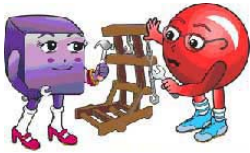


# 2008-09 Destination Imagination Team Challenge Previews



## **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**

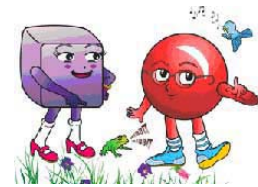
**Educational Focus:** *Theater Arts (Play writing, Scenic Design and Construction, Performing), Animal Science (Zoosemiotics), Research, Teamwork*

**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**.
- 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!

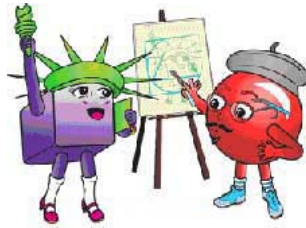
Grab some popcorn, dim the lights and make yourself comfortable; you are about to be amazed, mystified, and entertained! Your sleuth is about to solve a superstitious mystery! Using three film genres, a tantalizingly technical Superstition Origin Detector and -



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!

**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!**

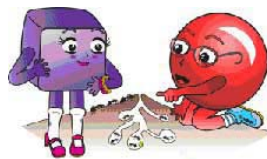
The projectOUTREACH Challenge has two DIstinct components. The first component is the Project that is created and implemented in order to solve the real problem. The second component is the Tournament elements that are required to culminate and showcase the Project.

**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!