

Parent Guide

What is Destination ImagiNation?

Parents are a very important part of a Destination ImagiNation team's support network. Team members need a lot of different kinds of support and this will be discussed in this Guide. We hope you find your experience as a parent of a Destination ImagiNation team member a rewarding one!

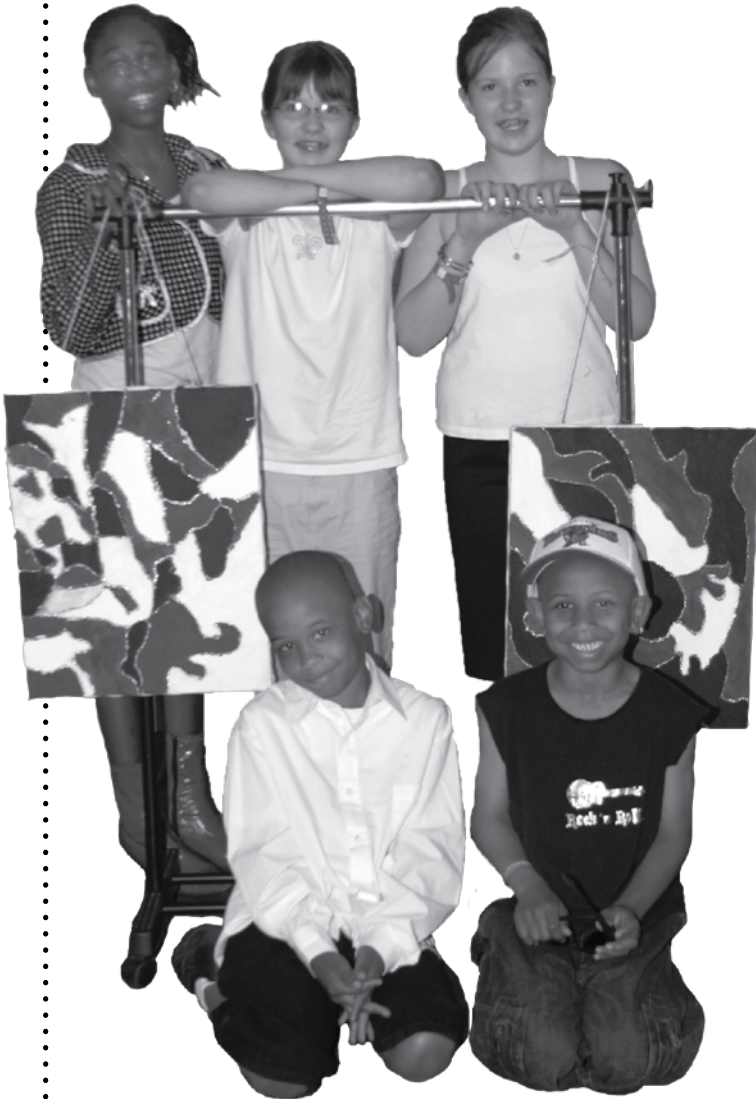


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A product of Destination ImagiNation, Inc., a 501c3 non-profit organization.

The Destination ImagiNation Program

Overview



Educational Goals of the Program

Destination ImagiNation is a community-based, school-friendly program that builds participants' creativity, problem solving, and teamwork in enjoyable and meaningful ways. The goals of Destination ImagiNation are for participants to:

- Foster creative and critical thinking
- Learn and apply Creative Problem Solving method and tools
- Develop teamwork, collaboration, and leadership skills
- Nurture research and inquiry skills, involving both creative exploration and attention to detail
- Enhance and apply written and verbal communication and presentation skills (both impromptu and sustained)
- Promote the recognition, use, and development of many and varied strengths and talents
- Encourage competence in, enthusiasm for, and commitment to real-life problem solving



Methods

- Young people of similar age work on teams of up to 7 members over an 8-12 week period
- No Interference is allowed from anyone outside of the team
- Adult Team Managers act as facilitators to a team
- Team Manager training is provided by experienced trainers in all Affiliates
- Problem solving skills are cultivated by using Tools
- Teamwork is developed by using the eight building blocks for successful teams
- Creativity is appreciated by *Team-* and *Instant Challenges* that are open ended
- Individual and team strengths are promoted by Side Trips; based on Multiple Intelligence Theory
- *Instant Challenges* engage participants in rapid-fire critical thinking
- *Team Challenges* engage participants in sustained problem solving



Assessment

- Tournaments are a celebration of what the team HAS accomplished and the PROCESS learned
- Solutions are evaluated and Reward Points are a component of *Instant* and *Team Challenges*
- Appraisers are trained to reward the PROCESS that the team has experienced
- *Tournament Data Forms* provide opportunity for teams to culminate their experience
- Special Awards are given for exceptional creativity, teamwork, and innovation
- At the end of the Destination ImagiNation season, teams have an active reflection time

The Two Components of the DI® Program

The Destination ImagiNation program asks teams to creatively solve **two different kinds of Challenges**, each with its own purpose and educational focus. The two Challenges, or components, are called the **Team Challenge** and the **Instant Challenge**. Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call "Appraisers."

Team Challenge

The Destination ImagiNation *Team Challenge* is a Challenge teams work on over a long period of time, usually several months. This year, Destination ImagiNation presents six *Team Challenges* (five competitive Challenges and one Rising Stars!® non-competitive Challenge), and each team generally chooses one Challenge to solve. The *Team Challenge* is made up of two parts, the **Central Challenge** and **Side Trips** (except for a yearly Improvisational Challenge, which does not include *Side Trips*).

Central Challenge

- Purpose: Encourages development of creative problem solving techniques, teamwork, and creative process over a sustained period of time (usually several months).
- Educational Focus of *Central Challenge*: The project undertaken by the team is academically based and focuses on one or more of the following areas: Technical/Mechanical Design, Structural/Architectural Design, Science, Theatrical/Literary/Fine Arts Elements, Improvisational Techniques.
- Each of the five competitive *Central Challenges* involves a research component.
- One or more of the five competitive *Central Challenges* involves an improvisational component.
- One or more of the *Central Challenges* involves an international and/or intercultural theme.

Side Trips

- Purpose: Encourages participants to discover and showcase their collective interests, strengths, and abilities as a team and as individuals, and allows them to develop that showcase over a long period of time.
- Educational Focus of *Side Trips*: Based on the educational theory of multiple intelligences, which in part emphasizes allowing participants to find their own best ways to present what they have learned.
- Allows teams total freedom to develop elements of their own choosing.
- Allows teams to highlight areas of strength that are not brought forth in the *Central Challenge* requirements.
- Allows and encourages teams to recognize and make the most of each individual's abilities/interests.

Instant Challenge

The Destination ImagiNation *Instant Challenge* is a Challenge which teams are asked to solve in a very short period of time at their Tournament, without knowing ahead of time what the Challenge will be.

- Purpose: To put team's creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven Challenge.
- Educational Focus of *Instant Challenge*: The team's use of creative problem solving strategies, assessment and use of available materials, and teamwork under tight time constraints.
- Encourages teams to develop creative problem solving and time management strategies, performance and improvisational techniques.
- Develops the ability to quickly assess the properties of provided materials, and learn how to creatively manipulate materials for a unique solution.

There are 6 fresh and exciting *Team Challenges* to choose from each year.



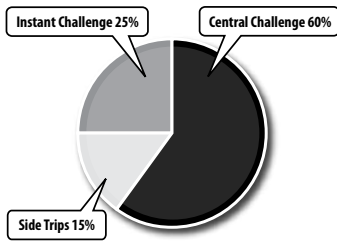
Side Trips give teams the opportunity to showcase individual and collective specialties.



IC is the acronym for *Instant Challenge*.



The DI Equation: See how it all adds up!



TEAM CHALLENGE:

Academically-based; process-driven project emphasizing teamwork, creative problem solving, creativity, improvisation; sustained development time

Central Challenge:

Based on multiple intelligence theory; allows teams total creative freedom to showcase additional strengths; sustained development time

Side Trips:

Development of an impromptu solution under tight time constraints; showcases teamwork, creative problem solving techniques, performance, and creative use of materials; time management

+ INSTANT CHALLENGE:

= Destination ImagiNation

A Complete Educational Package!



It is very important that every team member attends each team meeting. Be sure to have a calendar for the DI season.

The DI Season

DI Team Challenges are designed to be solved in a period of eight to twelve weeks. Depending on the team and the complexity of the solution they decide to create, they may need more or less time than that.

Your child's team will go through five "Process Stages" as they work their way through the Challenge and compete at the Tournament. You can support your child at every step of the process in many different ways.

Keep in mind that solving DI Challenges is never a "textbook" process: Problem solving is a messy and somewhat unpredictable business! Stages may overlap, sometimes a team may seem to 'slip back' to an earlier Stage, and often, one Stage will "dissolve" into the next without a clear end to one and start of another. As long as the team is generally moving forward towards the solution, they will be all right!

Stage 1:

Building the Team & Understanding the Challenge

Approximately 2-4 Weeks – Your child’s team will:

- Choose a Challenge
- Learn about the CPS process
- Learn to work as a team
- Read the Challenge:
- Create a set of Team Ground Rules/Bill of Rights
- Review the Interference Triangle and do exercises in “Building Team Independence”
- Do *Specialties Inventory*, talk about team’s collective and individual strengths
- Try some *Instant Challenges* so team can become familiar with format
- Learn about Clarifications:
- Consider appointing a “*Rules of the Road Specialist*” to keep track of the rules and requirements
- Do teambuilding activities
- Begin a “To Do” List
- Look at the calendar and list important dates (such as the Tournament)

What Parents Can Do to Help

- ☑ Attend organizational and informational meetings sponsored by your Membership Coordinator or Team Manager.
- ☑ Find out as much as you can about the Destination ImagiNation program. Ask your child’s Team Manager for a copy of the *Team Challenge*, *Rules of the Road*, and *Team Manager Guide* and read them! The more you know, the more fun it will be for everyone in your family.
- ☑ Review the Interference Triangle and DI Declaration of Independence information in this Guide so you are familiar with the rules of Interference. Avoid talking about possible ideas or solutions regarding your child’s *Team Challenge*. Remember to answer all questions with questions and **never offer ideas or solutions to the *Team Challenge***.
- ☑ Respect your Team Manager’s time investment with the team. Work with other parents to organize snacks for the team and carpooling to and from the meetings. And pick up your child on time!
- ☑ Help your Team Manager create a meeting schedule that is convenient for everyone. Make sure you let the Team Manager know special events and vacations that you and your family have planned. Ask for a meeting calendar that includes scheduled meeting dates and possible meeting dates over holidays, school vacations and teacher in-service days.

There are many ways to support your child’s DI experience.



Remember to answer all questions with questions and never offer ideas or solutions to the *Team Challenge*.





Now is a great time for you to get familiar with the *Team Challenge* that your child's team has selected.

Stage 2: Generating and Incubating Ideas / Research / Inquiry

Approximately 2-4 Weeks – Your child's team will:

- Use the CPS Process: Generating Ideas
- Use the Challenge and *Rules of the Road* to help understand the requirements
- Use reference books, field trips, resource people, etc. to help research the Challenge
- Request Team Clarifications if they have questions
- Begin planning their Presentation.
- Work on: Performance skills, improvisational skills, creative use of materials
- Acquire skills: Ask experts to teach them what they need to know in order to solve the Challenge
- Continue developing *Instant Challenge* skills: more practice under Tournament conditions, Try different types: Task-based, Performance-based, Combination
- Check *Published Clarification* site
- Check the *Rules of the Road* to be sure the solution is within the rules
- Think about how to integrate *Side Trips*
- Look at Tournament forms
- Collect your receipts for materials for the *Expense Report*
- Look at the calendar

What Parents Can Do to Help

- Make sure you are not offering Interference to the team.
- Do fun and creative activities and games with your child to improve short term problem solving skills. Play games like Pictionary®, Scattergories®, Outburst®, or make up your own improvisational games in which the whole family can have fun.
- Become involved with your child's team. Try your hand at preparing and presenting a practice *Instant Challenge* or offer to help drive the team on a field trip. Your Team Manager will appreciate the help, and it's fun!
- Volunteer to work with the team while the Team Manager attends a Team Manager training.
- Do not allow your child to miss meetings. The team must work together to create the *Team Challenge* solution. The team depends on participation from each team member. Inform your Team Manager about unavoidable conflicts as soon as you know about them.

Stage 3: Focusing / Preparing for Action / Putting It All Together

Approximately 2-4 Weeks – Your child’s team will:

- Use the CPS Process:
 - Building Acceptance
 - Developing Solutions
 - Focusing Options
 - Refining Solutions
- Learning skills needed after team has narrowed options
- Experiment with possibilities
- Draft and refine scripts
- Work on costumes
- Work on Props
- Design and construct required elements; fine-tune as needed
- Continue to check *Published Clarifications*
- Continue to be sure the solution follows the Challenge requirements and the *Rules of the Road*
- Refine and integrate *Side Trips* into Presentation
- Continue practicing *Instant Challenges* under Tournament conditions

What Parents Can Do to Help

- ☑ Make sure you are not offering Interference to the team.
- ☑ Help recruit Appraisers or other volunteers for the Tournament. Volunteer to help with the Tournament
- ☑ Understand that Destination ImagiNation has been designed to allow your child to participate in every aspect of the solution and Presentation. However, in every team situation there will be differences of opinion. Have your child work out disagreements with the team and/or Team Manager on his/her own. This is a huge part of learning the creative problem solving process!
- ☑ Remember that the team may only have seven members in total. If your child’s team has seven members and one quits, that team member may not be replaced. That means that if your child quits just before the Tournament, the team could be left at a great disadvantage. Support your child’s participation by standing behind the commitment – even when the team is in a slump!
- ☑ Watch your child’s creativity blossom after every Destination ImagiNation meeting. Let your child know how proud you are that he or she has made the commitment and is working with a team toward a common goal.

Watch your child’s creativity blossom after every Destination ImagiNation meeting. Let your child know how proud you are that he or she has made the commitment and is working with a team toward a common goal.





DI Tournaments are celebrations of creativity, teamwork and problem solving. It is a great day to invite family and friends.

Stage 4: Ready, Set, GO! Preparing for your Tournament

Approximately 2-4 Weeks – Your child’s team will:

- Read *TravelGuide for Teams* (available from DI Web site at www.idodi.org after January 1, 2009).
- Create a Tournament Tool Kit and emergency kit for Presentation items
- Rehearse: Practice timing of set up, practice timing of entire solution
- Identify Prop Specialist: Assign responsibility for props
- Identify Paperwork Specialist: Fill out paperwork
- Continue to check *Published Clarifications*
- Continue to be sure the solution follows the Challenge requirements and the *Rules of the Road*
- Continue practicing *Instant Challenges* under Tournament conditions
- Further refine and improve *Side Trips*
- Showtime! Compete at the Tournament

What Parents Can Do to Help

- Try to attend dress rehearsal performances, school performances, or other unscheduled team exhibitions to support the team. Be sure to go to your team’s Tournament performance. Your child has worked hard for this opportunity to show off for you!
- Volunteer to help transport the team’s props to the Tournament.
- Help provide snacks, lunch or other Tournament-day support.
- Understand that only the Team Manager can (with the team’s approval) be in the *Instant Challenge* room.
- Do not ask your child what their *Instant Challenge* was. Because the same Challenges are used for all Regional or Affiliate Tournaments around the world, the Challenge they receive is a secret until after Global Finals.
- Demonstrate good sportsmanship to your child and team. Do not discuss your team’s solution with other parents or Appraisers unless you are the Team Manager.

Stage 5: Celebrate! Look How Far They Have Come on this Journey!

Approximately 2-4 Weeks – Your child’s team will:

- Have a party after the Tournament to celebrate bringing this process to a conclusion
- Share favorite memories of the funniest moments from the past weeks
- Make a list of all the things they have learned that they did not know when they first met as a team
- Write thank you notes to resource people who taught the team, Appraisers who represented the team at the Tournament, other supportive people

What Parents Can Do to Help

- ☑ Understand that it is the **process, not the product** that is important. Review with your child all he or she has learned throughout the year. Celebrate their learning and growth at home.
- ☑ Help plan the team party to celebrate the process and the accomplishments of the team – **no matter where they placed at the Tournament.**
- ☑ Get together with the other team parents to find a way to recognize your team and Team Manager. Think of a creative way to thank your Team Manager.

Be sure to find an appropriate way to recognize the work of the team and Team Manager.



Educational Goals and Challenges of Destination ImagiNation

The Educational Goals of the DI program are met through the two Components of the Program, the *Team* and *Instant Challenges*, by requiring teams to develop and learn many useful lifelong skills. The major difference between the two Components is not so much the nature of the Challenge itself but rather HOW MUCH TIME is available in which to craft a solution. The *Team Challenge*, developed over months, allows for greater depth and detail.

Team Challenge	What must teams do to solve this type of Challenge?	Instant Challenge
Yes	Develop Creative Problem Solving techniques and use them in the creative process to produce novel and unique solutions	Yes
Yes	Develop their Teamwork to a high degree; learn to collaborate effectively and cooperatively with a minimum of conflict	Yes
Yes	Learn Improvisation Techniques	Yes
Yes	Learn to analyze the properties of materials that might be available for a solution	Yes
Yes	Learn to use materials in ways other than their original purpose	Yes
Yes	Discover their collective interests, strengths, and abilities as a team and as individuals and showcase them effectively	Yes
Yes	Learn to read and understand the Challenge and make sure that the solution fulfills the requirements	Yes
Yes	Research and seek out information needed to solve the Challenge	Yes
Yes: Sustained time allowed, usually months, to prepare polished solution	Manage time effectively	Yes: Very short time allowed, only minutes, to prepare impromptu solution
Yes	Be able to think on their feet and improvise on the spot	Yes
Yes	Learn Performance and Theatrical techniques	Yes
Yes	Learn basic design and construction skills	Yes

A Quick Look at the 2008-09

Team Challenges

Your child's team will choose one Team Challenge to solve during the DI season. Each Challenge has a specific Educational Focus and all Challenges are fresh and new each season. For an extended preview of the Team Challenges, go to www.idodi.org.

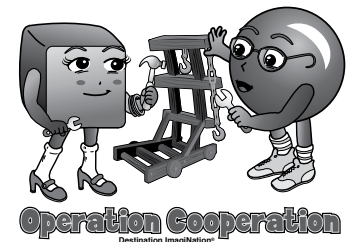
A: Operation Cooperation

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!



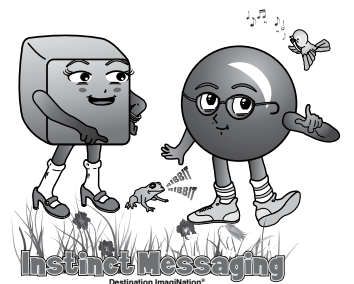
B: Instinct Messaging

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.



C: ViDlo Lit Hits

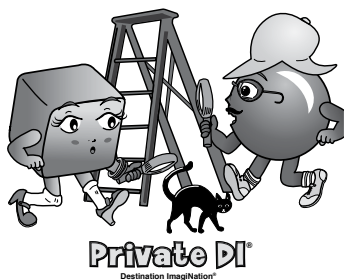
Educational Focus: *Playwriting, Literature, Fine Arts/Theater Arts (Music, Choreography), Technical Design and Construction, and Design Process, Teamwork*

The Destination:

Where This Challenge Will Take You!

Captain Hook 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 ViDlo. 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!





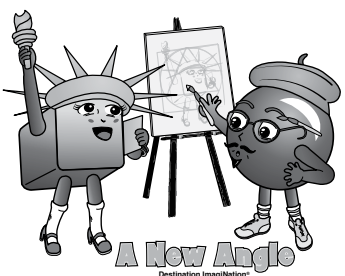
D: Private DI

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!



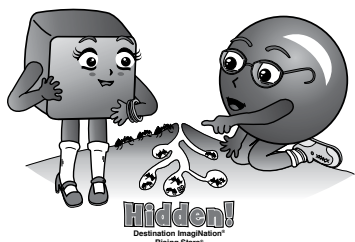
E: A New Angle!

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 playing in a rock band? 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 Art forms. So excite your ImagiNation by seeing things from A New Angle!



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 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!



projectOUTREACH® Take Charge!

Educational 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 of your school and make a difference. Rally your peers and to dive into food groups to encourage and to get moving more. Get ready to serve it up and work it out with this first season of Destination ImagiNation projectOUTREACH.

IMPORTANT NOTICE: The projectOUTREACH Destination ImagiNation Challenge is being piloted this season and is only available in Regions/Affiliates that have elected to participate. Be sure to check with your local Regional/Affiliate Director to determine if projectOUTREACH is open for participation in your area.

Interference:

The Interference Triangle

The *Team Challenge* solution is owned and operated by the team! **Only team members** may contribute ideas and create the *Team Challenge* and *Side Trip* solutions. Help from non-team members, including Team Managers and parents, is called **Interference**.

The Interference Triangle:

The Interference Triangle is a useful tool to help the team remember what Interference is and what Team Managers and other people are allowed to help the team with.

The Base of the Triangle consists of two corners: Skills and Challenge & Rules. These two corner support blocks are what teams have in common when they participate in the Destination ImagiNation program and process.

Skills are both those skills that the team members already know and bring to the team, and those skills team members learn while being a part of the team. Learning skills is an important and valuable part of the process of DI. Being in the program will someday end, but the skills the team learned will continue throughout their lives. These skills include: performance skills, technical skills, thinking skills, team building, research, organizational, time management, budgeting and life skills, to name a few. It is not Interference for the team to be taught skills. In fact, it is the job of the Team Manager to facilitate the acquisition of skills. It is the job of the team to apply the learned skills to a particular purpose or use in creating the Challenge solution.

The Challenge & Rules are the printed Challenge, the *Rules of the Road* and Clarifications. These are the documents that teams, Team Managers and Tournament Officials have in common. The Challenge requirements and limitations, and the rules in *Rules of the Road* are the facts by which all must abide. Understanding them and internalizing them is the job of the team, the Team Manager and the Officials. What does the Challenge say? What does it say in *Rules of the Road*? What are the Published Clarifications? Let's write for a Team Clarification! This is all learning that can be shared, should be shared, and is shared among teams, Team Managers and Officials. So it is not Interference for the Team Manager to be sure the team understands the Challenge and the rules.

Sometimes skills determine which Challenge to choose; sometimes the Challenge is chosen, and skills have to be learned in order to solve it. Regardless of which comes first, there is a back-and-forth of learning skills and understanding the Challenge that occurs before and while the team makes choices that apply to your solution.

The team's solution is the team's alone. It is something that the team builds from their acquisition of skills and from their understanding of the Challenge and rules. It **IS** Interference for anyone not on the team to be in the team's Solution corner of the Triangle. Recognize and respect that the "top" is where team members reign!



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Interference: A Contract for Teams, Team Managers, and Parents

Team Member Name: _____

The team: We understand Interference:

1. Our team owns every bit of our Team Challenge solution.
2. Every idea for every part of the solution must come from the members of our team. This means our parents, friends, teachers, and Team Manager must keep their ideas to themselves.
3. If we use other people's ideas or allow others to build any part of our solution, it's no longer OUR solution. When someone offers to help us or works on our solution in any way, we will say, "No thanks! We can do it ourselves!"
4. If we get stuck and can't figure out how to solve a problem that arises, we will generate ideas and come up with another way to do it.
5. When we finish our solution, we can proudly sign the Declaration of Independence and know that the entire solution is OURS.

Team Member Signature: _____

The Team: I understand Interference:

1. My team owns every bit of their *Team Challenge* solution. I can facilitate their understanding of the Challenge and rules, as well as help them to learn skills, but I must keep my ideas to myself and my hands off their solution.
2. Every idea for every part of the solution must come from the members of my team. They don't need my help or anyone else's. They can figure it out for themselves even if it means that sometimes they will have to change their plans and do something another way. My job is to facilitate this process.
3. At the team's request, I may acquire specifically requested materials for their use. At no time may I ever choose materials for the team without their input, and I may never select materials or take actions with the idea of leading the team to a solution.
4. When my team does not know how to go about researching and/or acquiring information and materials, my role is to teach them the skills they will use to become independent learners for a lifetime. In other words, I may provide them with multiple resources, but I may not select or lead them to any aspect of their solution.
5. When my team is ready to turn their ideas into reality, I will stand by and MANAGE, not direct, not coach. That means I may facilitate discussions and/or disagreements, help my team manage their time to meet their deadlines, make sure they are working in a safe manner, acquire items requested by the team, and most important, ensure that each individual on the team is valued by the others.
6. When my team finishes their solution, I can proudly sign the Team Manager's line on the *Declaration of Independence* and know that their solution is all THEIRS.

Team Manager Signature: _____

Team Manager Signature: _____

The Team Parents/Guardians: I/We understand Interference:

1. My son's/daughter's team owns every bit of their Challenge solution. I must keep my ideas to myself and my hands off their solution.
2. Every idea for every part of the solution must come from the members of the team. They don't need my help or anyone else's. They must figure it out for themselves. That means that sometimes they will do things in a way that will take longer and/or might not be the most efficient or best way (in my opinion). I understand that this is a normal part of the process, and I will not interfere.
3. When my son's/daughter's team finishes their solution, I will be proud of them that they worked so hard and completed the project with their own hands and minds. I will also be proud to say that they did it all by themselves!

Parent Signature: _____

Parent Signature: _____