



**WHAT IS DESTINATION IMAGINATION?** Destination Imagination (DI) is an international non-profit organization that teaches life skills and expands imaginations through youth-centered, team-based creative problem solving.

**WHO MANAGES A TEAM?** Parent volunteers are needed for managing a team. The team manager oversees the team and acts as a guide throughout the process. A team cannot be created without parent volunteers!

**WHO IS ELIGIBLE TO JOIN?** Destination Imagination is open to all NISD students. K-2 may participate in Rising Stars. 3<sup>rd</sup> – 12<sup>th</sup> grade students participate at the competitive level.

**WHAT DOES A TEAM DO?** Teams of 5-7 students work together after school during the year to solve their choice of one of six challenges. The team then presents their solution to their chosen central challenge and solves an instant challenge at the Greater Ft. Worth Regional Tournament. This year's tournament is on February 23 at Northwest High School and Pike Middle School. Teams present their solutions to a panel of appraisers for the chance to advance to the Texas State DI Tournament. Finalists from state competitions compete at Global Finals.

**HOW OFTEN DO TEAMS MEET?** Once a team is formed, the members will decide how competitive they want to be and how often they want to meet. Historically, teams meet once a week until January when they go to two times per week, and possibly more as the Regional Tournament approaches.

**HOW CAN I GET MORE INFORMATION ABOUT DI?**

Check out this [video](#) and our new NISD DI Google site [here](#). Contact your campus representative for details on how to form a team.

## 2018-2019 CHALLENGE PREVIEWS

Competitive teams choose one challenge to work on for the year. Once a team is formed, the team manager will be provided a team number and resources to help the team get on its way.

### TECHNICAL CHALLENGE

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills. Get an overview [here](#).

- Design and build an aircraft that takes off, flies, and lands.
- Design the aircraft to deliver a team-created payload.
- Create and present a story about one or more characters exploring a remote place.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

### SCIENTIFIC CHALLENGE

Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art. Get an overview [here](#).

- Research the human body and medical conditions that affect the human body.
- Create and present a story about a medical mystery that affects a human character.
- Design and build a representation that shows the medical mystery and at least one symptom.
- Present an action or scene that is shown from two or more perspectives at the same time.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

### ENGINEERING CHALLENGE

Our Engineering Challenge asks students to design, build, and test load-bearing structures created from specific materials. Get an overview [here](#).

- Design and build a structure that can support weight without breaking.
- Test the structure by placing weights and then removing them.
- Create and present a story in which the sudden appearance of a monster has surprising results.
- Design and create a special effect to enhance the sudden appearance of the monster and/or the events surrounding the monster in the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

### FINE ARTS

Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, script writing, and prop design. Get an overview [here](#).

- Create and present a story that integrates research of a team-selected game.

- Create and present a game gizmo that causes an action or event to occur.
- Design and create a container that goes through a transformation.
- Design either the game gizmo or the container to be a technical element.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

### **IMPROVISATIONAL**

Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and produce skits right on the spot. Get an overview [here](#).

- Research historical figures found on coins from around the world.
- Create and present an improvisational skit that includes the historical figures in a tale.
- Integrate an event that has an impact on the tale.
- Present the skit in two parts, changing between comedy and tragedy.
- Present the skit in two styles, changing from verbal to nonverbal.

### **SERVICE LEARNING**

Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues. Get an overview [here](#).

- Identify, design, and carry out a project that addresses a need in a real community.
- Create and theatrically present a story that builds suspense about characters who attempt an escape.
- Integrate information about the project through clues that help the characters attempt to escape.
- Integrate information about the future of the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

### **EARLY LEARNING / RISING STARS®**

Our Rising Stars for Early Learners Challenge offers simple experiences with the creative process, and it gives young kids (preschool through 2nd grade) a place to work together and make new friends. Get an overview [here](#).

- Explore fiction and nonfiction stories.
- Create and present a story that combines elements of both fiction and nonfiction.
- Design and build a technical device.
- Create an interactive, life-size pop-up book to help tell the story.
- Integrate a randomly selected item into the story.