

# DIaLOGue

**Hot Destination ImagiNation News from Dee Urban, Affiliate Director  
Gearing Up for 2008-09  
14 August 2008**

Hi DI-NYers!

The 2008-09 DI Season is just around the corner – it's time to GEAR UP!

Another wonderful Destination ImagiNation season is behind us and the new one is just around the corner! While you are hanging around the softball fields, or the beach, or pool, or otherwise engaged in summer rest and relaxation give some thought to the exciting year ahead as we flip the page and begin DI 2008-09!

Our website (<http://www.nydi.org>) has been updated and you will find the previews of the new Challenges located at <http://www.nydi.org/2009SneakPeeks.pdf>. You will also find the combined NY/International Membership Application on our website at <http://www.nydi.org/2009MemberApp.pdf>. For those of you in our Western Region we have updated the website to include the Western Region Membership Application which includes an EARLY REGISTRATION DISCOUNT for memberships that are paid before 9/1 – you will find the Western Region form at <http://www.nydi.org/2009WregionFORM.pdf>. We will be adding the Central and Eastern Region forms as soon as possible so if you are in one of those regions please be on the look out for them as well. Don't worry if you lose these links – you can always easily access updated material from our website by going to the homepage (<http://www.nydi.org>) and looking in the NY LATEST NEWS SECTION or in the WEBSITE MENU.

Also in the LATEST NEWS SECTION of our website homepage you will find links to the 2008-09 Program Guide at <http://www.nydi.org/2009ProgramGuide.pdf> and the 2008-09 Challenge Connections to the Learning Standards at <http://www.nydi.org/2009standards.pdf>. The Learning Standards piece is one that you should share with the faculty and Principal of your school to illustrate to them how DI helps address those all important Standards.

We are beginning to see the dates for the 2008-09 season come into focus at this time of year – you can always find the dates by going to the website homepage and scrolling down to the IMPORTANT DATES section of the homepage. So far the dates for the Eastern Regional Tournament (March 7, 2009), the Western Regional Tournament (March 14, 2009) and the State Tournament (April 25, 2009) have been determined. We will be adding dates for our Central Regional Tournament, all Regional trainings, presentations, workshops as they become available so check back to our website often! With our State Tournament as late as it is this year it is vital that all teams proceed as though they are going to Global Finals May 20<sup>th</sup> through 23<sup>rd</sup> 2009. At this time I would advise that every team keep the approximately \$500 per student cost of going to Global Finals in mind as you plan your funding and fundraising for 2008-09.

## **The Destination ImagiNation Program Overview**

### **Educational Goals of the Program**

Destination ImagiNation is a community-based, school-friendly program that builds participants' creativity, problem solving, and teamwork in enjoyable and meaningful ways. The goals of Destination ImagiNation are for participants to:

- ☆ Foster creative and critical thinking
- ☆ Learn and apply Creative Problem Solving method and tools
- ☆ Develop teamwork, collaboration, and leadership skills
- ☆ Nurture research and inquiry skills, involving both creative exploration and attention to detail
- ☆ Enhance and apply written & verbal communication and presentation skills (both impromptu & sustained)
- ☆ Promote the recognition, use, and development of many and varied strengths and talents
- ☆ Encourage competence in, enthusiasm for, and commitment to real-life problem solving

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## *The Destination ImagiNation Program Overview (cont'd)*

### **Methods**

- ☆ Young people of similar age work on teams of up to 7 members over an extended period
- ☆ No Interference is allowed from anyone outside of the team
- ☆ Adult Team Managers act as facilitators to a team
- ☆ Team Manager training is provided by experienced trainers for all Team Managers
- ☆ Problem solving skills are cultivated by using Tools
- ☆ Teamwork is developed by using the eight building blocks for successful teams
- ☆ Creativity is appreciated by *Team-* and *Instant Challenges* that are open ended
- ☆ Individual and team strengths are promoted by Side Trips; based on Multiple Intelligence Theory
- ☆ *Instant Challenges* engage participants in rapid-fire critical thinking
- ☆ *Team Challenges* engage participants in sustained problem solving

### **Assessment**

- ☆ Tournaments are a celebration of what the team HAS accomplished and the PROCESS learned
- ☆ Solutions are evaluated and Reward Points are a component of *Instant* and *Team Challenges*
- ☆ Appraisers are trained to reward the PROCESS that the team has experienced
- ☆ *Tournament Data Forms* provide opportunity for teams to culminate their experience
- ☆ Special Awards are given for exceptional creativity, teamwork, and innovation
- ☆ At the end of the Destination ImagiNation season, teams have an active reflection time

### **The Two Components of the DI Program**

The Destination ImagiNation program asks teams to creatively solve two different kinds of Challenges, each with its own purpose and educational focus. The two Challenges, or components, are called the *Team Challenge* and the *Instant Challenge*. Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call "Appraisers."

#### ***Team Challenge***

The Destination ImagiNation *Team Challenge* is a Challenge teams work on over a long period of time, usually several months. This year, Destination ImagiNation presents seven *Team Challenges* (five competitive Challenges and one Rising Stars!® non-competitive Challenge, and one projectOUTREACH Community Service based Challenge), and each team generally chooses one Challenge to solve. The *Team Challenge* is made up of two parts, the *Central Challenge* and *Side Trips* (except for a yearly Improvisational Challenge, which does not include *Side Trips*).

#### ***Central Challenge***

**Purpose:** Encourages development of creative problem solving techniques, teamwork, and creative process over a sustained period of time (usually several months).

**Educational Focus of *Central Challenge*:** The project undertaken by the team is academically based and focuses on one or more of the following areas:

- ☆ Technical/Mechanical Design, Structural/Architectural Design, Science, Theatrical/Literary/Fine Arts Elements, Improvisational Techniques.
- ☆ Each of the five competitive *Central Challenges* involves a research component.
- ☆ One or more of the five competitive *Central Challenges* involves an improvisational component.
- ☆ One or more of the *Central Challenges* involves an international and/or intercultural theme.

#### ***Side Trips***

**Purpose:** Encourages participants to discover and showcase their collective interests, strengths, and abilities as a team and as individuals, and allows them to develop that showcase over a long period of time.

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## *The Destination ImagiNation Program Overview (cont'd)*

**Educational Focus of Side Trips:** Based on the educational theory of multiple intelligences, which in part emphasizes allowing participants to find their own best ways to present what they have learned.

- ☆ Allows teams total freedom to develop elements of their own choosing.
- ☆ Allows teams to highlight areas of strength that are not brought forth in the *Central Challenge* requirements.
- ☆ Allows and encourages teams to recognize and make the most of each individual's abilities/interests.

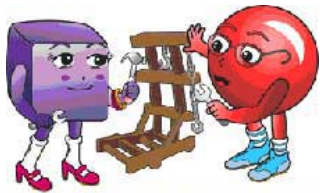
## **Instant Challenge**

The Destination ImagiNation *Instant Challenge* is a Challenge which teams are asked to solve in a very short period of time at their Tournament, without knowing ahead of time what the Challenge will be.

**Purpose:** To put team's creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven Challenge.

- ☆ Educational Focus of *Instant Challenge*: The team's use of creative problem solving strategies, assessment and use of available materials, and teamwork under tight time constraints.
- ☆ Encourages teams to develop creative problem solving and time management strategies, performance and improvisational techniques.
- ☆ Develops the ability to quickly assess the properties of provided materials, and learn how to creatively manipulate materials for a unique solution.

## 2008-09 Destination ImagiNation Team Challenge Previews



### **A: Operation Cooperation**

**Educational Focus:** *Technical Design and Construction, Innovation and Design Process, Research, Experimentation, Strategic Planning, Theater Arts, Teamwork*

**The Destination:** Where This Challenge Will Take You!

People use machines to help them every day. But can you imagine machines helping other machines – working together to get the job done? Your team will make Operation Cooperation a reality when you create two machines that cooperate to help each other. Work will be twice as easy, and play will be twice as much fun!

**Points of Interest! Your team will:**

- Design and construct two **Machines** that travel and complete **Tasks**. Choose up to 12 **Tasks** for the Machines to complete cooperatively.
- Use NO plug-in AC power for any portion of your team's Presentation.
- Create and present a **Story** about cooperation that is set in part in a **Nation** other than your own.
- Create two **Side Trips** and integrate them into the Presentation.

### **B: Instinct Messaging**

**Educational Focus:** *Theater Arts (Play writing, Scenic Design and Construction, Performing), Animal Science (Zoosemiotics), Research, Teamwork*

**The Destination:** Where This Challenge Will Take You!

Have you ever wondered what animals "say" to each other? Dr. Doolittle knew! We humans communicate in many ways - we talk, we use gestures, symbols and devices. We can even use a mobile phone to text message our BFF ;-). Animals don't communicate by using phones or computers, but they manage to get their message across anyway – loud and clear! They use sounds, color, movement and other tools to warn, inform and network. So get ready to create and communicate – animal style – and let your audience know what the buzz is all about.

**Points of Interest! Your team will:**

- Create and present a theatrical Presentation with an original **Story** that demonstrates **creature communication**.
- Learn about one **Featured Creature** and two real methods it uses to communicate.
- Design and build a **Costume** to communicate a message sent by your **Featured Creature**.



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## 2008-09 Destination ImagiNation Team Challenge Previews (cont'd)

- Construct one or more **three-dimensional set pieces** that depict a real-life **habitat** for your **Featured Creature**.
- Create two **Side Trips** and integrate them into the Presentation.



### **C: ViDIo Lit Hits**

**Educational Focus:** *Playwriting, Literature, Fine Arts/Theater Arts (Music, Choreography), Technical Design and Construction, and Design Process, Teamwork*

**The Destination:** Where This Challenge Will Take You!

Harry Potter dances the Jitterbug? Lady Macbeth sings the Blues? What?! That's right! You'll bring literature alive as you retell it in your original Live Music ViDIo. You can make your grand entrance or leave the audience begging for more with your spectacular exit! Whether you're doing the Twist or singing Ragtime music from the turn of the century, you will make the world of literature fun and

exciting - you'll have the audience dancing out the doors with a song in their hearts!

**Points of Interest! Your team will:**

- Create a live **Music ViDIo** that Dramatically Retells a piece of Literature.
- Integrate Music and team-created **Lyrics** into the Music ViDIo.
- Dramatically portray a **Character** from the chosen piece of Literature.
- Create and integrate **Choreography** into the ViDIo.
- Create and present a **Grand Entrance** or **Grand Exit** using Technical Methods.
- Create two **Side Trips** and integrate them into the Presentation.

### **D: Private DI®**

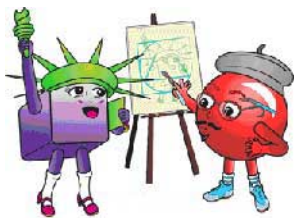
**Educational Focus:** *Improvisational Acting, Story Development, Theater Arts, Team Work, Technical Innovation*

**The Destination:** Where This Challenge Will Take You!

Grab some popcorn, dim the lights and make yourself comfortable; you are about to be amazed, mystified, and entertained! Your sleuth is about to solve a superstitious mystery! Using three film genres, a tantalizingly technical Superstition Origin Detector and - at the last cliff-hanging minute - a super surprise, your sleuth will lead us on a wild adventure that will have us on the edge of our seats!

**Points of Interest! Your team will:**

- Create a six-minute Improvisational **Skit** about the Origin of a randomly selected **Superstition** in a 30-minute timed period at the Tournament.
- Present the Skit using the styles of three different **Film Genres** randomly selected from a list of film genres the team has previously researched.
- Integrate a **Sleuth**, randomly selected from a list of historical and fictional detectives the team has previously researched, into the Skit.
- Create an **Origin** for the **Superstition**.
- Create a Superstition Origin Detector that physically moves and contributes to solving the mystery of the Origin of the Superstition
- Integrate a randomly selected **Surprise!**



### **E: A New Angle**

**Educational Focus:** *Structural Engineering, Construction, Research, Innovation and Design Process, Mathematics, Theater Arts, Teamwork*

**The Destination:** Where This Challenge Will Take You!

The Statue of Liberty dancing the tango? Mona Lisa's smile in origami? It's fun to look at things from a new angle! Now you get to design, create and combine a two-part structure that has angled sides, and then see how much weight it will hold. You'll also create a new art form by merging two different artistic

media. So excite your ImagiNation by seeing things from A New Angle!



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## 2008-09 Destination Imagination Team Challenge Previews (cont'd)

### Points of Interest! *Your team will:*

- Design, build, and test a two-part Structure made completely of wood and glue.
- Create and present a Story about the merging of two forms of art to create a new form of artistic expression.
- Create and present a merged Art form.
- Create two *Side Trips* and integrate them into the Presentation.

### projectOUTREACH® Challenge *Take Charge!*

**Focus:** Service Learning, Research, Nutrition, Physical Activity, Youth Empowerment, Teamwork, Marketing, Communication, Project Management

**The Destination:** Where This Challenge Will Take You!

You can have it both ways! Now is the time to take charge and make a difference. Rally your peers to dive into the Food Groups To Encourage and to get moving! Get ready to serve it up and work it out with this first season of Destination Imagination projectOUTREACH.

#### Points of Interest!

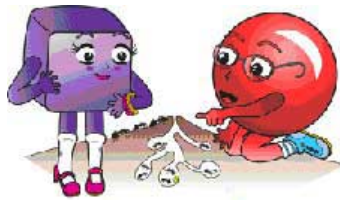
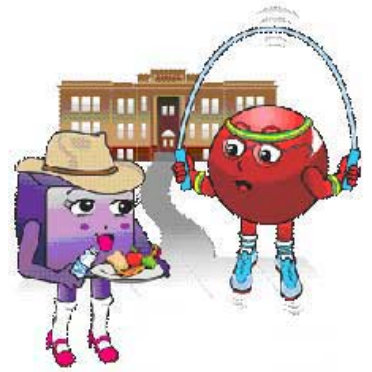
The projectOUTREACH Challenge has two Distinct components. The first component is the Project that is created and implemented in order to solve the real problem. The second component is the Tournament elements that are required to culminate and showcase the Project.

#### The Project

- Mobilize peers to improve nutrition and fitness behaviors in schools.
- Increase availability and consumption of low-fat non-fat dairy, fruits, vegetables and whole grains in schools.
- Increase participation in physical activity before, during, or after school.

#### The Tournament

- Make an entertaining **Presentation** that actively enlightens the public about the Project.
- Prepare an **Exhibit** to visually communicate the process and accomplishments of your implementation of the Project.
- Compile a **Portfolio** of the project to document the goals, research and process of your Project.
- Devise procedures on the spot for solving a "real-life" problem in the **Simulation**.



### *Rising Stars!*® **Hidden!**

**Educational Focus:** *Imagining Possibilities, Storytelling, Research, Science, Mathematics, Performing in front of an audience, Team problem solving, Working with others*

**The Destination:** Where This Challenge Will Take You!

Sh-h-h-h. Peek around. Do you see something Hidden? Did you ever wonder what goes on when you shut the refrigerator door? When an ant scurries into an ant hill? When a whale swallows a school of fish? Close your eyes! Let your imagination travel. Imagine what happens in a HIDDEN place! Make up a play. In the play the characters have to solve a problem. Keep looking! Do you see a gadget? Let the story unfold, a story to be told. It's all up to you!

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## How Much Does NY DI Cost?

### 2008-09 DI Registration (this includes your NY fees & International Fees:

- ☆ \$212 – for a single team Membership (Printed materials and CD included) – *this is \$30 per student for an activity that begins in September and extends at least through March and possibly through May!*
- ☆ \$492 – 5-teamPak membership allows up to 5 teams (Printed materials & CD included) – *this is \$14 per student for an activity that begins in September and extends at least through March and possibly through May!*
- ☆ \$2852 – 30-teamPak membership allows up to 30 teams from your district - – *this is \$13.57 per student for an activity that begins in September and extends at least through March and possibly through May!*
- ☆ \$ 25 – each additional set of printed materials (1 set included with membership)
- ☆ \$ 52 – each Primary, Rising Stars! team NOT included in your 5-teamPak membership.

### Per TEAM Regional Fee:

- ☆ Please check with your Regional Director
- ☆ Regional Fees include ALL training, workshops, presentations and tournament expenses.
- ☆ Regional Payment due with forms – Checks or Purchase Orders accepted

### Team Manager Trainings (included in Regional Fees:

- ☆ Please check with your Regional Director
- ☆ NEW Team Manager Workshop – BASIC training
- ☆ Team Manager's Workshop – all experience levels
- ☆ CPS Tools Basic Training
- ☆ Instant Challenge Training and Fiesta... and more!

### Team Materials:

- ☆ Each Challenge has a cost limit, but most are materials are scrounged from around the house and are not expensive (although they are assigned a yard sale value).
- ☆ Challenge Budgets usually are between \$80 - \$180 depending on the Challenge.

***Hint: Have each team member contribute \$20 for supplies and miscellaneous expenses at the beginning of the season. Team Managers can request more when that is gone!***

### Miscellaneous Expenses:

- ☆ Resources – great books & creative problem solving materials available through our NY-DI lending library for browsing before you buy!
- ☆ NY-DI Tee shirts and pins sold at tournaments
- ☆ Snacks for team members at meetings and an end of year wrap-up party!

On behalf of the NY-DI Board of Trustees I wish you and yours a most creative and peaceful remainder to the summer.....



Cre8ively Yours,  
Dee Urban, Affiliate Director  
Destination ImagiNation of New York, Inc.

