

DestinationImagiNation[®]



CreativityNews

Starting to Meet as a Team

Visit our Website at: <http://nydi.org>

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What's a Side Trip?

The Basics

Let's start with the basics! A Side Trip is an extra excursion that adds to the enjoyment, excitement, understanding, and "wow" factor of the Team Challenge. Think about being on vacation and driving down to Florida... it's a long trip! Although it may be the most efficient use of time and fuel, the route is pretty boring if you stay on the interstate highway system. So on this trip you get off the highway every now and then and drive through the countryside, maybe stopping to sample local cuisine, or check out a fair, or even see the world's biggest ball of string! At the end of your journey these are the things that will stand out in your mind, not the long boring hours of highway driving. These side trips make your trip interesting and unique. In Destination ImagiNation[®] Side Trips will make your Team Challenge unique, entertaining and interesting as well!

What does the Rules of the Road say about Side Trips?

On page 12 of the Rules of the Road (which you should download from the International Website at:

<http://www.destinationimagination.org> if you have not already done so) says:

Destination ImagiNation[®] *Side Trips* give your team a chance to really show off your 'Specialties'! 'Specialties' are the skills, talents, interests, and areas of strength of your team. **Your team may create anything they wish for *Side Trips*.**

1. Your team must create **THREE *Side Trips***, each worth 25 points, and present them as part of your team's timed Presentation. Please note that **NO *Side Trips*** are required for the improvisational Challenge, *UpBeat Improv*.
2. Each *Side Trip* must be capable of being evaluated as a stand-alone item, and Appraisers must be able to quickly and easily identify your team's *Side Trips*.
3. A *Side Trip* may not be a specific item that is required in the *Central Challenge* that is already being evaluated. A *Side Trip* **MAY** be a single unique **PART** of a required item, as long as an Appraiser can identify it by itself. Here are two examples.

- a. A 'vehicle' is a required scoring item in the *Central Challenge*. The team may not list the vehicle as a *Side Trip*. However, the side of the vehicle might feature artwork painted by the team. The team may ask that the artwork on the vehicle be evaluated separately as a *Side Trip*.
 - b. A Challenge may require a piece of scenery. The team creates a backdrop of a kitchen to fulfill its scenery requirement. For one of its *Side Trips*, the team creates a working mechanical clock on the wall of the kitchen scenery. The clock is part of the scenery, but it can be easily identified and evaluated as a stand-alone item.
4. A *Side Trip* may be presented at the same time as another *Side Trip* ONLY IF both can be easily identified and scored separately. For example, a team might choose to present two *Side Trips* in the form of an original **dance** set to a piece of original **music**. Both *Side Trips* (the dance and the music) can be easily identified and evaluated as separate items.

OK.... So what's a Specialty?



GREAT IDEA! If you would like to find out what your team's Specialties are, you can have them fill out a "Side Trip Specialties Inventory." This form can be found in the Team Manager's Resource Section on the Destination ImagiNation, Inc. website. This Inventory will tell you what your team's Specialties are. You will also find a helpful chart listing eight areas of Specialty and some possible ideas for Side Trips for each Specialty.

One interesting web source for info that may help us all 'map' a side trip includes Surfaquarium. This site is primarily a collection of education resources including a very interesting web page titled 'I think therefore M.I.! Internet links exercising your Multiple Intelligences (M.I.)'. And what might those Multiple Intelligences be your asking yourself, well they include: Verbal/Linguistic, Mathematical/Logical, Visual/Spatial, Musical/Rhythmical, Bodily/Kinesthetic, Naturalist, Interpersonal, and Intrapersonal. And those 'Side Trips' specialties are called what? Hummmmm. While your there checking out the M.I info, take the quick hop to Project Zero and read it's mission statement!

Don't stop here, another M.I. site worth a look is "New Dimensions of Learning, Exploring Multiple Intelligences". URLs for these sites:

Surfaquarium	http://www.surfaquarium.com/index.htm
I think therefore M.I.	http://www.surfaquarium.com/im.htm
New Dimensions in Learning	http://www.multi-intell.com/

Can we really pick ANYTHING we want?

Yes, you can REALLY pick any specialty to include in your Team Challenge performance that demonstrates and showcases your three specialties! You have a great tumbler on your team – find a way to use tumbling as a Physical Movement Side Trip. You have a gifted musician? Maybe a Musical Side Trip is just thing to give some extra power to your presentation! Just about any special strength you can name will fall into one of the eight categories of Specialties! Have FUN!!! Show Off!!! The sky is the limit!

Suggested Goals for First 5 Meetings

first meeting - with parents and students

- Meet with parents and students to fully explain the program & types of problems, EMPHASIZE that being on a DI team means a commitment from both parents and team members!
- Review general rules and Destination ImagiNation Philosophy
- Discuss Interference rules and ask team members to police this themselves. Usually team members will want the challenge solution to be THEIRS and theirs alone! They are the best ones to reprimand parents, Team Managers, friends etc. from breaking the rules.

- Discuss students and parents goals and expectations. Why do you want to be DI team member? is a good discussion starter. This is a good time to discuss the difference between 'winning' and 'succeeding'...you many find yourself repeating this at every meeting!
- Have team members and parents read & sign a contract. Point out parental responsibilities and restrictions
- Ask for parent volunteers to help with transportation, refreshments, or as resource people.

second meeting - (team members only from this point on)

- Discuss the pros & cons of working as a group
- Explain how all ideas must be considered and not judged
- Explain Instant Challenges and brainstorming, practice a few!
- Have team read and discuss the various Team Challenges. Remind team members that all Destination ImagiNation Challenges offer opportunities for construction, performance, music, special effects, etc.
- Make a list of special skills and strengths of the team. Decide what skills must be learned to solve the various problems. Do an "interest inventory" with team members, have them make a list of "things I'm good at, Things I don't like to do, and Things another team member is good at". Consider using the "Specialties Inventory Tool" in the Team Managers Guide.
- Try to narrow down Team Challenge choices for the next meeting

third meeting - *Note...new teams might need more meetings to reach this point...or less!*

- Have team decide on a Team Challenge & brainstorm solution and theme ideas
- Encourage kids to visualize their solutions & to compromise their ideas with others
- Have the team narrow their ideas down to their 3 favorite ideas
- Elaborate on each of the 3 favorite ideas
- Select ONE idea from the 3 to be their final solution theme
- Practice Instant Challenge solving

fourth meeting -

- Brainstorm a list of tasks necessary to complete solution
- Team Manager and team should devise a timeline for task completion
- Make a list of necessary materials
- Make a list of skills needed to complete the solution and how to learn them
- Set up a schedule of field trips, shopping trips and necessary research to be done
- Practice Instant Challenges
- Make a master calendar of your timeline, tasks, and field trips, assign a team member(s) to each task

fifth meeting -

- Begin accomplishing tasks
- Practice Instant Challenges

Instant Challenge Tips!

Instant Challenge always plays a big part in determining champions at a DI tournament, every Team Manager should be starting every team meeting with Instant Challenge training. Our lending library has literally hundreds of Instant Challenges you can use with your teams, contact Dee Urban to borrow items from the library. Here are some tips you might not have tried:

1. Play charades with your team. It helps the team members learn to communicate non-verbally with one another.
2. Consider using commercial games like "Scattergories" "Pictionary" "Outburst" "Password" and "Taboo" with your teams. These are great games to increase your team's ability to brainstorm, fluency, and flexibility.
3. Place any unusual object you can find (look in your basement, garage and junk drawer for things you don't even recognize!) in front of your team and ask your team to tell you what the object is and how it can be used.

Remember to work with your teams on a variety of different kinds of Instant Challenges. There are three main types of challenge your team may encounter in the IC room, Performance based, Task based, and a combination or hybrid of Performance & Task based challenges. The strategies your team should use with each of these challenges are different and they need practice in all varieties.

While parents need to be cautioned from assisting in the solution of the Team Challenge, IC is an area where parents can and should be enlisted to assist the Team Manager. Hold a parents meeting, actually tackle a couple of different kinds of Instant Challenges with the parents and then ask them to practice ICs with their children on car trips, over the dinner table or whenever they can. Recommend brainstorming games (like the one's listed above) to parents as a great family activity and a way that they can be involved with no fear of interference!

About Instant Challenge Practice:

Instant Challenges demand that teams think creatively on the spot, without a great deal of time to think or ponder. Practicing IC teaches the team basic methods they can use to come up with divergent solutions to any problem. These brainstorming skills can be used not only on competition day, but in many problem-solving situations that require divergent solutions. Experience with these skills is required in order to effectively solve these challenges during competition. More importantly IC can be lots of fun!

What is an Instant Challenge?

The Instant Challenge presentation is a chance for your team to show off its creative problem solving skills in a short, unrehearsed presentation to officials.

At our tournament teams report to a separate competition area and are escorted to a room where officials will give the team a new challenge to solve. Only the team, one team manager, and officials are allowed in this room...no audience is present! The challenges are 3 to 10 minutes in length and worth up to 100 points. Each team that competes in a specific Team Challenge at a specific competition level will receive the same Instant Challenge. It is very important to keep the challenge a secret after your team has competed. You may discuss it privately among yourselves but you will be disqualified if you are overheard discussing it on competition day. Teams should not discuss challenges publicly after the tournament because regional and affiliate finals use the same challenges.

Three types of Instant Challenges:

1. Performance Based

The focus of a Performance-Based *Instant Challenge* is on your team working together to create and perform a theatrically-oriented solution for the Appraisers. Each team is evaluated on the creativity of their solution, presentation, and/or use of materials, along with teamwork. Your team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Teams may be given real or imaginary materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.

2. Task Based

The focus of a Task-Based *Instant Challenge* is on your team working together to move, build, change, or protect materials they are given in order to complete a task. Your team may also be asked to communicate information. Teams will be scored on how well they work together to design the solution, on the creativity of their final project, and on their success in completing the task. Team members may or may not be allowed to talk during the Challenge.

3. Hybrid

The team is given materials and asked to use those materials to create a situation. The team is scored on the creativity of the situation or story line, character development, creative use of materials and teamwork.

Instant Challenge & Improv Tips

- ◆ Speak loudly and clearly
- ◆ Listen to instructions carefully. Ask questions if the instructions are not clear.
- ◆ Know where the points are and direct your solution to gaining points.
- ◆ Listen to your teammates when doing Improv. Relax and go with the flow!
- ◆ Don't make unnecessary long speeches. Give everyone a chance to add to the solution.
- ◆ Practice giving everyone a part. Making up a skit where team members play scenery sometimes demonstrates teamwork better than using props or only strong performers.
- ◆ Practice talking yourself out of a jam when your mind goes blank.
- ◆ Practice saving a teammate who cannot think of a line or reaction.
- ◆ Practice using exaggerated movements and expressions.
- ◆ Make up your own improv games that include different criteria for scoring. Have the team members practice judging.
- ◆ Never argue with an official or argue with a teammate in front of an official...teamwork is a scored skill!

Some Sample Instant Challenges

Performance Based 1 - The DI Kennel Club has determined that humans can communicate with dogs as long as we use language they can understand. Your challenge is to create a two-minute performance to entertain dogs. You may only communicate in ways that dogs would understand; no human language is permitted. During the skit, you must communicate four emotions: happiness, sadness, fear, and anger. You will have five minutes to plan and two minutes to perform. You will be judged on creativity of the skit and use of language, teamwork, and the creativity and effectiveness of the presentation of each emotion.

2 - Take turns completing the following phrase with sound effects continuously for three minutes; no planning time or one minute (2 different versions). "In the city, you hear. In the country, you hear." Alternate description of similar challenge: Your team's challenge is to produce country and city sounds. One team member will name a Country sound, the next will produce it, etc.

Scored on creativity (30), teamwork (30), humor(20), number of responses.

3 - Your team members are a group of mountain climbers on Mount Everest. Suddenly, a storm blows up and you find yourselves in a whiteout. Your task is to devise a method, using as many of your eight invisible props as you can, to get the entire team back to your base camp. You have four minutes to plan and three minutes to present your solution.

Scoring:

30 pts. Teamwork

20 pts. Creativity

10 pts. Humor

5 pts. For each invisible prop used (possible 40 max.)

Invisible props: Hammer; Mousetrap; Bell; Broom; Firecracker; Rope; Fishing Reel; Umbrella.

4 - Write, sing, and perform an opera. Must include setting, conflict, resolution, funny character, character who caused conflict, character who resolved problem

Task Based 1 - Materials: Kiddie pool filled with water; medium fishing bob; 2 paper cups; several straws; 2 pencils; sticky labels; paper clips; nails used as weights

Challenge: To build a device that would float and keep the fishing bob as high off the water as possible. As soon as the bob goes into the water or touches the sides of the pool, the challenge is over.

Scoring:

20 pts. For creative use of materials

20 pts. For teamwork

score also on whether item floats, how high off the water the bob is, and how much weight the device holds before sinking, flipping, or touching the sides of the pool

2 - Using materials given (aluminum foil, scissors, paper, etc.) the team will design a solution to dropping colored marbles (4 or 6 each or green, blue, red) into buckets of corresponding colors.

The marbles must be passed through either end of a large PVC pipe (between 4 and 8 feet long, 15 to 18" diameter) before dropping into the buckets. The team must assign all members to one side or the other of the pipe and may not change sides. There were strips of tape on the floor aligned with the ends of the PVC over which no body part of team members could extend. The buckets were taped to the floor in a somewhat diagonal line.

The PVC pipe has 6 to 8 large intermittent 10-15" circles cut out on all sides and is propped with either end supported by black plastic cradles on top of moveable black library-type footstools. The pipe can be lifted up from the stools and moved anywhere as long as the team stays behind the line.

5 minutes to plan; 2 or 3 minutes to present. No talking during presentation.

Materials include tin foil, sticky labels, straw, cotton swabs, and typing paper.

Some Practice Improvs

Have team members act out the following:

Trying on a new pair of shoes	Frog eating insects	Carrying a very heavy box
Washing a car	Monkey eating a banana	Witch brewing up a potion
Painting a portrait	Leaf falling from a tree	Decorating a Christmas tree
Sailor steering a ship in a storm	Carving a jack-o-lantern	Arranging flowers in a vase
Winning a gold medal at the Olympics	Eating an ice cream cone on a hot day	Being "it" in a game of hide-and-seek
Squirrel gathering nuts	Building a snowman	Blowing bubblegum bubbles
Digging a hole a finding a treasure chest	Cat stalking a mouse	Climbing a tree
Tasting food for the king when it's been poisoned	Eating at a restaurant and realizing there's a celebrity at the next table	Walking down a sidewalk and stepping into fresh cement
Prospector panning for gold	Holding up a stagecoach	T-Rex chasing down its prey
Bird flying south for the winter	Hanging wallpaper	Bobbing for apples
Kid misbehaving when the teacher's back is turned	Signing the Declaration of Independence	Meeting Dorothy on the Yellow Brick Road
Having a food fight	Packing a suitcase	Bungee jumping
Collecting treasure from the Titanic	Searching for Big Foot	Getting a manicure from Austin Powers
Catching snowflakes on your tongue	A bear waking from a winters nap	Barney jumping rope
Playing the World Cup	Being chased by a skunk	Following a rainbow
A bear looking for honey	A witch flying on her broom	Surfer wiping out on a big wave
Playing mud football	Attending volleyball camp	A dog chasing a cat
Baking Christmas cookies	Dyeing Easter Eggs	A girl scout selling cookies
G.I. Joe rescuing Barbie	Sewing the American Flag	Visiting the Grand Canyon
Watching a scary movie	Trying on a new suit or dress	Babysitting Dennis the Menace

Eating a lemon	Feeding a baby his carrots	Playing soccer against Mia Hamm
Climbing Mount Everest	A penguin looking for Santa	Winning the lottery
A caterpillar changing into a butterfly	Riding a bull	Getting a shot at the doctor's office
A bird eating a fish	A turkey the day before Thanksgiving	Playing checkers with Barney
Looking for your shoes	Walking a tightrope at the circus	Playing volleyball against 'N' Sync
Trying out for the Spice Girls	Styling Ricky Martin's hair	Baking a cake
Performing in the musical Sound of Music	Playing basketball against Michael Jordan	Working at the drive through at MacDonald's
Dancing in a ballet recital	Leaving the hair salon with a REALLY bad haircut	Shooting an apple off someone's head with an arrow.
Trying on a bathing suit	Climbing a mountain	Setting all the clocks in a clock shop
Shopping in a toy store	Climbing the Eiffel Tower	Having dinner with Chelsea Clinton
Wrapping a present	Swimming with sharks	Making dinner for George Washington
Playing with dolphins	Tweety escaping Sylvester	Playing Tetris against Brittany Spears
Eating spaghetti and meatballs	Helping the tooth fairy gather teeth	Interviewing for a job on Dawson Creek
Building an igloo	Beating Tiger Woods in golf	Exploring your grandmother's attic
Celebrating New Year's Eve with the Barney	Doing a commercial for a brand new toothpaste	Helping Wile E Coyote beat the Road Runner
Attending a comedy club	A deer hiding from a hunter	Running the last mile of a marathon
Taking a test you didn't study for	Riding on an elephant in Africa	A tiger at the circus
Trying to light a campfire	Eating jelly donuts	Hunting for Easter Eggs
Modeling for the cover of a magazine	Flying a kite	Decorating a wedding cake
Learning how to ride a bike	Playing chess with Abraham Lincoln	Dancing with Cinderella at the Ball
Cutting an onion	Reading a very boring book	Picking bananas with a monkey
Making a banana split	Taking the 101 Dalmatians for a walk	Shopping with the Teletubbie, Dipsy

Check our website at <http://nydi.org> for Team Manager Training dates and locations

If you need help please contact your Regional Director or Affiliate Director we stand ready to help you in any way we can.

**Cre8ively Yours,
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