

# DestinationImagiNation of New York



## CreativityNews

Back-To-School Issue

Visit our Website at: [www.nydi.org](http://www.nydi.org)

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### Just the Facts

#### Destination ImagiNation® At A Glance

- Destination ImagiNation® is the world's largest creativity and problem solving competition for kids, with more than 200,000 students in 47 US states, 15 countries and Canadian provinces participating annually.
- Destination ImagiNation® helps kids develop a unique and critical skill set by emphasizing:

Creativity	Problem Solving
Brainstorming	Project Management
Creative Thinking Skills	Knowledge Application
Presentation Skills	Confidence
Teamwork	Time Management
Collaboration	Research Skills
Critical Thinking Skills	

- Although this is the fourth program year under the brand name Destination ImagiNation®, officials and volunteers who organize the annual program have more than 19 years' experience creating quality problem solving programs for kids.
- Destination ImagiNation® is not just an extracurricular activity, it is an extension of a Destination ImagiNation® brand of curriculum which draws on Creative Problem Solving strategies and the multiple intelligences of students to use what they have learned in the classroom in new and creative ways.

- The Destination ImagiNation® program helps kids build important, lifelong skills, like problem solving, teamwork and divergent thinking. Our teams solve two types of Challenges with the program year. The *Team Challenge* involves structural, technical or theatrically-oriented problems and takes several months to solve. Throughout that time the teams also practice improvisational *Instant Challenges*, which stimulate the team's ability to think quickly and creatively with only minutes to prepare solutions. When tournament time rolls around, each team's score reflects its *Team Challenge* performance plus its response to an *Instant Challenge*.
- Creativity isn't just a school-year activity. Many state, local and international affiliates offer creativity activities for kids year-round, including summer camps that incorporate all of the fun and thoughtful activities that make learning interesting.
- Corporate America believes in Destination ImagiNation®! Our program receives significant corporate support from several important organizations, including National Dairy Council (our International Sponsor) as well as 3M, Philips Consumer Electronics, Inc., Best Buy and Sam Goody. Sponsorship opportunities exist at the international and local levels.



**DestinationImagiNation**  
The most important course in education.

# INTRODUCING THE PREVIEWS OF THE 2002-2003 TEAM CHALLENGES

*All Challenges are offered to all Levels!*



## CHALLENGE A: viDlo Adventure

Searching for the wizard? A cure for cancer? The perfect cheeseburger? Hoping to save the princess? Where will your Quest take YOU? Destination ImagiNation asks your team to create a "live" 3-D viDlo adventure game that will take your team-designed Seeker on a Quest to other nations. Journey from Game Level to Game Level, overcoming obstacles and collecting rewards!



## CHALLENGE B: A Change in Direction

This Challenge will really move your team in different Directions! Create your own adventure as you explore ways to use, transport and reuse a set of parts. Be prepared for Turning Points along the way! Solving this environmentally-friendly Challenge will really set your team APART from the rest!



## CHALLENGE C: Once Improv a Time

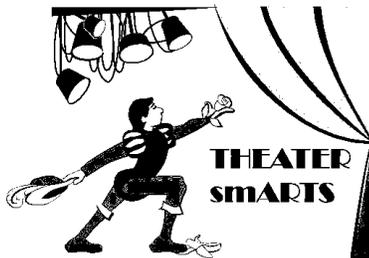
How is a tossed salad like the Destination ImagiNation Improv Challenge?

If you tear apart some Folktales and mix them up in a bowl constructed entirely from Duct Tape and Newspaper, the result will be a lot like this year's Improv Challenge! Your team will have fun tossing around Literary Elements from a variety of different Folktales to create your improvisational story!



## CHALLENGE D: ConnecDId!

Here's a Challenge you can really CONNECT with! In today's world people are more connected than ever, both face to face and with the help of technology. What if your team could develop a Universal Connection Creation that would allow them to make connections between people, nations, objects or events? How well WOOD your connection creation do the job?



## CHALLENGE E: Theater smARTS

Imagine this...A theatrical troupe has been preparing for their Opening, but problems keep popping up! You'll have to use all your Theater smArts to give us a look at what's happening both on stage and behind the scenes as the troupe discovers and overcomes the obstacles and goes "on with the show!"

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## Starting A DI Program in your school or Community Group

- You'll need a sponsoring organization, business or individual. This is usually a local school but it can also be a service club such as a PTO, Kiwanis or Rotary...it can be the Boy Scouts, Girl Scouts, Boys & Girls Club, the local branch library or any business or individual may sponsor a team!
- You'll need a source of funds. A national membership in DI costs \$100 for a single team membership or \$175 for a 5 team value pack membership at the national level, plus \$45 (single team) or \$60 for a 5-team value pack at the state level. There might also be Regional fees to consider and you should check with the regional director for your geographic area of our state.
- You'll need to fill out the membership application form and send it with the membership fee to: Destination Imagination Inc. PO Box 547 Glassboro, NJ 08028. This application is available on our website at [www.nydi.org](http://www.nydi.org)
  - The National membership fee buys your team your Passport materials, which include:

A CD, with all challenges, guides, and program materials, readable in either Windows or PC compatible Mac. The CD will also include:

    - A selection of brochures and Destination ImagiNation promotional materials.
    - A complete listing of all Destination ImagiNation Affiliates and contact information.
    - Instructions on TEAM registration for **5-Pak** Passports.
- The number of memberships you'll need depends on how many teams you can afford to send to competition. A individual team membership entitles the sponsor to send one team to competition. If two or more teams are anticipated you will need a 5-Pack. I strongly recommend finding the funds to send as many teams as possible. There's nothing like what happens at regional tournaments to give children an idea of the diversity of solutions to the challenge they've spent 5 months on.
- Your teams will need funds to purchase their materials. Challenge budgets are usually set around \$100 per problem. The \$100 limit is a cap on the amount of money that a team can spend to put materials on stage. That is, the materials that appear in the team's final solution may cost no more than the challenge's budget. The amount actually spent depends on the challenge and how the team elects to solve the problem. Parents, community sponsors, or the sponsoring organization usually cover this cost.
- You'll need to supply support materials such as idea books and Improv ideas. Many of these books and videos are available along with selected other "creativity" materials, from our Lending Library that any member may borrow for 10 days free of charge. A listing of materials available can be found on our website.
- You'll need Team Managers. In most areas, TMs are your scarcest resource. TMs can be found among parents, teachers, aunts, uncles, neighbors or service club members. Announce the program at back-to-school night, or some other large gathering. Borrow the DI Awareness Tape from the lending library and show that to explain the program.
- Your ideal TM will be willing to spend 2 meetings a week from late fall to early spring with the kids. The time commitment on the TM's part is similar to soccer or little league. The TM needs the personal skill of being able to let the kids find the solution and not impose the his or her own solution on the team.
- You'll need to train your Team Managers. Your prime responsibility will be to see that the Team Managers are aware of where and when their Regional training sessions will be.
- Early in the school year, there will be a Regional Team Manager's Training Workshop. The Regional Director distributes regional Team Manager materials. Team Managers may contact the Regional Director

at any time when they need help or assistance for additional training and workshops.

- You'll need to make the commitment clear to parents. Parental support is crucial to the success of the team. Parents must commit to getting their children to scheduled meetings and keeping the child on the team even if the child wants to drop out. Teams take time to coalesce and it's crucial that team members attend almost all meetings. I strongly recommend that parents and students sign a "contract" as a sign of commitment.
- You'll need to organize the teams. In some schools, the teams are built by the school and assigned to Team Managers. In other schools, the Team Managers pick the kids they think they can work with. In other schools, the teams self organize and draft their Team Manager. Pick the technique that suits your situation best. Before deciding on a method to select teams, read the Team Manager Guide section on team selection.
- Teams are organized by age or by grade level, your organization picks the criteria which works best for you! Children less than 9 years, OR in Kindergarten through 2nd Grade participate at the primary level. The Elementary Level includes students in Kindergarten through 5th Grade OR no student reaching age 12 by 6/15/2003. The Middle Level includes students in 6th through 8th Grade OR no student reaching age 15 by 6/15/2003. The Secondary Level includes students in 9th through 12th Grade OR no student reaching age 19 by 6/15/2003. University Level includes all students

enrolled full time at a college, university or technical school or the military.

- Once teams and Team Managers are paired, they'll need to pick a mutually agreeable schedule and meeting location. There may be some adjustments among teams if scheduling conflicts arise that preclude the teams meeting on a regular basis. This is usually worked out in the first or second meeting. Remember that the team will often need to meet for extended periods of time to build, paint, and rehearse. It is very important that at least one Team Manager be able to provide a place (a garage or basement works well) where a team may hold a Saturday meeting and leave all materials for storage.
- You should know you are not in this alone, the Regional Director is available seven days a week. Issues such as instant challenge problem ideas, team time management, problem kid management, paperwork, schedules, team management issues, rules and similar subjects can be discussed. Also the Team Managers can swap materials and discuss what worked and didn't work.

Newsletters are a great source of information. They will usually be monthly on our website September through December and then March, April and June. Any Mailed Newsletters will be sent to the membership coordinator you list on your membership application. Our NY Website ([www.nydi.org](http://www.nydi.org)) is updated almost daily, as is the National Website at: ([www.destinationimagination.org](http://www.destinationimagination.org))

## How to Join DI – Step-by-Step

In order to compete, and attend trainings you must join Destination ImagiNation (National). You can find the National and State Membership forms on our website at <http://nydi.org> - you can also register for our program on line at the International DI website at [www.destinationimagination.org](http://www.destinationimagination.org)

To compete in New York State you must also become a member of Destination ImagiNation of New York. Your NY State membership entitles you to participate in our activities including Team

Manager Training, Instant Challenge Training, Improv Workshop, borrowing from books and videos from our Lending Library, presentations for faculty, staff, boards, parents and students, along with demonstration lessons using the DI curricula in the regular classroom.

Your region may have an additional fee to cover the costs of regional training and of course, the regional Tournament.

# The DI Philosophy

## **Team Effort**

A team effort is probably the strongest principle in the Destination ImagiNation competitions. All competitive activities are performed as a team - including the Team Challenge, Instant Challenge, and Side Trip categories. This is particularly evident in the Instant Challenge competition where, generally, each team member must participate. All DI challenges score for teamwork.

## **Divergent thinking is rewarded**

Appraisers are instructed to be on the alert for unusual ideas evidenced in all presentations. Adult interference is prohibited.

## **Financial support is relatively unimportant**

Cost limits for Team Challenge solutions are low thereby putting all teams on even terms and eliminating the influence of extra funds. The most significant financial assistance needed is for the annual membership fee and for travel costs and entry fees for the competitions.

## **Making new friends is encouraged**

At every phase of competition students are encouraged to meet and interact with students from other teams. Students often share ideas and solutions and offer help to each other.

## **Encourages the development of individual creative skills**

Everyone has some creative potential, but many do not see it in themselves. Participation in Destination ImagiNation provides an avenue to open the door to the potential in each student. This in turn can build self-confidence and encourage student-initiated inquiry. Experimentation is encouraged and even negative results can become part of the learning process without embarrassment.

## **It's fun while learning**

A DI event features an innovative teaching technique. It is said that creative problem solving is the wave of the future in teaching. It is no longer enough to teach solely content; we need to teach students to think. Many of the Team Challenges foster a better understanding

of subjects which might have seemed too academic in the classroom. Subjects such as physics, chemistry, mathematics, history, literature, creative writing and foreign languages can easily be encountered in problem solving. Art, music, drama and costume design are also part of some problems and may be learned in seeking Side Trip points. Side Trips are based on the widely accepted Multiple Intelligences Theory. Positive reinforcement is stressed. Training of teams normally includes brainstorming exercises in which any idea is acceptable; nothing is criticized. All students who enter are treated as champions, which in fact, they are.

## **Competitions are by age OR grade**

Your membership decides which criteria works best for you! Sometimes a team of students all in 5th grade includes one child who has exceeded the age limit -- in DI this is no problem! Your school simply makes level decisions based on grade instead of age allowing all 5th graders to be on one team regardless of their age!

## **Youthful energies are channeled in positive directions**

It is natural for young people to exert their energies in some direction. DI provides complex Challenges that have no stereotypic answers; the field is wide open to whatever direction the students want to take, but the goal is constructive and their efforts are rewarded through community and peer recognition.

## **Academic achievement is not essential to participate**

There might be a tendency to feel that most creative students are those who have the highest academic achievement and highest IQ scores. Creativity does not necessarily correlate with academic achievement; thus, DI gives an opportunity to all students who show creative skills.

## **Creativity is fun**

The predominant spirit in DI competitions is fun and humor. Finding new and different ways of doing things or looking at questions is an enjoyable experience.

## About the curriculum materials...

With the generous support of the National Dairy Council, DI provides curriculum materials to our members around the world. The materials combine elements of competition and teamwork, theory and application, serious inquiry and fun. The activities encourage academic risk-taking, decision-making, goal setting, and, of course, divergent thinking.

These are not intended to be Destination ImagiNation team-training materials, but are to introduce the enthusiasm and creativity of the DI program to the **regular classroom**. Each activity has a reference to one or more standard curriculum content areas. Inservice for classroom teachers, including demonstration lessons, can be arranged through the State Affiliate Director



## About Destination ImagiNation Regions In New York

Destination ImagiNation in New York is currently divided into three geographic regions - Eastern, Central and Western. It is the belief of those coordinating the program that Regional Tournaments, since they service the largest numbers of teams, should be a true celebration of every teams creativity. Requests to participate in a different region will be taken on a case by case basis. The State Finals Tournament is smaller and therefore less expensive to operate.

As our membership grows more regions will be added for the convenience of our memberships. Please contact your regional director for more information about the program in your area:

### Western Regional Director

**Dee Urban**

73 Minden Drive  
Orchard Park, NY  
14127

Tel. 716-675-7566

e-mail: [deurban@adelphia.net](mailto:deurban@adelphia.net)

### Central Regional Director

**Gail Hunt**

7121 Thorntree Hill Dr.  
Fayetteville, NY 13066  
Phone: 315-637-5182

e-mail: [ghunt1@twcny.rr.com](mailto:ghunt1@twcny.rr.com)

### Eastern Regional Director

**Chris Lucas**

3 Wood Street  
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Day phone: (212)543-5358

Eve phone: (914)962-8598

FAX: (914)243-0492

e-mail:

[lucasc@childpsych.columbia.edu](mailto:lucasc@childpsych.columbia.edu)

## DOWNLOADING THE CHALLENGES AND RULES A STEP-BY-STEP GUIDE

As you have likely discovered already, all of our Challenges, Rules and Guides are available on our website free and through open access. You will be asked to fill out a profile so we can contact you about training opportunities etc. but there are no fees to download the materials. Why would we do this? We are so sure you will be impressed with our program and our Challenges that we offer them at no charge because we know you and your students will participate once they see them!

Probably the first and most important thing for you to do is touch base with your Affiliate Director, Dee Urban who can be reached through e-mail at [deurban@adelphia.net](mailto:deurban@adelphia.net).

You should also check your NY DI website located at <http://nydi.org>. There is lots of wonderful information about the program in your state to be found on the Affiliate website! Your Affiliate Director will be able to guide you through the membership process in your state so your best bet is to make contact with your AD early in the process.

The next thing for you to do would be to download the Challenges and Guides from the Destination ImagiNation website - you don't need a special password - all of this material is available to you through open and free access. Here's what you need to do step-by-step to download the Challenges, Rules and Guides:

- ✓ Go to <http://www.destinationimagination.org/>
- ✓ Click on "WHAT's NEW" which will take you to the "See What's New" page.
- ✓ Click on 2002-2003 Challenges are Released to go to the Challenge Materials page.
- ✓ Click on "Click here to connect to DI Online and download the 2002-03 Challenges" which will take you to DI Online! Page - now look all the way down the page, see where it says "Don't have an account yet?" Click there to set up your DI Online account – this account will be your entrance into the Clarification system when you need to ask a question so make sure you go DIOnline and get an account TODAY even if you already have the Challenges, Rules and Guides.
- ✓ Now you need to fill out your Profile, Mailing Address and Shipping Address COMPLETELY - don't leave anything out - then click where it says "CONTINUE" to go on
- ✓ You are going to be asked to type in a password and then type it again, pick something you will REMEMBER and enter it twice..... then click CONTINUE to go on
- ✓ This is where you can click on "DOWNLOAD" to Download this year's Challenges Then go back to the beginning and do the same thing for the Rules of the Road, and the rest of the Guides.
- ✓ Please let me know if you need further assistance as you embark upon the journey.....

Dee Urban, Affiliate Director  
Destination ImagiNation of New York

# Important Dates



*Destination ImagiNation of New York*  
2003

*(Please contact your Regional Director in the  
Eastern and Central Regions  
for your Training and Tournament dates!)*

## **Western Region Team Manager Training**

Monday, 11/4/02, 7-10pm Orchard Park Central District Offices

## **Western Region Team Manager Improv & Instant Challenge Training**

Mon., 11/18/02, 7-10pm O.P. Central District Offices

## **Western Region Appraiser Training**

Saturday, January 11, 2003, 8am to 1pm Orchard Park Central District Offices

## **2003 Western Regional Tournament**

3/8/03 - Erie Community College South Campus

## **2003 New York State Finals Tournament**

4/5/03 - Binghamton, New York

## **2003 Global Finals**

May 21, - May 24, 2003 - University of Tennessee, Knoxville

Please contact your Regional Director to register for a free Team Manager Training Session! Every adult working with your team should be trained!