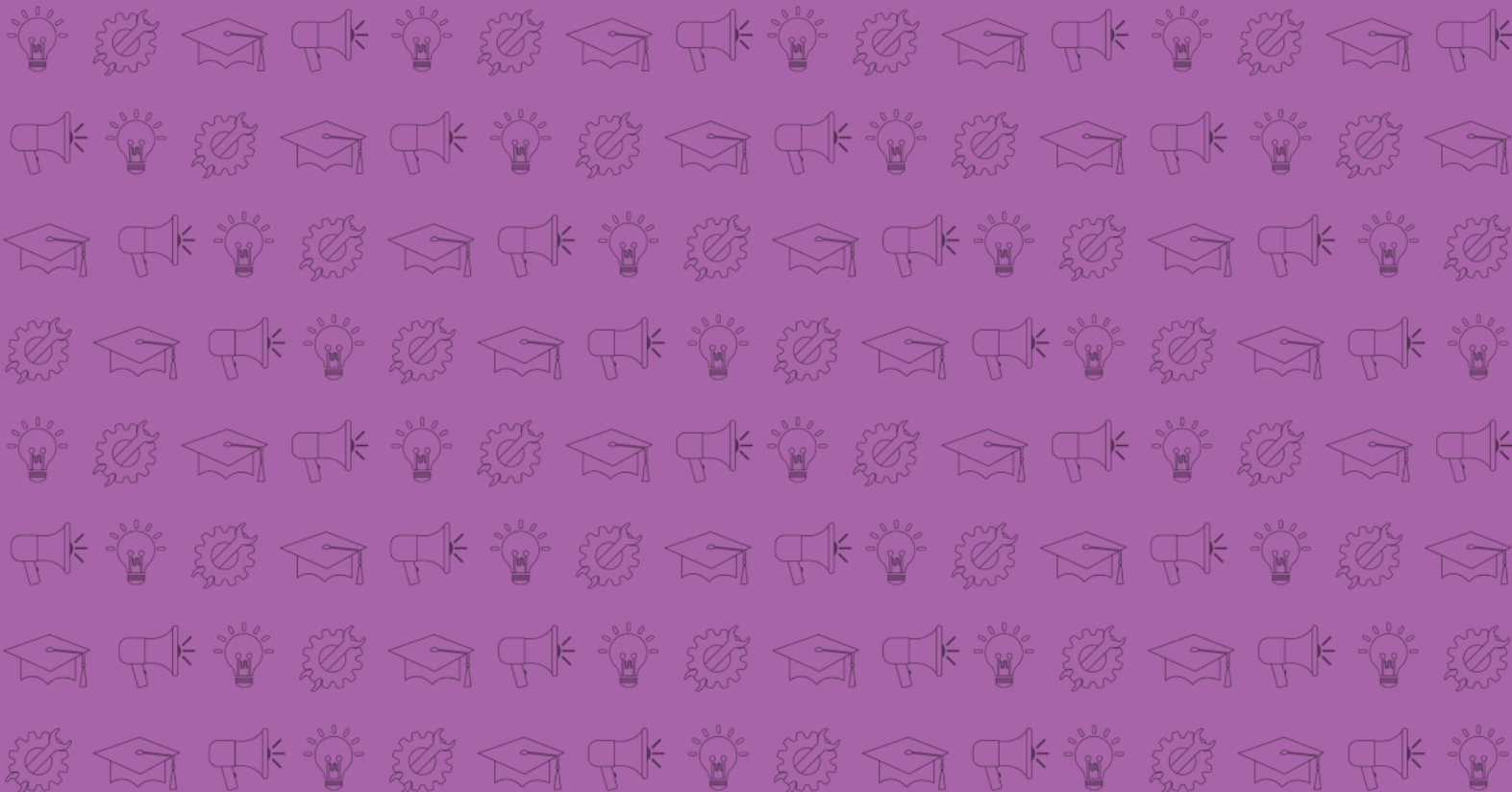


FIRST LOOK

TEAM CHALLENGES



2020-21 CHALLENGE SEASON

FIRST LOOK

TEAM CHALLENGES



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INTRODUCTION

Grab your camera or phone and get ready to activate your creativity and innovation, even if you and your team have to work remotely! Our 2020-21 Team Challenges will inspire your team's journey through the creative process and enable you to acquire and practice the skills needed to succeed in school, careers, and beyond—all while having a fun, exciting experience.

In Destination Imagination (DI), we believe that when an educational experience is fun and hands-on, students are empowered and excited to take their learning to the next level. DI does this through a project-based learning experience that applies the creative process across our competitive Challenges—Technical, Scientific, Engineering, Fine Arts, Improvisational, and Service Learning. Students form teams of up to seven members, select their preferred Challenge, and work together to develop their Challenge solution, gaining 21st century skills, including creative and critical thinking, collaboration, and project management. Teams have the opportunity to share their innovative Challenge solutions during a Destination Imagination tournament.



Important

The following is an overview of the requirements and scoring for each competitive Team Challenge. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

THE NEXT LEVEL TECHNICAL



Our Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills.



Learning Outcomes

Video Game Design, Video Production, Effective Storytelling, Technical Design and Innovation



Video Game

People all over the world enjoy video games. Video games allow us to laugh, learn, and compete. Video games let us pretend to be different characters while visiting other worlds. Now it's your turn to use your ingenuity and creativity to create your own video game adventure! Your team will get to design the characters, including one Adventurer with a Special Ability who is on a quest for the Ultimate Prize.



Tool

From armor, coins, capes, and costumes to mounts and secret passageways, video games require tools to help you on your journey. Your Adventurer will collect items that will be used to create a tool that helps them on their quest.



Adventurer's Special Ability

Sometimes you need something extra to overcome the obstacles in your path. Your Adventurer will need a Special Ability in the Video Game. You will demonstrate your technical design and innovation skills to portray the Adventurer's special ability that will aid in the quest.



Portrayal of the Video Game

Art and cinematic techniques allow the gamer to feel like they are part of the world in a video game. Video game designers use their imaginations to bring fantastic worlds to life! Your team will bring your own world to life by using cinematic, artistic, and/or theatrical techniques.



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.

THE NEXT LEVEL TECHNICAL



SCORING OVERVIEW



Important

The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge		Up to 240 Points
A.	Video Game	Up to 110
B.	Tool	Up to 80
C.	Portrayal of the Video Game	Up to 50
Team Choice Elements		Up to 60 Points
D.	Team Choice Element 1	Up to 30
E.	Team Choice Element 2	Up to 30

Central Challenge

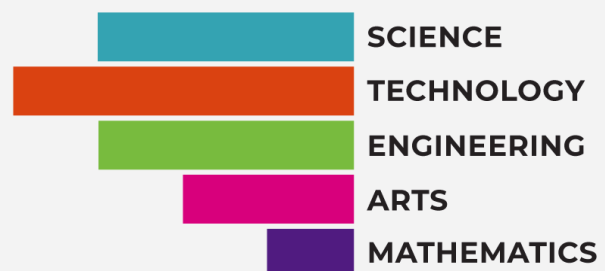


Putting It All Together



Technical Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.



IN THEORY SCIENTIFIC

Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.



Learning Outcomes

Scientific Laws, Documentary Filmmaking, Technical Design and Innovation, Effective Storytelling



Story

Scientific laws are unbreakable, right? But what would happen if they *could* be broken? Your team will tell a story about what happens when a Scientific Law is bent and/or broken. An Expert and a Witness will react to the phenomenon.



Scientific Law

What are scientific laws and how do they affect our universe? Your team will research scientific laws to see how they work, and then decide what could happen if they didn't work. Using Technical Methods, amaze an audience with how a Scientific Law works and what happens if that Scientific Law is broken and/or bent.



Documentary Film

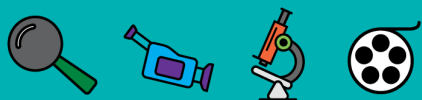
Documentaries can offer fascinating and entertaining insights into how others think about a topic or event. Your team will use Documentary Techniques to create your Video Presentation about what happens when a Scientific Law is bent and/or broken.



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.

IN THEORY SCIENTIFIC



SCORING OVERVIEW



Important

The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge	Up to 240 Points
A. Story	Up to 80
B. Scientific Law	Up to 100
C. Documentary Film	Up to 60
Team Choice Elements	Up to 60 Points
D. Team Choice Element 1	Up to 30
E. Team Choice Element 2	Up to 30

Central Challenge

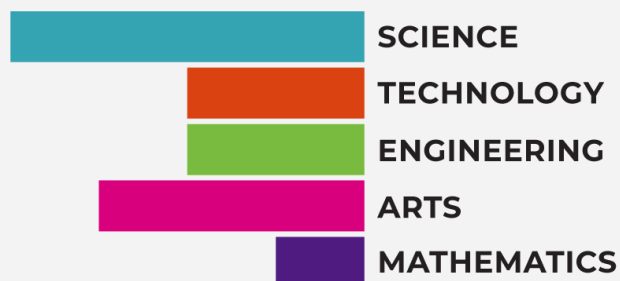


Putting It All Together



Scientific Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.



EPIC REMIX

FINE ARTS



Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, script writing, and prop design.



Learning Outcomes

Music, Lyrics, Video Production Techniques, Interpreting Literature, Effective Storytelling, Costume Design



Music Video

Music and Lyrics can be powerful communication tools. Music can be used to convey emotions and Lyrics can be used to convey details. What happens when Music and Lyrics are used to tell a story? Use your creativity to produce your very own Music Video that uses team-created Music and Lyrics to tell a story.



Story

Literature allows us to travel to other realms, times, and cultures. Through your Music Video, your team will bring a piece of Literature to life in a brand new way. What adventures await?



Costume

From masks to robes to silly hats, costumes help define a character. The shapes, colors, and textures of a costume's design can make a character truly memorable. Use your costume design skills to create a Costume for one character in your Music Video.



Production Techniques

Production Techniques are used in music videos to make a story more exciting or meaningful. Your team will research Production Techniques and use at least 3 to enhance your team-created Music Video.



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.

EPIC REMIX FINE ARTS



SCORING OVERVIEW

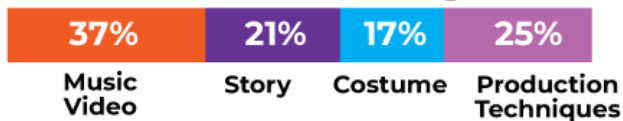


Important

The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge		Up to 240 Points
A.	Music Video	Up to 90
B.	Story	Up to 50
C.	Costume	Up to 40
D.	Production Techniques	Up to 60
Team Choice Elements		Up to 60 Points
E.	Team Choice Element 1	Up to 30
F.	Team Choice Element 2	Up to 30

Central Challenge

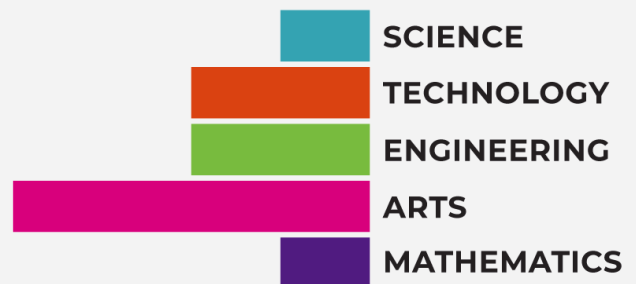


Putting It All Together



Fine Arts Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.



PROJECT PODCAST

SERVICE LEARNING



Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues.



Learning Outcomes

Social Entrepreneurship, Project Management, Video Production Techniques, Podcast Creation, Effective Storytelling



Project

Making a difference in your community takes hard work, dedication, and compassion. In this Challenge, you and your team will choose a need in a community and plan, develop, and execute a Project to address that need.



Video Presentation

Share your team's Project and its goals with others! Your team will create a Video Presentation in the style of a Podcast that shares information about your team's Project. Don't forget to include a Commercial Break!



Podcast

Podcasts can be a perfect way to broadcast your enthusiasm for your community need and Project. Your team will tell a story in a team-created Podcast that includes a Cliffhanger and a Quirky Character.



Commercial Break

And now, a Commercial Break! Commercials can share information, bring you to tears, or just make you laugh. Your Commercial Break will make an Outrageous Claim and be presented between two parts of your Podcast.



Project Evaluation

Your Project should make a difference in your community. Your team will create a goal for your Project and then evaluate the results of your Project. Integrate the results of your Project into your Video Presentation to share how your team made a difference!



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.

PROJECT PODCAST

SERVICE LEARNING



SCORING OVERVIEW



Important

The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge		Up to 240 Points
A.	Video Presentation	Up to 80
B.	Podcast	Up to 120
C.	Commercial	Up to 40
Team Choice Elements		Up to 60 Points
D.	Team Choice Element 1	Up to 30
E.	Team Choice Element 2	Up to 30

Central Challenge

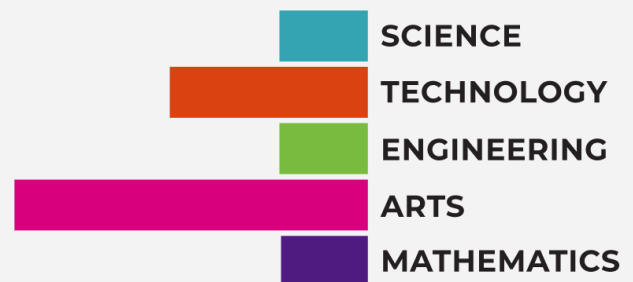


Putting It All Together



Service Learning Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.



BUILT TO LAST ENGINEERING



Our Engineering Challenge asks students to explore and apply engineering skills and tools to design and build solutions to specific applications.



Learning Outcomes

Architectural Design, Visual Arts, Video Production Techniques, Effective Storytelling



Model of a Building

Imagine what happens when a Visual Art Style and an Architecture Style collide to inspire the creation of a building. What would be the purpose of the building? Storage? Living space? Work? You decide when you create a single three-dimensional physical model of a building. Don't forget to include some Visual Art and Architectural Style Features in your architectural design!



Story

Opposites can sometimes come together in harmony and enhance the qualities of each other. In your team-created story, you will tell about how opposites are complementary. You will also integrate your model of a building and a Planning Artifact into your story.



Video Presentation

Create a Video Presentation to share your story and model of a building! As you tell your story, be sure your team showcases the features of your team-created model. Part of your Video Presentation should be done in Split Screen.



Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents as a team and as individuals by creating and presenting two Team Choice Elements.

BUILT TO LAST ENGINEERING



SCORING OVERVIEW



Important

The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge	Up to 240 Points
A. Model of a Building	Up to 125
B. Story	Up to 65
C. Split Screen	Up to 50
Team Choice Elements	Up to 60 Points
D. Team Choice Element 1	Up to 30
E. Team Choice Element 2	Up to 30

Central Challenge

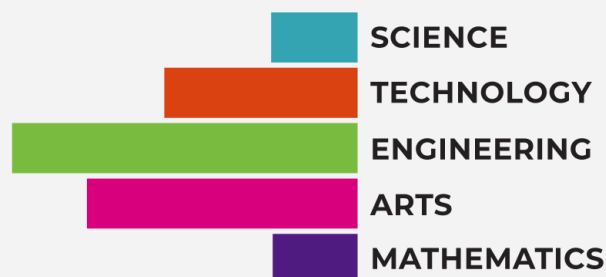


Putting It All Together



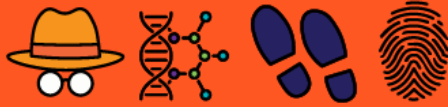
Engineering Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.



CASE CLOSED

IMPROVISATIONAL



Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and quickly produce skits.



Learning Outcomes

Improvisational Techniques, Research Skills, Forensic Science, Effective Storytelling



Video Presentation

Solving a Mystery can be so much fun! Your team will create an improvisational Video Presentation that tells a story about a Detective and a Sidekick who team up to solve a Mystery. Along the way, they'll use a Forensic Technique to get one step closer to solving the Mystery. Include a True Clue and a Red Herring in the Video Presentation.



Mystery

What is the Mystery that needs to be solved? Has something been stolen? Did the furniture become rearranged? What's the strange smell in the air? You will find out right before the tournament what mystery awaits. The Detective and Sidekick will figure out how to solve the Mystery!



Detective and Sidekick

Every good detective needs a sidekick! Your team will research the 8 Detectives that are listed in the Challenge. Your team will choose 1 Detective and 1 Sidekick from the list of Improv Unknowns that will be released. How will they solve the Mystery?



Forensic Techniques

The game is afoot! Your team will research 8 different Forensic Techniques and when the Improv Unknowns are released you will choose 1 to help solve the Mystery.



True Clue and Red Herring

Clues are an important part of solving a Mystery. Your team will integrate a True Clue that helps to solve the Mystery. Watch out for the misleading Red Herring, though!

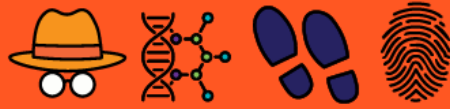


Improvisational Challenge Procedures

Improv Unknowns for this Challenge will be released on specific dates. Who knows what elements your team may get to include in your improvisational Video Presentation? Be sure to read the Challenge and Rules of the Road for more information about procedures for the Improvisational Challenge.

CASE CLOSED

IMPROVISATIONAL



SCORING

OVERVIEW

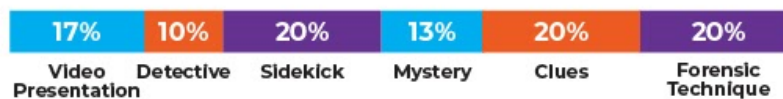


Important

The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge	Up to 300 Points
A. Video Presentation	Up to 50
B. Mystery	Up to 40
C. Detective	Up to 30
D. Sidekick	Up to 60
E. Clues	Up to 60
F. Forensic Technique	Up to 60

Central Challenge



Putting It All Together



Improviseational Challenge

STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.

