

# START A TEAM GUIDE



## WHERE DO I START?

1. Learn about Destination Imagination Challenge program. Start by reading this guide and visiting our website at [DestinationImagination.org](http://DestinationImagination.org).
2. Meet with interested prospective team members and parents.
3. Identify your School/Organization Contact Person. Once you decide to participate, identify the person who will be the Destination Imagination School/Organization Contact Person.
4. Purchase a Team Number at [ShopDI.org](http://ShopDI.org). There are different types of Team Number packages: 1-Team Pack, 5-Team Pack, Institution Team Pack and Rising Stars! Team Packs. For more specific information about the types of Team Number packages, visit [ShopDI.org](http://ShopDI.org) or see the Team Pack section of this guide.
5. Receive and/or download our Program Materials. Once your payment has been received and processed, a book of printed materials will be mailed to you and you will have access to the Resource Area on [DestinationImagination.org](http://DestinationImagination.org).
6. Register with your Affiliate. After you purchase your Team Number, your Affiliate will be notified of your purchase. Your Affiliate Director will contact you about how to register within your Affiliate and your Region. You will also be sent information about trainings and other Affiliate-sponsored activities.
7. Review all of the DI Program Materials. The Program Materials include Roadmap, 6 Team Challenges, 1 Rising Stars! Challenge and Rules of the Road.
8. Register all of your teams for Regional and/or Affiliate Tournaments. Some Regions and Affiliates ask that you register online, others send registration forms. Contact your Regional and/or Affiliate Director for the registration requirements for your Tournament. Contact information for your Affiliate is available on the locations page of the [DestinationImagination.org](http://DestinationImagination.org) website.

## PROGRAM OVERVIEW

### Who

Up to 7 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. Team Managers are often faculty members or parents.

### What

There are seven new 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, Fine Arts, Improvisational, Structural 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 from September through May. Depending on the Challenge, teams typically spend 2 to 4 months developing and practicing their Challenge solutions.

### Where

The team's solutions are assessed at regional, state or country tournaments. While most schools run DI as an after school program, some school districts incorporate the program into their electives curriculum. Our tournaments provide the opportunity for participants to celebrate creativity with their peers and promote healthy competition. 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 experience the creative process, develop new friendships and learn to work together.

# THE TWO COMPONENTS OF THE DI PROGRAM

## How will Teams be Assessed at the Tournament?

At the tournament, Destination Imagination teams will solve two types of Challenges: Team Challenges and Instant Challenges. Teams will perform their Challenge solutions to a group of Appraisers. Destination Imagination Appraisers are local volunteers who have been trained to assess the Challenges.

## What is a Team Challenge?

There are seven new Challenges to choose from each year. The areas of focus include: Technical, Scientific, Fine Arts, Improvisational, Structural and Service Learning. There is also a non-competitive Early Learning Challenge. View our current season's Challenge previews on our website.

The Team Challenge is the combination of the Central Challenge and Team Choice Elements. After solving Team Challenges, teams can attend tournaments to showcase their solutions in front of Appraisers and live audiences.

## Central Challenge

The Central Challenge encourages development of critical thinking, problem solving techniques, teamwork, and creative process over a sustained period of time (usually 2 to 4 months).

## Team Choice Elements

Team Choice Elements are team-selected elements that are incorporated with the Central Challenge to allow creative freedom in showcasing additional strengths.

## What is an Instant Challenge?

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 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 TWO COMPONENTS OF THE DI PROGRAM (CONTINUED)

### Instant Challenge Procedure

1. The team stands around a table on which a copy of the Challenge lies face down.
2. If the Challenge requires materials, they will also rest on a table.
3. When everyone is ready, the Appraiser flips over the Challenge and reads his or her copy of the Challenge aloud. As soon as s/he has finished reading, s/he starts the timer and the team can begin working.
4. The Appraiser makes sure the team follows the timing prescribed in the Challenge.
5. The Appraisers score the team's solution to the Challenge.

### Processing Instant Challenges

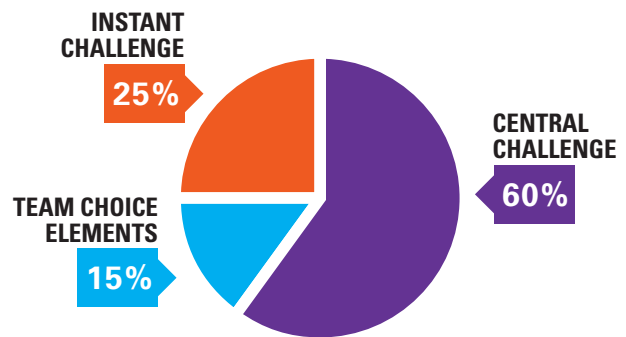
While practicing Instant Challenges, it is important that the team members discuss the experience. The Team Manager's job is to facilitate the discussion as necessary, without telling the team exactly what to do. For example, the Team Manager can ask questions like:

- What could you have done differently?
- What was the most difficult part of the performance?
- What could you do to improve in the future?

The Team Manager should not provide any answers to the questions. Team members need to reflect and assess the process on their own.

### How Important is each Challenge Element to the Overall Score?

The following is a breakdown of how teams will be appraised at the tournament:



**Note:** Team Choice Elements are team-selected elements that are incorporated with the Central Challenge to allow creative freedom in showcasing additional strengths.

## FORMING TEAMS

A team consists of at least two and no more than seven members. Only those seven may work on the solution to the Team Challenge, may perform the solution and may participate in the Instant Challenge part of a Tournament.

When forming teams, keep in mind that all teams will need individuals who have talents and abilities in very diverse areas such as building, welding, soldering, sewing, designing sets, designing costumes, writing scripts, composing and performing music, just to name a few. Teams will also need individuals who have the ability to generate ideas and those who are able to categorize, sift and choose criteria to make the solution work. They need people who can generate many ideas and options for their solution. They also need people who can focus on the many ideas generated and choose those that are considered the best, most unique and useful for their solution.

Teams should have members who are willing to commit their time and energy to the development of the solution and to each other through thick and thin. There are definitely times when things can get thick! If teams do not have the skills they need, those skills may be taught. Resources (e.g., human, books, journals, videos, etc.) may be used to help teach the skills to team members. However, the team may not be taught skills specifically tailored for application to their Team Challenge solution. Team members must learn the skills apart from their solution, and then apply their new skills when they work towards the development of their solution.

Team members do not have to be the same age. However, the Level in which the team will compete is determined by the age of the oldest child or the highest grade Level.

## AGE REQUIREMENTS

Students from kindergarten through university level participate in the Destination Imagination Challenge Program.

The following are the age/grade requirements to participate in the Destination Imagination Challenge Program:

### Elementary Level

Kindergarten-5th grade

(No student reaching age 12 by June 15)

### Middle Level

6th-8th Grade

(No student reaching age 15 by June 15)

### Secondary Level

9th-12th Grade

(No student reaching age 19 by June 15)

### Rising Stars!®

Preschool through 2nd grade

### College & University Level

Full-time post-secondary students enrolled in college, university, trade, or technical school or military. High school seniors who are bound for higher education are also eligible.

For more information contact our College & University Level Coordinator, Christine Groberg at [University@dihq.org](mailto:University@dihq.org) or visit our College & University site: [www.diuniv.org](http://www.diuniv.org)

# TEAM MANAGERS

Each DI team needs an adult Team Manager to be in charge of meetings, planning, team registration, Tournament logistics and team safety. Team Managers are in high demand and are key to the success of any DI program, and while most are volunteers, some receive stipends or some degree of compensation for their time. A DI Team Manager:

- Has a good sense of humor.
- Appreciates creativity and innovation in all its forms.
- Enjoys working with children and young adults.
- Is interested in helping young people learn about creativity, teamwork and problem solving.
- Wants to join the DI community and share with other caring adults.
- Has a positive and friendly attitude.

The degree of a Team Manager's involvement will depend upon the team's schedule, Tournament progression, and the overall goals and needs of the team. In any case, the team does the real work – the problem solving – and the Team Manager facilitates the process, which allows the team to have the best educational experience possible.

## Finding and Supporting Team Managers

Some Coordinators find Team Managers through an Informational Meeting held for parents, potential participants, administrators, teachers, and other interested people. Some have said they find Team Managers by asking parents if they would “work together with the team.” Team Managers could be:

- Parents
- Teachers
- Administrators
- College students
- Team member's older brother or sister
- Community members
- School paraprofessionals

## Team Manager Training Workshops

Destination Imagination, Inc. provides training instruction and help to Regions and Affiliates so that they can present great Training Workshops for the Team Managers and Coordinators. Check with your Affiliate and/or Regional Director for information regarding Training Workshops. The importance of these training sessions cannot be emphasized enough.

# ABOUT THE TOURNAMENT

The DI Tournament is a culminating celebration of what the teams have learned throughout the year. It celebrates their teamwork, problem solving, time management and the skills they have learned on the way to their Challenge solution.

## When & Where

Contact your Affiliate Director for your tournament date and location.

## What is a Tournament?

A DI Tournament is not apart from the process; it is a part of the DI process.

### A Tournament:

- is fair and consistent.
- has officials who understand and honor the DI process.
- considers every team a winner.

### When we say every team is a winner, what do they win? They have won the ability to:

- have self-confidence to generate options.
- learn to take focused risks.
- make decisions with efficiency.
- take action with a positive outlook.

The DI process is not just for kids! One of the great benefits for adults who are participating in DI, whether as Team Managers or as officials, is the opportunity to learn the same skills DI teaches the young people on teams. So the Tournament is not just a celebration for the teams: it is a celebration for everyone, adults as well as children, at the Tournament.

**The Regional Tournament:** Most Affiliates that are states or provinces are divided into Regions headed by a Regional Director. Generally, every Region within a given Affiliate holds a Regional Tournament. Often the Regional Director is also the Tournament Director and runs that Regional Tournament with a “Tournament Team” of volunteers from all over the Region. How the Region and Affiliate is organized is unique to every Affiliate. Your Affiliate Director can tell you to which Region you have been assigned.

**The Affiliate Tournament:** Whether or not an Affiliate is divided into Regions, every Affiliate holds an Affiliate Finals Tournament. In Affiliates which hold Regional Tournaments, the Affiliate Finals Tournaments take place after all Regional Tournaments are completed. In Affiliates where there are no Regional Tournaments, the Affiliate Finals Tournament is generally the only Tournament held in that Affiliate. Affiliate Finals Tournaments are run by a “Tournament Team” that may include the Affiliate Director, members of the governing Board of that Affiliate, Regional Directors, Affiliate Challenge Masters and others.

At any Tournament, a large number of people are needed to be Team Challenge and Instant Challenge Appraisers, people who will evaluate the Team or Instant Challenge solutions. Each Team Challenge has at least seven Appraisers. Each Instant Challenge room requires two to four Appraisers, and there are generally several Instant Challenge rooms at a Tournament. To have a well-staffed Tournament, a lot of volunteer effort is required. You can see how important it is to be ready to be involved and help the Team Managers and especially parents to understand the level of cooperation and help that is needed!

# STARTING A TEAM IS AS EASY AS 1-2-3.

DI offers four packages depending on the number of teams that you plan to start.

## One Team

2-7 members | 1-Team Pack | \$135\*  
(About \$19 per student with a team of seven)

## Five Teams

2-7 members | 5-Team Pack | \$390\*  
(About \$11 per student with five teams of seven)

## 30+ Teams

2-7 members | 30+ Team Pack | \$2,340\*  
(\$78 for each additional team; About \$11 per student with 30 teams of seven)

## Early Learners Team

5-10 members | Rising Stars! Team Pack | \$55\*  
(noncompetitive, ages 4-7) | (About \$5.50 per student with a team of 10)

## Purchase your Team Pack.

- Purchase your Team Pack on ShopDI.org
- Download a mail-in form at DestinationImagination.org
- Call us 1.888.321.1503 / Mon-Fri 9:00 AM - 5:00 PM (EST)

## 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.