

Colorado Destination ImagiNation®
2009-2010 Team Manager Training Session Descriptions

GENERAL DESTINATION IMAGINATION PROGRAM INFORMATION

- ◆ Introduction to Destination Imagination
- ◆ DI in Colorado
- ◆ Today's Agenda
- ◆ Making the Most of Your Training
- ◆ DI Basics
- ◆ DI Lingo
- ◆ Participation Levels
- ◆ The Tournament
- ◆ DI Program Season Timeline
- ◆ Team Meetings
- ◆ What the Team Will Accomplish
- ◆ Team Challenge, Instant Challenge and Side Trips
- ◆ Team Manager Role
- ◆ Interference
- ◆ 2009-10 Team Challenges
- ◆ What Comes Next?
- ◆ Resources
- ◆ Tools & Tips

INSTANT CHALLENGE

Every team will participate in Instant Challenge at tournament. Learn about the different types of Instant Challenge, the rules, and how to prepare your teams for this part of competition.

TEAM CHALLENGES

Breakouts for the individual Team Challenges will focus on reading and understanding the intent of the challenge, the scoring components, the tournament presentation site and the required paperwork. The Points of Interest for each of the Team Challenges are listed below.

◆ **Challenge A (Technical/Structural): *Direct Deposit***

The team will:

- ◆ Present a team-created story about making a decision.
- ◆ Design and build a piece of equipment that delivers supply Objects over a Barrier to Targets.
- ◆ Consider risk versus reward to increase the Object score through strategic delivery to job site Targets.
- ◆ Create two Side Trips and integrate them into the Presentation.

◆ **Challenge B (Scientific/Theatrical): *DI-Bot***

The team will:

- ◆ Learn about Robotic Technology and the changes it creates.
- ◆ Create an original Story which envisions and shows how at least one character's life may be changed by Robotic Technology.
- ◆ Design, create and integrate a device called DI-Bot, which completes a motion or task, into the Story.
- ◆ Create a method to change at least one prop or set piece, or part(s) of the prop or set piece, into DI-Bot, or a part of DI-Bot.
- ◆ Create a scene change that enhances the Presentation by providing an effective transitional link from one scene to another.
- ◆ Create two Side Trips and integrate them into the Presentation.

♦ **Challenge C (Fine Arts): *You're Gonna Flip!***

The team will:

- ♦ Present an Original Story dramatizing how a Character experiences a Flip, or a change of point of view, about someone or something.
- ♦ Design, construct, and feature at least one Puppet as a character in the Story.
- ♦ Create a piece of Live Visual Art that is to be completely produced during the Presentation.
- ♦ Create two Side Trips and integrate them into the Presentation.

♦ **Challenge D (Improvitational): *Do or DI***

The team will:

- ♦ Create a five-minute Improvisational Skit about a Threatened Thing in danger of extinction. This must be done in a seven-minute Preparation Time period at the Tournament.
- ♦ Present a Skit using a Stock Character randomly selected from a list of stock characters that the team has previously researched.
- ♦ Incorporate props and/or scenery to enhance the Skit.
- ♦ Integrate a randomly selected Unimpressive Superpower that is revealed during the Skit.

♦ **Challenge E (Structural): *Breaking DI News***

The team will:

- ♦ Design, build and test a Structure made only of newsprint and glue.
- ♦ Reduce the props and scenery used in the Presentation to fit inside a 30in x 24in x 48in (76.20cm x 60.96cm x 121.92cm) container.
- ♦ Reuse a story about a Newsworthy Event in a nation other than your own.
- ♦ Recycle newsprint by using it creatively in a costume or prop.
- ♦ Create two Side Trips and integrate them into the Presentation.

♦ **Rising Stars! (Noncompetitive): *Weighty News***

The team will:

- ♦ Build a Structure using newspaper and tape only.
- ♦ Make up a Play about a Newscast that reports on a Structure that has been discovered.
- ♦ Include a Commercial in the Newscast that tells about how to keep a person's body healthy.
- ♦ Create two Side Trips and integrate them into the Play. (optional for Rising Stars!)

♦ **projectOUTREACH (Service): *Band Together***

The team will:

- ♦ Identify community needs and use creative problem solving tools to select at least one need.
- ♦ Design and implement a team Project in their community that creatively uses music to address the need(s) selected.
- ♦ Compile an Album to document the Project.
- ♦ Create and perform an entertaining Presentation that informs the audience about the Project.
- ♦ Include a Multi-sensory Aesthetic Experience in the Presentation.
- ♦ Create two Side Trips and integrate them into the Presentation.