



**DESTINATION
IMAGINATION®**

TEXAS

GULF COAST REGION

Why Do DI?

Learn the creative process from
Imagination to Innovation.

Imagine
Create
Perform

How Do I Do DI
in CFISD?

Look inside!

The Destination Imagination program is a fun, hands-on system of learning that fosters students' creativity, courage and curiosity through open-ended academic Challenges in the fields of STEM - science, technology, engineering and mathematics - fine arts, and service learning. Participants learn patience, flexibility, persistence, ethics, respect for others and their ideas, and the collaborative problem-solving process. Students use the creative process to turn their ideas into reality and learn invaluable skills:

- Creative & Critical Thinking
- Team Building
- Problem Solving
- Risk Taking
- Project Management
- Perseverance
- Self-confidence



**Join a team
TODAY!**



“If every student had opportunities such as these made possible through DI, our children would undoubtedly be future-ready!”

Helen Soule, Partnership for 21st Century Learning

Destination Imagination is an educational program where student teams solve open-ended challenges and present their solutions at tournaments. Teams in Destination Imagination learn higher-order thinking and improve in creative thinking, critical thinking and collaborative problem solving. Participants learn and experience the creative process, develop new friendships, and learn to work together.

There are six new Challenges to choose from each year. Each of the Challenges is developed by a team of educators and industry experts who target a particular area of the curriculum and its related standards of content and performance. The areas of focus include Technical, Scientific, Engineering, Fine Arts, Improvisational, and Service Learning. There is also a non-competitive Early Learning Challenge that allows our youngest team members to begin to develop their social and problem-solving skills.

Researchers from the University of Virginia’s Curry School of Education conducted an independent research evaluation of the DI program. Among other findings, the researchers reported, “Students who participated in the activities and tournaments provided by DI outperformed comparable students who had not participated in DI on assessments measuring creative thinking, critical thinking, and collaborative problem solving.

Visit DestinationImagination.org to watch participant testimonials and educator interviews.

Contact your campus Destination Imagination Liaison to learn more about forming or joining a team.

2020-2021 Challenge Previews



TECHNICAL CHALLENGE

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills. Your team will go on an adventure in a video game, using technical methods to design a team-created tool to win an ultimate prize!

The Next Level

- Create and present a video presentation in the style of a video game.
- Include an adventurer who goes on a quest to win an ultimate prize.
- Portray a special ability used by the adventurer.
- Integrate 3 quest items and combine them to create a tool.
- 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. What if you could break a scientific law? This year, your team will create a documentary showing what the world would witness when a scientific law is broken.

In Theory

- Produce a video presentation that tells a story about a Scientific Law that is bent and/or broken.
- Show how the Scientific Law is bent and/or broken.
- Include an expert and a witness in the story.
- Use documentary techniques to tell the story in the style of a documentary film.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



FINE ARTS CHALLENGE

Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, script writing, and prop design. Production techniques can make anything possible! This year, your team will mash together music and literature to create a music video.

Epic Remix

- Research music videos and create a music video of your own.
- Use music and lyrics to retell all or part of a piece of literature.
- Design and build a costume.
- Research production techniques to enhance the music video.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



SERVICE LEARNING

Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues. Your team will create a podcast that tells a story to highlight the amazing project you designed to meet a community need.

Project Podcast

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create a video presentation that includes a podcast and a commercial.
- Include a cliffhanger and a quirky character.
- Integrate information about the project into the video presentation.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.



ENGINEERING

Our Engineering Challenge asks students to design, build, and test load-bearing structures created from specific materials. **Stay tuned for the Engineering Challenge sneak peek!**



IMPROVISATIONAL

Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and produce skits right on the spot. **Stay tuned for the Improv Challenge sneak peek!**



EARLY LEARNING / RISING STARS®

The Rising Stars for Early Learners Challenge offers simple experiences with the creative process and provides younger kids (1st and 2nd grade) a place to work together and make new friends. Your team will create a picture book about critters going on an adventure and share it in a team-created video!

Critter's Big Adventure

- Create and present a story about a critter who goes on a big adventure.
- Write and illustrate a picture book.
- Integrate a special effect into the picture book.
- Create a song that helps tell the story.
- Share the picture book and the song in a team-created video.



INSTANT CHALLENGE

Instant Challenges require teams to engage in quick, creative and critical thinking.

- In a world with growing cultural connections, increased levels and types of communication, and a new need for real-time teamwork and problem solving, the ability to solve problems quickly is becoming increasingly critical.
- Each team will be asked to solve an Instant Challenge for their DI tournament. The team must think on their feet by applying appropriate skills to produce a solution in a short period of time.
- Instant Challenges are performance-based, task-based, or a combination of the two. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential until it is time for teams to solve them.

Grade and Age Requirements

EARLY LEARNING/RISING STARS®: 1st - 2nd grade

ELEMENTARY LEVEL: 3rd - 5th Grade or no student born before June 15, 2009

MIDDLE LEVEL: 6th-8th Grade or no student born before June 15, 2006

SECONDARY LEVEL: 9th-12th Grade or no student born before June 15, 2002

How Do I Do DI in CFISD?

Team Organization

- CFISD allows parents from each campus to create their own teams; the district supports teams but does not directly handle or manage them.
- A team consists of an adult leader – the Team Manager – and 2 to 7 students currently enrolled in a CFISD school, attending either in person or via CFISD Connect. Early Learning/Rising Stars teams consist of 5-7 students.
- Each school has a DI Campus Liaison to communicate with teams and district contacts.
- All teams must follow the rules of both the competition and local, state, and national authorities in terms of social distancing and safety protocols. ***Teams may have to meet, practice, perform, and record their solutions remotely.***
- Needs for any technology equipment or other materials need to be handled by the team itself. The district cannot provide these resources. Team members who choose to participate assume any and all risks associated with technology use related to their participation in the virtual tournament.
- The Team Manager completes a CFISD “Authorization to Purchase Membership” form, obtains the appropriate school administrator’s signature, and submits a PDF to bit.ly/DI2020teamform by the deadline stated on the form.

Team Management

- The Team Manager is responsible for registering the team with CFISD and Destination Imagination, Inc., to activate the team's participation in the regional tournament.
- **CFISD pays the team's tournament registration fee; Team Managers and parents DO NOT pay for any team registration.**
- Team members and their parents are responsible for providing their own challenge solution materials for sets, displays, costumes, etc., and for any technology needs relating to the challenge solution. **DI sets a maximum allowance for expenditures that must be followed according to the publication *Rules of the Road*.**
- The team sets its own practice schedule.
- Team Managers should attend all virtual training meetings provided by Gulf Coast Regional DI and Destination Imagination International. Dates and links to the trainings will be shared via e-mail with registered Team Managers.
- Team Managers are responsible for securing one appraiser for the virtual regional tournament.

CFISD Responsibilities

1. The district will purchase a DI Challenge Program Team Kit for each team, which includes a team number and official background check for one team manager.
2. The district will provide access to training sessions for Team Managers.
3. The district will pay the team's registration fee for the virtual regional tournament(s).

Student and Parent Responsibilities

1. Team members must pass all classes to participate.
2. Parents ensure that team members safely participate in all team practices.
3. Parents support the Team Manager's needs and requests for team practices.
4. Parents acquire materials for costumes, props, scenery for Challenge solution.
5. Parents provide any needed technology equipment and internet access for meeting, recording, and submitting their entry.

Additional Assistance for Advancing Teams

1. The district will pay the team's registration fee for state and global tournaments.
2. The district **may** provide financial assistance to offset **some** expenses for travel to affiliate (state) and global tournaments, unless these tournaments are held remotely. In the event of a tournament with virtual submissions, the district will not provide financial assistance for travel to a tournament site.

For additional information, contact Jennifer.Covington@cfisd.net or Michele.Krimsky@cfisd.net