



# CHALLENGE EXPERIENCE

A STEAM program for pre-K, K-12 and university students

***TRANSFORMING EDUCATION  
ONE CHALLENGE AT A TIME***



# AGENDA

WHAT



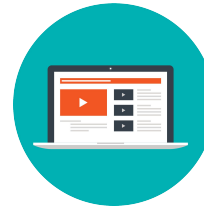
WHO



WHY



HOW



QUESTIONS





# What is Destination Imagination?

- Destination Imagination (DI) is an educational nonprofit.
- Our mission is to inspire and equip youth to imagine and innovate through the creative process.
- We want to ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow.



Self-Confidence



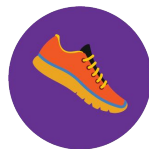
Problem Solving



Creative & Critical Thinking



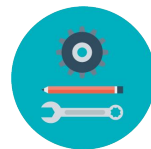
Team Building



Perseverance



Risk Taking



Project Management



## CHALLENGE EXPERIENCE

- DI's Challenge Experience is a project-based academic competition in which students work in teams to solve open-ended Challenges.
- Each of our seven, annual Team Challenges has a different educational focus:
  - Scientific
  - Technical
  - Engineering
  - Fine Arts
  - Improvisational
  - Service Learning
  - Early Learning





## CHALLENGE EXPERIENCE

- Each team selects one of our Team Challenges, and then works on their solution over several weeks or months.
- A solution is a presentation that is then brought to a local tournament to be scored and celebrated.
- As students work together, they get to explore their passions, discover their own talents and abilities, and learn life skills.







## The Challenge Experience

- Open to all kindergarten through university level students worldwide.
- Student teams of up to seven members select their Challenge and work together to develop a solution.
- Each team has at least one Team Manager to help keep the team on track, but does not assist or interfere with the team's solution. This volunteer role is typically filled by a parent, teacher, or community member.
- Teams share and celebrate their innovative Challenge solutions at an in-person or virtual tournament.



# TEAM CHALLENGE CATEGORIES



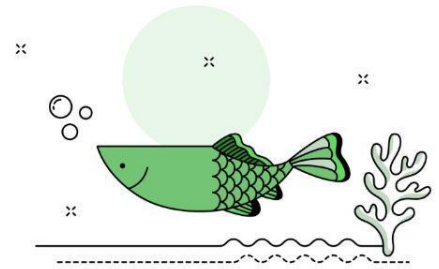
BREAKING POINT  
technical



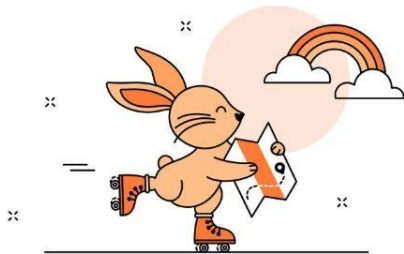
HIGH-WIRE ACT  
engineering



WORLDS BEYOND  
scientific



LESS IS MORE  
fine arts



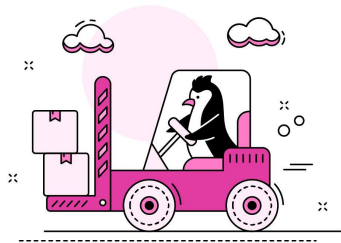
ARE WE THERE YET?  
improvisational



THIS OR THAT  
service learning



WEATHER TOGETHER  
early learning

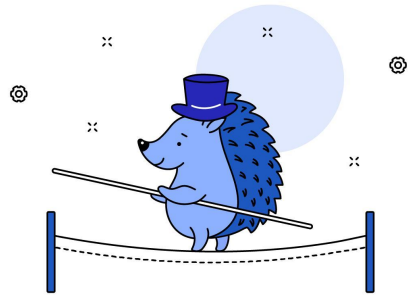


## BREAKING POINT technical

- Design and build assembly equipment and destruction equipment.
- Use the assembly equipment to create a stack of items.
- Use the destruction equipment to disassemble and/or destroy the stack.
- Create and present a story about a character who lacks something important and attempts to gain it.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



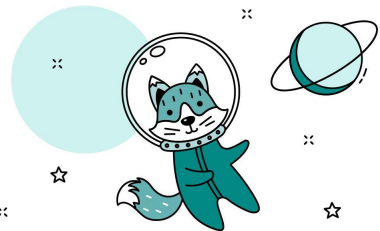




## HIGH-WIRE ACT engineering

- Design and build a transporter that will be tested during the team's Presentation.
- Complete weight transport tests to test how much weight the transporter can carry along a tournament-provided cord at various angles.
- Create and present a story in the style of contemporary circus.
- Include a daring display and an ensemble spectacle in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



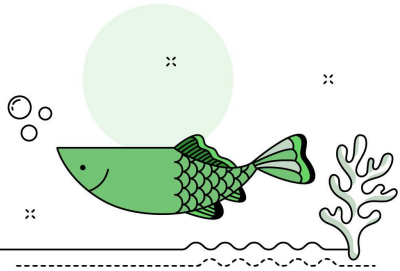


## WORLDS BEYOND scientific

- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific demonstration that shows the science behind why a specific phenomenon of the planet happens and/or exists.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



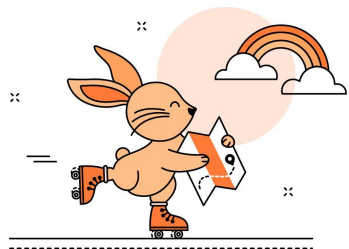




## LESS IS MORE fine arts

- Create and present a story about how something small and/or simple can create a big impact.
- Include a focal character in the story.
- Include an emotional moment in the story.
- Design and create a minimalist set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.





## ARE WE THERE YET? improvisational

- Create and present an improvisational skit about a traveling character.
- Research locations and show the character's route between a starting location and an ending location.
- Research modes of transportation and incorporate one into the skit.
- Include a seeker and a detour in the skit.





## THIS OR THAT service learning

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about a character who must make a critical choice.
- Include at least two potential outcomes and a complication in the story.
- Include a device that completes two different tasks from the same initiation in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



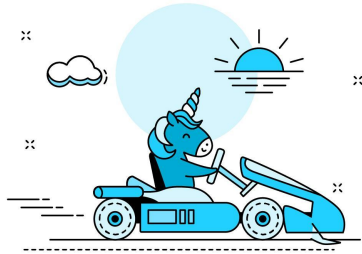




## WEATHER TOGETHER early learning

- Research different kinds of weather.
- Create and present a play about a character learning about a kind of weather for the very first time.
- Include a teacher character and a special weather activity in the story.
- Design and create a weather costume and a weather special effect.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.



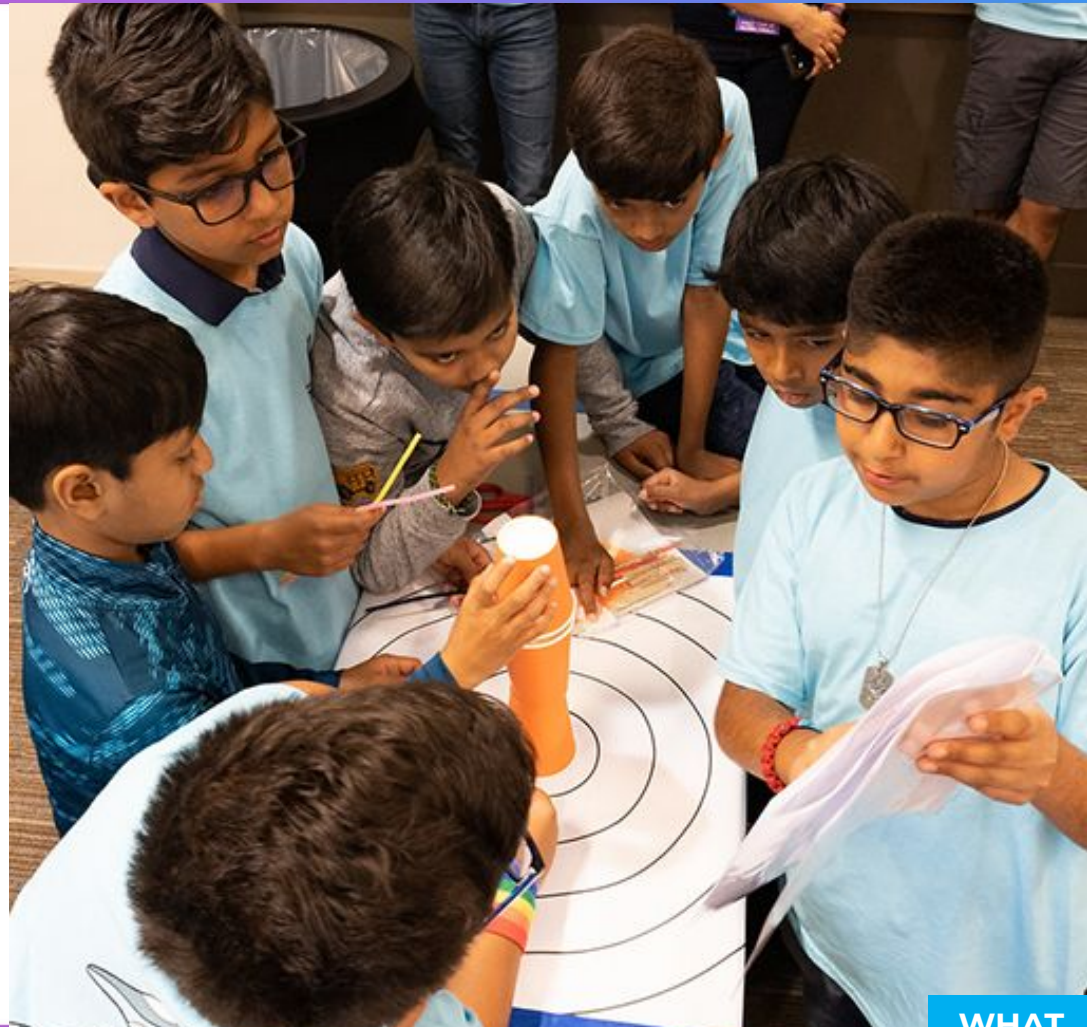


## INSTANT CHALLENGE

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.

Instant Challenges are kept confidential until it is time for teams to solve them.



# Flying Feather



## INSTANT CHALLENGE

### Challenge

Build the tallest possible structure, place a feather on the top, and then blow the feather off to land as far away as possible.

### Time

You have 5 minutes to use your teamwork, creativity, and innovation skills to build the structure with the materials provided. You will then have one chance to blow the feather as far as you can.

### The Scene

You have been asked to build a new prop for the sequel to *The Muppets*. The structure must be freestanding on the table top and must be as tall as possible so that the feather can fly a long distance. After the 5-minute build time, the height of the structure will be measured. You will then place the feather on the top of the structure and, with one large puff of air, see how far the feather will fly.

### Materials

Aluminum foil, 2 paper clips, 4 straws, 3 sheets of paper, 4 pipe cleaners, 1 label, 1 feather



# OUR COMMUNITY



**7**

**CHALLENGES:**  
TECHNICAL, SCIENTIFIC,  
ENGINEERING, FINE ARTS,  
IMPROVISATIONAL,  
SERVICE LEARNING,  
EARLY LEARNING



**38,000+**

**VOLUNTEERS**



**5**

**AGE LEVELS:** PRE-K,  
ELEMENTARY,  
MIDDLE, SECONDARY,  
UNIVERSITY



**1,000,000**

**PROGRAM REACH**



**40+ & 25+**

**42 STATES &  
25 COUNTRIES**



**150,000**

**PARTICIPANTS ANNUALLY**



## Who does Destination Imagination?

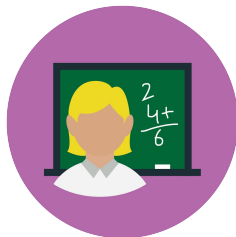
STUDENTS

TEACHERS &  
ADMINISTRATORS

VOLUNTEERS

PARENTS &  
GUARDIANS

ALUMNI







## The Workforce of the Future

Though we don't know what these jobs will look like, we know the skills that will be needed—skills that DI helps students gain, including creative problem-solving, critical thinking, and project management.



60% of CEOs polled cited creativity as the most important leadership quality, compared with 52% for integrity and 35% for global thinking.

– IBM Global CEO Study



65% of today's students will be employed in jobs that have yet to be invented.

– U.S. Department of Labor



## U.S. Team Pricing

Ready to get started? Visit [ShopDI.org](https://ShopDI.org) to purchase a Team Number.

**TEAM NUMBER**  
**\$165\*** / Per Team

**BACKGROUND CHECK**  
**\$25/** For Team Managers

Destination Imagination administers its Team Challenges through state and country Affiliates worldwide. To participate in a tournament, teams must register with their Affiliate. There are additional fees for Affiliate administration, Affiliate Tournaments and Challenge budgets. Some Affiliates have directed DI headquarters to collect their Affiliate fees\* with the purchase of your Team Number.

*\*Affiliate fees vary and are at the discretion of each individual Affiliate.*



## Team Number Volume Discounts

Buy **10 or MORE** Team Numbers and Save!

<b>10-19</b> TEAM NUMBERS	<b>20-4</b> TEAM NUMBERS	<b>50-99</b> TEAM NUMBERS	<b>100+</b> TEAM NUMBERS
SAVE <b>5%</b>	SAVE <b>10%</b>	SAVE <b>15%</b>	SAVE <b>20%</b>



# Volunteer Opportunities

Being a DI volunteer allows you to connect with a growing network of engaged and passionate individuals who believe that the power of creativity can impact the lives of our learners. To learn more about the various volunteer opportunities within DI, visit [DestinationImagination.org/Volunteer](https://DestinationImagination.org/Volunteer).





# 2023-24 Destination Imagination Journey for Evening Street Rising Stars team.







## Questions

Thank you! For additional information, please contact: