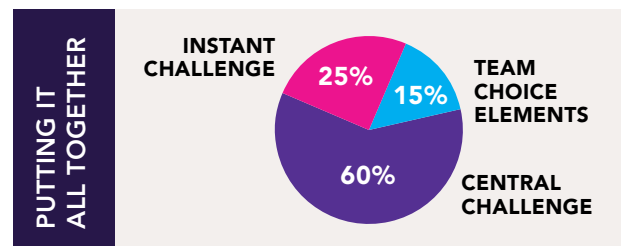
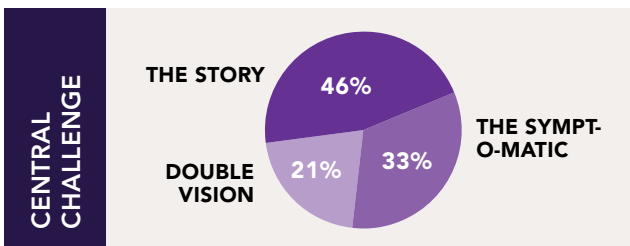
Scoring Overview



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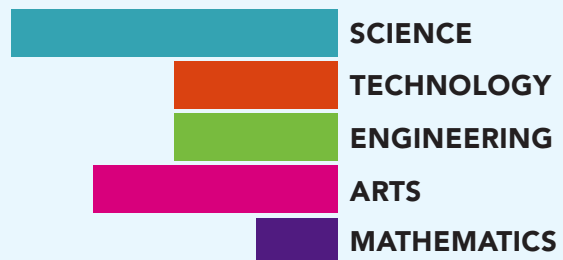
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| | |
|-----------------------------|------------------------|
| Central Challenge | Up to 240 Points |
| A. Story | Up to 110 |
| B. The Sympt-O-Matic | Up to 80 |
| C. Double Vision | Up to 50 |
| Team Choice Elements | Up to 60 Points |
| D. Team Choice Element 1 | Up to 30 |
| E. Team Choice Element 2 | Up to 30 |



Scientific Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





Our Engineering Challenge asks students to design, build, and test load-bearing structures created from specific materials.



Learning Outcomes

Structural Integrity & Failure, Structural Engineering, Technical Design, Effective Storytelling



Structure

On again, off again! Your team will design a Structure from a specified set of materials. You'll test how much weight it can hold without failing by placing and then removing as many weights as possible. How will your Structure hold up?



Structure Testing

Your team will test the Structure at the tournament using a standard Destination Imagination Structure Tester and disc-shaped weight plates. Refer to the Challenge for more Structure Testing specifics and procedures.



Story

Argh! Monsters! Your team will create a story in which the sudden appearance of a Monster has surprising results. For this Challenge, a Monster is any creature with an unusual shape, appearance, behavior, and/or character. Will your Monster be friend or foe, lovable or terrible? It's up to you to decide!



Special Effect

In film, television, and live theater productions, special effects help bring a story to life. Your team will create your very own Special Effect, which must be triggered by Structure Testing. Your Special Effect will dazzle the audience as it enhances the sudden appearance of the Monster and/or the events surrounding the Monster in the story. Here's your chance to show off your epic effects!



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.



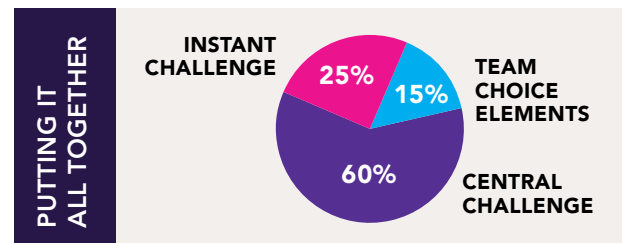
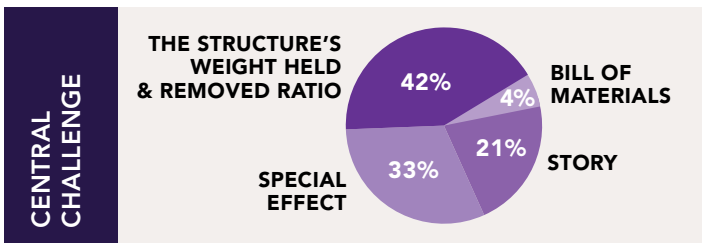
Scoring Overview



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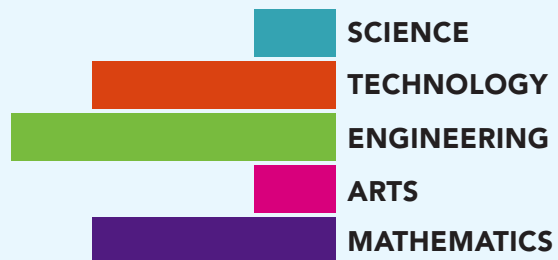
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

| | |
|--|-------------------------|
| Central Challenge | Up to 240 Points |
| A. The Structure's Weight Held and Removed Ratio | Up to 100 |
| B. Bill of Materials | 0 or 10 |
| C. Story | Up to 50 |
| D. Special Effect | Up to 80 |
| Team Choice Elements | Up to 60 Points |
| E. Team Choice Element 1 | Up to 30 |
| F. Team Choice Element 2 | Up to 30 |



Engineering Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, script writing, and prop design.



Learning Outcomes

Game Design, Theatrical Set & Prop Design, Technical Design, Theater Arts Skills



Story

Whether laughing, learning, or just having a great time with your family and friends, games are played all over the world. Have you ever wondered who created them or why? Don't leave anything up to chance! Learn more about your team-selected game and use your research to create and present an unforgettable story.



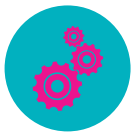
Game Gizmo

From boards to controllers to dice, games are filled with lots of exciting pieces and components. Get in on the action with a team-created Game Gizmo that will have an impact on your story.



Container

Opening a game for the first time is exciting! Your team will capture that sense of wonder and anticipation with your team-created Container. Your Container will hold everything your team needs to enhance your Presentation and will astound the audience with a visible transformation. How will your team contain all of your great ideas?



Technical Element

Games often include strategy and decision making. Take your Presentation to the next level as your team decides which Challenge requirement you will design to be your Technical Element. Will it be the Game Gizmo or the Container? It's up to you to decide how it all plays out!



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.



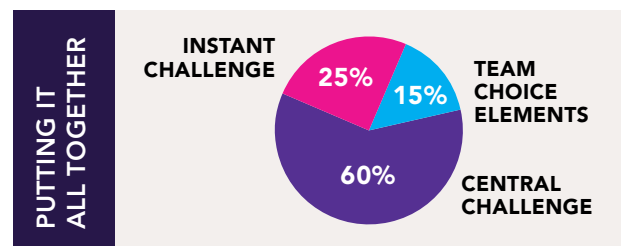
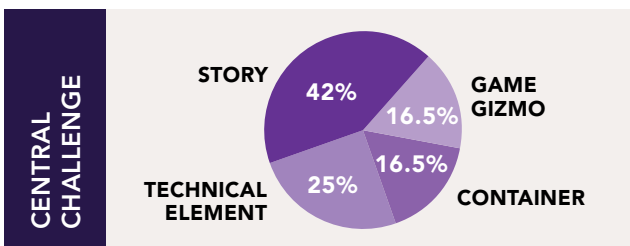
Scoring Overview



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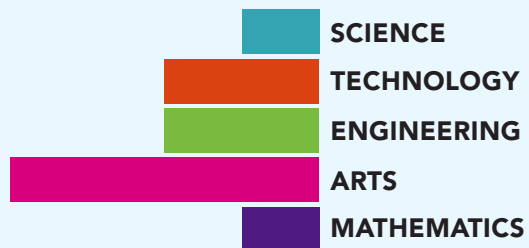
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

| | |
|--------------------------|------------------|
| Central Challenge | Up to 240 Points |
| A. Story | Up to 100 |
| B. Game Gizmo | Up to 40 |
| C. Container | Up to 40 |
| D. Technical Element | Up to 60 |
| Team Choice Elements | Up to 60 Points |
| E. Team Choice Element 1 | Up to 30 |
| F. Team Choice Element 2 | Up to 30 |



Fine Arts Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





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



Learning Outcomes

Cultural Competency, Character Development, Nonverbal Communication, Effective Storytelling



Skit

Your team will create a two-part improvisational Skit, live at the tournament, that tells a Tale. What will happen when you have to Flip your Tale on its head?



The Figure Heads

As far back as the Ancient Greeks, coins have been decorated with images important to a culture. Your team will research Figure Heads who have been featured on currency from around the world. Then you'll incorporate 2 of the Figure Heads into your Skit.



The Tale

For this Challenge, the Tale is the focus of the entire Skit and will directly involve the Figure Heads. What adventures await your Figure Heads? Only time will tell!



The Genres

The Ancient Romans recognized the simplicity of using a coin toss to make a decision. A toss of the coin right before you begin will decide whether you start with laughter or tears!



The Flip

Just when you think you have it all figured out, something happens to disrupt your plans! The Flip is an event that will have an impact on your Tale. After the Flip is revealed, your team must switch from a verbal to a Nonverbal style for the rest of the Skit. Let your actions speak louder than words!



Improv Challenge Procedure

At the tournament, your team will randomly select the different Improv Elements. Some will be revealed to your team immediately prior to your team's Preparation time while others will be surprises. More detailed information about the tournament procedure can be found in the Challenge.



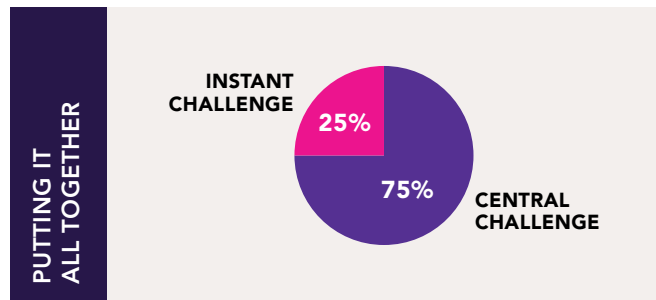
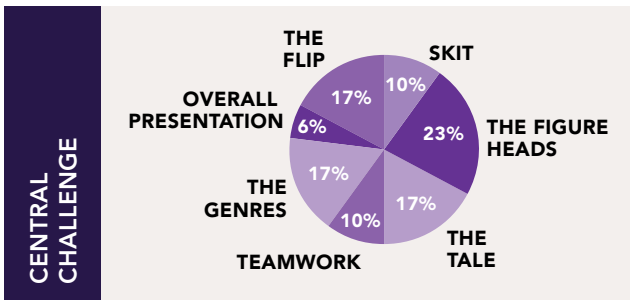
Scoring Overview



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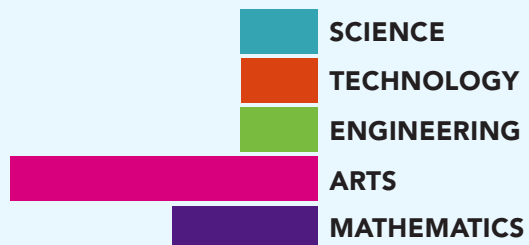
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

| Central Challenge | Up to 300 Points |
|---------------------------------------|------------------|
| A. Story | Up to 30 |
| B. Improv Element 1: The Figure Heads | Up to 70 |
| C. Improv Element 2: The Tale | Up to 50 |
| D. Improv Element 3: The Genres | Up to 50 |
| E. Improv Element 4: The Flip | Up to 50 |
| F. Teamwork | Up to 30 |
| G. Overall Presentation | Up to 20 |



Improvitational Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues.



Learning Outcomes

Social Entrepreneurship, Project Management, Theater Arts Skills, Effective Storytelling



Project

Going out and saving the world is no small feat. It takes time, passion, and dedicated work. In this Challenge, you and your team will identify a community need and then plan and execute a Project that will address the need.



Theatrical Presentation

Your team's Project made a difference in your chosen community. Now it's your chance to share the impact of your Project with the world! In your live Presentation, your team will theatrically present the Project in a dramatically effective way.



Story

Make a break for it! Your team will create a suspenseful story about characters attempting an escape. Keep the audience on the edge of their seats as the story unfolds! Will the characters escape or will they be forced to accept their fate?



Clues

Sometimes we need a little help in order to get out of a sticky situation. Your team will use elements of your Project to design and create clues that will help characters in your story. Where will the clues lead?



Project Impact

Projects should have a lasting impact on the community. Show how your Project could continue to impact your community by integrating information about the future of your Project into your Presentation. A better tomorrow starts with you!



Team Choice Elements

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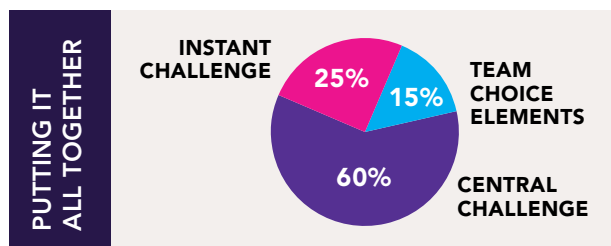
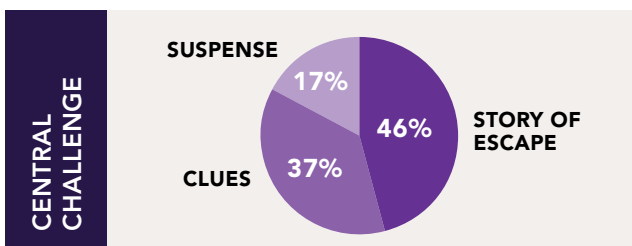
Scoring Overview



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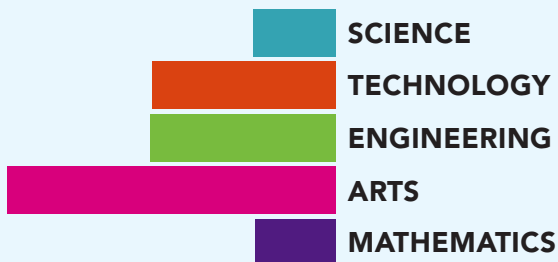
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| | |
|--------------------------|------------------|
| Central Challenge | Up to 240 Points |
| A. Story of Escape | Up to 110 |
| B. Clues | Up to 90 |
| C. Suspense | Up to 40 |
| Team Choice Elements | Up to 60 Points |
| D. Team Choice Element 1 | Up to 30 |
| E. Team Choice Element 2 | Up to 30 |



Service Learning Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





TEAM CHALLENGE

• *First Look* •

2018-19 Challenge Season



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