



The most important course in education.

# Destination ImagiNation® Program Guide 2005-06

## Welcome to Destination ImagiNation®, the world’s leading creative problem solving program!

This booklet will provide you with an introduction to the Destination ImagiNation® program and goals and explain how to register. So fasten your seatbelts for the most exciting ride of your life!

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Visit our website: [www.destinationimagination.org](http://www.destinationimagination.org)

# Destination ImagiNation® Program Information

## An Introduction to the Program

### Goals – Methods – Assessment

#### 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 2-7 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 58 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 Destination ImagiNation, Inc. Family of Programs

## Destination ImagiNation®

Our Flagship Program, Destination ImagiNation, is the world's largest creativity and problem solving competition for young people from kindergarten through college. DI™ helps young people build important, lifelong skills such as problem-solving, teamwork, and creative and critical thinking. Teams of five to seven members work together to solve a *Team Challenge* with a technical, science, theatrical, fine arts, improvisational or structural focus over a period of eight to twelve weeks. Throughout that time, teams also practice *Instant Challenges*, which stimulate the team's ability to think quickly and creatively with only minutes to prepare solutions.

## Rising Stars!®

Introduced in 2002, the Rising Stars! program provides a fun and engaging introduction to creativity and problem solving for our youngest learners, ages 4-7. Rising Stars! Program Kits take the exploration of teamwork, creative thinking, and critical thinking to new heights for young ones. Packaged with thought-provoking quotations, creative lessons, teachable tools, a *Team Challenge* and energizing START-ups, the kits encourage young children to probe a multitude of problem solving curricular areas and methodologies.

## Tech Effects®

Tech Effects is a single-Challenge program designed to meet educational technology standards for elementary through high school students. The Tech Effects Challenge is a fun exercise in technology that asks teams to create a multi-step contraption that uses a chain reaction principle to perform a simple task. In order for teams to solve the Challenge, they are required to learn about and use a specific targeted area of technology, the "TechFocus." Besides the Challenge, the Tech Effects program materials include a "TechFocus Learning Kit" devoted to the area of technology spotlighted, materials for a set of TECHxplorations, Portfolios, a Team Manager Guide, and TechFacts, a Guide to the focused area of technology. Materials are also included for organizing a Tech Effects Rally, an optional competition at which teams may run their Tech Effects Contraptions head-to-head.

## DI eXtreme™

It's edgy, intense and real - this creative problem experience for college/university communities takes teamwork to a whole new level. With four distinct Platforms of participation, DI eXtreme teams can experience CPS in a competitive or non-competitive environment over a range of one to five hours. X-Kits include all team, event and appraisal materials to run a full-on eXtreme event.

## DI Later™

The DI Later Program offers adults the opportunity for a fun and exciting team-based CPS experience. Adults navigate the process of creative problem solving by participating in interactive high-energy events ranging from half-day to multi-day. ImagiNation kits include all materials needed for any adult group or organization to experience the fun and empowerment of CPS.

## Enrichment Programs

Enrichment Programs is full line of resources and services provide participants the opportunity to learn, practice and embrace creative problem solving techniques as essential elements for lifelong learning. Enrichment Programs resources are geared to serve day camps, residential and overnight camps, partial-day camps, weekend camps, retreats, community events and workshops for young people from ages 5 to 20 years. Our catalog of resources includes Program Management Guide, Master Modules, Extension Modules, Skill Modules and Mini-Challenge kits provide hundreds of Warm-ups, Exercises, Tools, Challenges and lessons for participants.

## **Model Schools Program: Empowering Excellence in Education**

The Destination ImagiNation, Inc. Model Schools Program is designed to train teachers to see the benefits of teaching creatively and encourage students to apply creative and critical thinking. This one-of-a-kind professional development opportunity systematically guides teachers to implement learning experiences that will enhance student growth. In addition to examining the philosophy of the Model Schools Program, educators experience a variety of creative problem solving tools that can be used to generate options and focus toward solutions. These tools are explained, discussed and analyzed to empower educators to improve teaching and student learning. The techniques and tools of creative problem solving increase retention and are fully aligned with state and national standards providing you with obvious and measurable results to meet adequate yearly progress targets.

## **loveLife in South Africa**

South Africa's loveLife program seeks to empower young people to make good choices in life by engaging them with innovative and enterprising activities that are meaningful and relevant. Destination ImagiNation, Inc. responded to loveLife's need for an introductory level program by creating a set of Smart Moves Challenges and Instant Challenges designed specifically for the loveLife audience of almost 4 million teens.

## **Project Outreach: Building a Better World**

Combining the energy of youth, the educational value of creative problem solving and the motivation of peer support and recognition, Project Outreach is a service/learning program. This dynamic program is an opportunity for teenagers and college/university students to develop creative solutions to real community problems. Teams select one Challenge to solve in their community relating to education, social, political, environmental and cultural issues.

## **Dlcor®**

Dlcor is DI's answer to the frequent comment: "I wish you could teach my colleagues at work what you teach these kids [about creative problem solving]." Since being launched, Dlcor has been engaged by several of North America's major corporations, including GE, Eastman Chemical, Wells Fargo Bank, Velcro USA and Lockheed Martin. The University of Tennessee, Knoxville, School of Business has also incorporated Dlcor curriculum into its MBA program and other Executive Education offerings. Dlcor helps its participants to first learn their creative problem solving preferences and then introduces its participants to the generating and focusing tools associated with creative problem solving. Ultimately, its participants learn the importance of knowing that it is not necessarily "if" you are creative, but rather "how" you are creative. Dlcor workshops exist in three formats: a half day VIEW workshop (problem solving style preferences), a one day and a two day session. The presentations include the VIEW instrument, generating and focusing tools, a healthy dose of Instant Challenges, and good old-fashioned DI fun! Class sizes average 25-30 people, and are held "on site" at the customer's location.

# 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, 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/Encourages teams to recognize and make the most of each individual's abilities/interests.

## Instant Challenge

The Destination ImagiNation® *Instant Challenge* is a Challenge 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.

# The DI Equation: See how it all adds up!

## TEAM CHALLENGE

Central Challenge

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

Side Trips

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

+ **INSTANT CHALLENGE**

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

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= **Destination ImagiNation** A Complete Educational Package!

# The 2005-06 Team Challenges

Five **competitive** *Team Challenges* are provided. The 2005-06 *Team Challenges* are:

## Challenge A: *Back At You!*

**Focus:** *Technical Design and Construction, Innovation and Design Process, Mathematics, Experimentation, Theater Arts, Teamwork*

**The Destination: Where This Challenge Will Take You!**

Tides come in and go out, birds migrate every Spring and Fall, yo-yos and boomerangs come back to you. In nature and by design, things are made to leave and return again. Your Challenge is to create a round trip Delivery Device and Receiver that repeatedly sends balls back and forth. How far apart will you space these two devices? How big will you make the Opening for balls in the Receiver? How will your team integrate the balls' many round trips into a Presentation about someone or something that goes away and comes back? All these choices will make a difference when your team's scores come Back At You!

**Points of Interest! Your team will:**

- ★ Design and construct a **Delivery Device** that will send tennis and/or ping pong balls from a Departure Zone to an Opening in a Receiver.
- ★ Design and construct a **Ball Return Device** that will send balls from the Receiver back to the Departure Zone.
- ★ Integrate the process of sending and returning the balls into a **Story** about someone or something that has gone away and comes back.
- ★ Create two **Side Trips** and integrate them into the Presentation.

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## Challenge B: *Kidz Rulz*

**Focus:** *Theater Arts (Playwriting, Set Design and Construction), Physics (Rules of Motion), Technical Design, Innovation and Design Process, Teamwork*

**The Destination: Where this Challenge Will Take You!**

There are rules at the library (keep your voice down), rules in the cafeteria (don't cut in line), rules in traffic (don't run the red light), and rules at the video store (don't keep the movie too long!). But what about the REALLY BIG rules, the ones nobody can break? That's right, we're talking about the basic principles of the Universe, rules that say your skateboard will eventually stop once you step off, and that the soccer ball may not make it into the net, depending on how far away you are when you kick it. Physics and the properties of motion are some of the basic rules of the Universe – but what if you could change them? Your team will create a story about a place where **Kidz Rulz** reign!

**Points of Interest! Your team will:**

- ★ Create and present a **Story** about a Place where it is possible to Bend one of the DI Rules of Motion and where the Characters can create their own Kidz Rulz.
- ★ Design and present a **Demonstration** that creates the illusion of what might happen when you Bend one of the DI Rules of Motion.
- ★ Design and create a **Theatrical Set** that depicts the Setting for your Story
- ★ Create two **Side Trips** and integrate them into the Presentation.

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## Challenge C: *How'd THAT Happen?*

**Focus:** *Playwriting in Genres, Theater Arts, Research, International Studies, Innovation and Design Process, Teamwork*

**The Destination: Where This Challenge Will Take You!**

You hear an unbelievable story and the first thing you want to know is, "wHAT happened?!" And, "How did that happen?!" Now you are the author and everyone wants to know what the characters in your story have been up to. Your team will be stylin' as you tell a story that will have the world talking about a very unusual Hat and a Bizarre Happening. How will you tell it? As a Comedy or a Soap Opera? A Musical or a Mystery? How about a Reality Show or an Adventure? Maybe a Silent Movie or a Science Fiction tale? You decide! The audience has the questions. YOU have ALL the answers! So tell us... How'd tHAT Happen?

**Points of Interest! Your team will:**

- ★ Create and present a theatrical performance of an original **Story** about unusual events in a Nation other than your team's own. You will integrate research about the Nation into the Story.
- ★ Present the Story in the style of **one of eight Genres** listed in the Challenge.
- ★ Design and create a **Hat** that dramatically transforms the wearer.
- ★ Use one or more Technical Methods to cause a **Bizarre Happening** to take place.
- ★ Create two **Side Trips** and integrate them into the Presentation.

## D: On Safari

Focus: *Improvational Acting, Story Development, Research, Theater Arts, Teamwork*

The Destination: *Where This Challenge Will Take You!*

It's a little bit wild and a whole lot dangerous, as you learn when your Safari takes a DIsastrous turn! No matter how prepared you are for your adventure, you never know what you are going to meet around the next bend . . . that's why you and your team are prepared with an Original Innovative Device that will get your adventure back on track. WARNING: This Improv Challenge is not for the faint of heart! If you love decoding symbols, exploring the unknown and can prepare an Improv solution in 30 minutes, this Challenge is perfect for you!

Points of Interest! *Your team will:*

- ★ Create a six-minute Improvisational **Skit about a Safari**, in a 30-minute timed period at the Tournament.
  - ★ Research six different team-selected **Environments** and, at the Tournament, randomly choose one to integrate into your Safari.
  - ★ Research six different team-selected **Living Inhabitants**, one from each Environment, and, at the Tournament, randomly choose one to integrate into your Safari.
  - ★ Create an **Original Innovative Device** and use it in your Skit.
  - ★ Demonstrate one **Improv Technique** during your Skit.
  - ★ Integrate a randomly-selected **DIsaster** into your Safari.
  - ★ Establish a **Goal** you hope to achieve on your Safari.
  - ★ Integrate a randomly-selected **Symbol** into your Skit.
- 

## E: Inside Dimension

Focus: *Architectural Design, Structural Engineering, Construction, Research, Innovation and Design Process, Mathematics, Theater Arts, Teamwork.*

The Destination: *Where This Challenge Will Take You!*

It's one of those sayings that has been around for years. But have you ever imagined the interesting, amusing and unexpected secrets you could find out **if walls could talk?** What things might the walls of your home tell you about the people who have lived there? Imagine what the walls of ancient structures could tell us if they could only speak! What might they say about the Architect of the structure? Your Challenge is to reveal the real inside story about a structure of your teams' choosing as the creation tells the story of the creator! And for a real Inside Dimension, build two Structures of Wood and Glue that fit inside one another and test them to see how much weight they can hold.

Points of Interest! *Your team will:*

- ★ Design, build and test **two Structures** made completely of Wood and Glue. One Structure will fit inside the other, and the Structures will be tested simultaneously.
  - ★ Research one **Architect** of the team's choosing.
  - ★ Create a **Story** about the life and times of that Architect as told by an Insider.
  - ★ Create a character called the "**Insider**" that represents an Architectural creation designed and built by the chosen Architect, and will tell the Story of the Architect from its unique point of view – 'the inside dimension.'
  - ★ Include in the Story one **Life and Times Element** chosen from a list.
  - ★ Create two **Side Trips** and integrate them into the Presentation.
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In addition to the competitive Challenges, a **non-competitive Team Challenge** is offered for 4-7 year olds.

## Rising Stars!® Team Challenge: 1-2-Change-A-Roo

Focus: *Building and designing, Storytelling, Appreciating literature, Analyzing characters, Solving problems, Understanding mathematical concepts, Performing in front of an audience, Working with others*

The Destination: *Where This Challenge Will Take You!*

I wonder what is waiting just beyond the door.  
Is there something in there hiding on the floor?  
We can make an opening and bravely climb on through,  
I'll go first! What was that? 1-2-CHANGE-A-ROO!

Your Challenge is to make up a Play. Your Play must have a number in it. You will be in the Play. You will build a Prop that has an opening. This opening should be big enough for at least one team member to go through it. One team member will go through the opening and change in some way. Your team will make something out of newspaper and tape.

# Getting Started

Before your team begins its journey, you'll need to get your **membership!** The complete rules of Destination ImagiNation® membership are printed below and are also available for printing or download on the Destination ImagiNation, Inc. website.\* You may join Destination ImagiNation online (See "How do I Join Destination ImagiNation®?" below).

## The Destination ImagiNation® membership

Destination ImagiNation membership allows your team to compete in sanctioned Tournaments and/or to use the Destination ImagiNation® *Team Challenges* as well as the support and curriculum materials for educational demonstrations within your school or organization. There are two kinds of memberships: **Individual Team** and **5-Pak Team membership**.

1. In order to participate in a sanctioned Tournament, your TEAM must hold a valid 2005-06 membership number.
2. Each TEAM must be registered with Destination ImagiNation, Inc., and each TEAM will be assigned a unique Team Number. Each team may also choose a Team Name that is different from their membership name.
3. Your team will be required to know your complete 2005-06 membership name and number, your Team Name, and your Competition Level and put that information on all forms, paperwork and Identification Signs required by Appraisers and other Tournament Officials.

## Individual Team

1. The INDIVIDUAL TEAM membership allows a school, school program, college, university, community group, home school program, parent group, club, or business to put together a team of no more than seven participants and to register ONE TEAM. However, Individual Team registrations need not be affiliated with a school or group.
2. This type of membership entitles a given team to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation® program structure. There are no restrictions on how a team is selected or assembled. Team members may come from within a community or beyond.

## 5-Pak Team

1. The 5-PAK TEAM membership allows an individual school, multiple schools with a total combined enrollment of fewer than 500 students, multi-school programs with a single itinerant teacher, or a recognized local chapter of a community organization that serves children such as Boy Scout Troops and Girl Scout Troops, 4-H clubs, or PTA/PTOs to register up to FIVE TEAMS in any *Team Challenge* at any Level.
2. 5-Pak Team registrations MUST be affiliated with a school or group.
3. The 5-PAK TEAM membership may not be purchased on behalf of school districts, states, provinces, program Affiliates (i.e.: the New Jersey DI Affiliate), Girl/Boy Scouts of America nor any larger parent organization.
4. If your team is part of a 5-Pak, make sure that your team is the ONLY team competing under your assigned team number. Remember, each TEAM has a distinct membership number.
5. This membership entitles each of the five teams to participate in a *Team Challenge* at any Level defined within the Destination ImagiNation® program structure. Each team must be registered, and each TEAM will receive a unique membership number.

## Guest Participants

Schools or groups purchasing memberships may invite others from outside their school or group to participate on their teams. If the invited team member comes from a school or group that has NOT purchased a membership, the invited team member may participate as a Guest Participant (see guidelines below). If the invited team member comes from a school or group that HAS purchased a membership, whether an Individual or 5-Pak, no Guest Pass is required. The Guest Pass is only required when the individual's school or group does not already hold a membership.

1. All other rules of Team Formation must be followed.
2. DI permits your school or group two Guest Passes per 5-Pak Team membership if your school or group will allow Guest Participants. Before inviting a participant to join your team as a Guest, check with your Destination ImagiNation® Coordinator to make sure your 5-Pak Team membership's two Guest Passes have not been used, and that your school or group allows Guest Participants. Also be sure to find out if your Guest's school or group has purchased a TeamPak. A Guest Pass is not necessary if the Guest's school or group already has a membership.
3. Once a Guest Participant begins working on your team, that person is a permanent member of the team even if the Guest quits, moves, or is unable to participate. This team member's Guest Pass may not be used by another Guest.
4. Teams with Guest Participants must compete under the name and membership number of the host school or group that purchased the 5-Pak. **Entire teams made up of students from other schools or groups may not participate under your membership.**
5. Some locations have laws regarding children who attend private schools and participate in public school activities. Where Destination ImagiNation® rules are in conflict, you must follow the laws of your state, province, school district, or organization.
6. Community Organization and University Level memberships may invite participants freely as long as all other rules of membership and Team Formation are met.

## Upgrading from an Individual Team to a 5-Pak Team Membership

You may upgrade from an Individual Team membership to a 5-Pak Team membership. To do this:

1. Submit another 2005-06 membership application. This application is available for download on the Destination ImagiNation, Inc. website.
2. Check "Upgrade" on the form.
3. Mail or fax the Upgrade application and payment to Destination ImagiNation, Inc., PO Box 547, Glassboro NJ 08028-0547.
4. All Rules governing 5-Pak Team memberships must be followed. See "5-Pak Team" for more information.
5. **Please Note:** A second upgrade option exists: Schools or organizations with an existing 5-Pak may upgrade the 5-Pak to include additional Rising Stars! teams if all five of the 5-Pak teams have been allocated. See "Rising Stars!" for more information.

# How Do I Join Destination ImagiNation®?

The process of buying your membership, registering your team(s), and downloading the program materials is very easy. Many schools and districts have program coordinators who handle the registration of memberships for Team Managers, but if your organization does not, or if you are an individual team, you will find it easy to go online and register your team yourself.

**TIP:** If you do not have access to the Internet and wish to register, please contact Destination ImagiNation, Inc. headquarters at 856-881-1603 and we will fax or mail you an application form.

## Step One: Buy a membership in ShopDI

**ShopDI** is the central point to purchase all products and services for DI, Inc. programs, and that includes memberships. Getting a membership is easy:

1. Go to **www.shopdi.org** and click on **2005-2006 DI memberships**.
2. Select your **membership type** by clicking the name of the membership you wish to purchase.
3. On the resulting screen, select your Affiliate (state, province, or country) and **materials package**, and enter the desired name of your membership.
4. When you've completed those options, press the "Add to Cart" button and your membership configuration will be added to your ShopDI shopping cart.
5. Feel free to browse the rest of the store and add any other items you wish to purchase. When you are ready to complete your order, press the **Checkout** button. If you have not logged into the ShopDI system, you will be prompted to do so at this point.

A "**ShopDI**" account is not the same thing as a "**DI Online**" account. Currently, the ShopDI user system is independent of DI Online, which means you need to create a ShopDI account if you are new to the ShopDI system. **Existing DI Online accounts will not work in ShopDI.** If you already have a ShopDI account, enter the registered email address and password here. If you do not have a ShopDI account, you'll find the fields to create an account directly beneath the login boxes. Fill in the information, press **Submit**, and you will be prompted through the checkout process.

**TIP:** If you do not pay by **credit card**, you must remember to print off your order receipt and send it along with your payment to Destination ImagiNation, Inc. headquarters. This receipt is available at the order completion screen, from the "My Account" page, and is sent via e-mail automatically.

You will not receive **membership activation** instructions until payment is received.

We strongly recommend using a credit card, as it is the fastest route to obtaining a membership.

## Step Two: Activate your membership in DI Online

Once your payment has been received and processed, a CD of program materials (as well as printed materials if you ordered them) will be mailed to the shipping address on the ShopDI account. At the same time, you will also receive an email containing your membership **activation code**, along with instructions on how to register. The activation code is a random 5-digit alphanumeric code tied to the membership purchased in ShopDI. The activation code can also be found on the packaging of your program materials CD.

**TIP:** The email containing the activation code is separate from the **order confirmation** email. Upon successful placement of every order, an email is sent to the ShopDI account that placed the order. The activation code email is sent separately after payment has been verified.

The activation code is new to the DI Online system and is intended to separate **buying** a membership from **managing** one. This allows a business office or school coordinator to handle the purchases, then simply pass

the code to you to access and utilize the membership. The process works just as well for a single person. You will need the following information when you sit down at the computer to register your membership:

- Your membership activation code
- Name of your school, organization, or other entity
- Name and email address of the School Coordinator(s) or Contact(s) for the membership

When you are ready, follow these steps:

1. Go to **www.dionline.org**
2. Click the link that reads **Membership Activation**.
3. Follow the on-screen instructions and fill in the information described above

### Step Three: Register Teams in your membership

After your membership has been registered, you may add one or more teams, up to the limit of your membership. When you register a Team, you will be prompted for several pieces of information, including the following:

- Name and email address of the Team Manager(s)
- Team Name

You may enter the next group of items at a later date; however, this information will be required in order for your team to compete in any DI Tournament or Event:

- Name, gender, date of birth/grade of each member of the Team
- *Team Challenge* in which the Team will compete
- Level at which the Team will compete

Once you have all your information, follow the instructions below:

1. Go to **www.dionline.org** and log into your DI Online account
2. From your homepage, click the membership number in the *Memberships* side box
3. Click the link that reads **Add a Team**
4. Follow the on-screen instructions and fill in the information as described above

### Your Team's membership number

Your membership number has three sets of numbers and looks like this: **XXX-YYYYY-Z**. Each set of numbers identifies a unique piece of information.

1. **The first three digits** of your membership number (XXX) **identify your Affiliate** (State/Province/Nation). For example, all teams from New York State would have memberships that begin with 134.
2. **The next five numbers** (YYYYY) **identify the 'entity'** (such as the school, group, or organization) under which your team is registered. For example, some teams from the Jones High School in New York may have membership numbers that say 134-12345.
3. **The last number (Z) identifies your specific team**. Your membership number might look like this: **134-12345-3**. Every **team** has a unique membership number in this way.

**The membership number is what you will use to register your teams for all Destination ImagiNation Tournaments.** In order to compete in a sanctioned Destination ImagiNation Tournament you must register your team by the deadline set by your Destination ImagiNation Affiliate (state, province, or country). You may add or change specific details at a later date—such as which *Team Challenge* your team chooses—if you haven't made a final decision at the time of registration.

Keep in mind that only the **Contact** person identified to DI Online will have access to the team information, and that person should be the one responsible for keeping the data current.

### DI Online membership page

After activating your membership, your DI Online homepage will reflect this fact by displaying all your assigned memberships in a box on the right-hand side conveniently titled *memberships*. Clicking any membership

number in the box will take you to a page containing all the membership management functions. The box will also include a link to download the Challenges.

1. If you are listed as a contact, details of those teams will be displayed on your DI Online personal page. Your DI Online personal page will also give you the ability to delete or change the information about those teams, including the *Team Challenges*, Levels and team member information for each team.
2. The membership page will also show you a detailed history of your team(s). When you access the page, you will always be shown a complete and current status screen for that membership, including a full history for that membership license – when it was initiated, when teams were added, etc.
3. For more detailed instructions about DI Online, you can click on the help link (the red '?') from any DI Online page. Updates to the help link are ongoing and should provide you with useful and timely information.

## Cancellation Policy

In the event that you wish to cancel your Individual Team or 5-Pak Team License, the following policy is in effect:

1. Destination ImagiNation, Inc. must be notified in writing and the Program materials returned within thirty days of the ship date, as annotated on the invoice, for consideration for cancellation.
2. No cancellation will be accepted after the Affiliate deadline for Registration or January 15, 2006, whichever comes first. All cancellations will be charged a \$25US Cancellation Fee.
3. 5-Pak memberships cannot be canceled with the intent to purchase the Individual Team.

## Competition Levels

### Competitive Levels

There are four competitive Levels in the Destination ImagiNation® program: Elementary (EL), Middle (ML), Secondary (SL), and University (UL). Your team will compete against other teams in your Competition Level who have selected the same *Team Challenge*.

1. Your team may have team members of all ages, but **the Level at which you must compete will be determined by the participant in the highest grade-level or by the participant who is oldest.** Your team may not compete in a Level above the age or grade of the oldest participant on your team. (See chart below.) Each team may independently determine whether its Competition Level is decided by age or grade. It is important for your team to determine in which Level you will be competing **before** you begin working on your *Team Challenge*. When you register for your first sanctioned Tournament, you will declare your Competition Level on the registration form, and this Level may not be changed between Tournaments.
2. **Please Note:** Destination ImagiNation, Inc. does not promote or recommend creating teams comprised of participants of multiple Levels, for example, forming a team that includes both Secondary and Elementary age-level members. **It is the intent of this rule that all members of a team will compete against their age or grade peers.**

## Determining your Team's Level

LEVEL	GRADES (US)	OR	AGE
<b>Elementary Level (EL)</b>	Kindergarten-5 <sup>th</sup> grade		No student reaching age 12 by June 15, 2006*
<b>Middle Level (ML)</b>	6 <sup>th</sup> -8 <sup>th</sup> Grade		No student reaching age 15 by June 15, 2006*
<b>Secondary Level (SL)</b>	9 <sup>th</sup> -12 <sup>th</sup> Grade		No student reaching age 19 by June 15, 2006*
<b>Rising Stars!</b>	The Rising Stars! <i>Team Challenge</i> is designed for Preschool-2 <sup>nd</sup> grade. See below.		
<b>University Level (UL)</b>	Full-time post-secondary students enrolled in college, university, trade, or technical school. See below.		

### Non-Competitive Level: Rising Stars!®

The Rising Stars! *Team Challenge* is for young children in preschool through 2<sup>nd</sup> grade. It is non-competitive and is based on the Rising Stars! Program Kits.

1. The Rising Stars! *Team Challenge* is available in one of two ways:
  - a. Included with **Rising Stars! Program Kits I, II, and III**: The complete program as a boxed kit is available for purchase through [www.shopdi.org](http://www.shopdi.org).
  - b. Included in the 2005-06 Destination ImagiNation® program materials.
2. Rising Stars! teams may wish to present their solutions at a Destination ImagiNation® Regional or Affiliate Tournament. At the Tournament, teams will present their solutions to friendly audiences for fun and positive feedback.
3. **In order to participate in a Destination ImagiNation® Tournament or Event, Rising Stars! teams are required to have an active/paid membership number.** A membership number can be obtained in one of the following ways:
  - a. **Through purchase of a Rising Stars! Kit:** Adult Leaders purchasing any Rising Stars! Kit will receive the Kit plus a membership number for one Rising Stars! team.
  - b. **Through a DI 5-Pak membership:** Schools or organizations purchasing a Destination ImagiNation® 5-Pak membership may allocate one or more of the five teams in the 5-Pak to Rising Stars! A 5-Pak membership may have a total of **up to five teams in any combination** of DI and Rising Stars! teams.
  - c. **Through a Rising Stars! Upgrade of an existing 5-Pak:** Schools or organizations with an existing 5-Pak may upgrade the 5-Pak to include additional Rising Stars! teams if all five of the 5-Pak teams have been allocated. The cost of each additional Rising Stars! team is \$25US. An added bonus: A Rising Stars! Upgrade includes a \$25US coupon toward the purchase of a Rising Stars! Program Kit.
4. Rules and regulations pertaining to the competitive *Team Challenges* do NOT apply to Rising Stars! teams. However, depending on the Tournament Site, there may be "site-specific" Safety Restrictions for Rising Stars! teams attending a Destination ImagiNation® Tournament. Contact your Tournament Director for this information.

### University Level (UL) Teams

In the University Level of participation, college/university-aged students from around the world have two options for participation at the Destination ImagiNation Global Finals Tournament, to be held at the University of Tennessee in Knoxville, Tennessee, May 24-27, 2006.

#### Option 1: DI Team Challenge

Prior to Global Finals, a UL team may select one of the five DI *Team Challenges* and prepare a solution. The team will present the solution and participate in *Instant Challenge* at Global Finals. In some Affiliates, UL teams may also have an opportunity to present their *Team Challenge* solutions at Regional or Affiliate Finals Tournaments. University Level teams presenting *Team Challenge* solutions may also register for the DI eXtreme™ competition.

## Option 2: DI eXtreme™

DI eXtreme is a creative problem solving program especially designed for University Level students. Some Regions and Affiliates will host DI eXtreme Tournaments, and a DI eXtreme Tournament is held at Global Finals. See the Destination ImagiNation, Inc. website\* for further information. University Level teams presenting DI eXtreme solutions may also register for the *Team Challenge* competition.

Please note: Rules and regulations pertaining to the competitive *Team Challenges* do NOT apply to DI eXtreme teams as the DI eXtreme program has its own set of rules. However, in the case of a DI eXtreme Tournament being held at an Affiliate DI Tournament, there may be "site-specific" Safety Restrictions for DI eXtreme teams attending at that site.

## Eligibility

**Who is Eligible to take part at the University Level?** All members of University Level teams (*Team Challenge* or DI eXtreme) must be currently enrolled full-time students from a college, university, trade, or technical school. Teams may be comprised of students from different colleges, universities, trade, and/or technical schools. When registering for a membership, UL teams must select a Team Name and identify one Affiliate to which they will "belong" for registration purposes.

- a. University Level teams may not include younger students who have not finished high school or its equivalent. Newly-graduated high school students who are accepted to a college but have not yet begun classes are eligible to compete at the University Level – this is limited to 2 team members.
- b. All members of DI eXtreme teams MUST be age 18 or older.

## Registration Deadlines

All University Level membership applications for teams wishing to participate in the Global Finals Tournament (either in *Team Challenge* or DI eXtreme) must be received by Destination ImagiNation, Inc. **no later than April 1, 2006**. For further information regarding Affiliate participation, contact the UL Coordinator by email (Address below). Note: Spaces for DI eXtreme are limited and will be filled on a first-come, first-served basis.

## More than one *Team Challenge*?

**YES!** University Level teams MAY choose to solve and present more than one *Team Challenge* at Global Finals, including the improvisational Challenge, *On Safari*. This rule applies to University Level teams participating in the *Team Challenge* competition ONLY.

## University Level Resources

1. **University Level Website:** <http://www.vombo.org/college/>.
2. **University Level Message Board:** Instructions on how to join can be found at the UL website (see above) or at: <http://groups.yahoo.com/group/collegedi/> This list group helps provide appropriate input about issues and ideas the Affiliates and Destination Imagination, Inc. wish to see addressed. This group also helps recruit volunteers for UL specific activities and events at Global Finals each year.
3. **University Level Coordinator:** Contact the UL Coordinator at: [University@dihq.org](mailto:University@dihq.org).

# Team Formation

Your team must be made up of participants currently enrolled in a school, school program, college, university, community group, boy scout, girl scout, 4-H club, PTA/PTO, home school program, parent group, or business. Your team's Competition Level is determined by the grade or age of your oldest team member. (See "Competition Levels.")

**Please Note: There are very important rules that govern teams, Team Managers, and the solutions the teams develop. Listed here are ONLY rules regarding Team Formation.**

**Complete competition rules can be found in the Destination ImagiNation® program rulebook, "Rules of the Road." All team members and Team Managers must read the Rules of the Road.**

## Team Members

Your team may recruit up to seven team members but no more. Only the original team members (up to seven) are allowed to work on the *Team Challenge* solution.

1. Teams may compete with fewer than seven team members, but in order to be considered a team, there must be at least two members.
2. Once your team has begun working on the *Team Challenge* solution, you may add team members up to a maximum of seven until you submit your registration roster to your first Tournament. After your team has registered for the first Tournament but before competing, you may add team members with the permission of the Tournament Director, but only if you had not previously reached seven team members.
3. Your team may not replace team members after the total of members has reached seven, even if a team member quits, moves away or is unable to attend the Tournament for any reason. If a team member moves away, that person is still considered part of your team and may still compete with the team if he/she is able.
4. Your team may not add team members between Tournaments for any reason, even if your team does not have seven team members. Adding team members between Tournaments will result in disqualification as a competitive team. Your team may still perform but will not be scored.
5. If a majority of the team members leaves your team, you may form a new team by adding new team members, but you may not use any part of your original solution and you must select a different *Team Challenge*.

## Team Manager

Your team must have at least one **Team Manager of Record** who is 18 years old or older.

1. Your Team Manager may have one or more assistants, and Assistant Team Managers may be younger than 18.
2. All Team Managers and Assistant Team Managers must understand the rules of Interference and may not offer ideas or help in the development of the *Team Challenge* solution.
3. Assistant Team Managers under the age of 18 may NOT accompany the team into the *Instant Challenge* competition site or into the StuDIo site (for *On Safari*).
4. A Team Manager cannot be a member of the team he/she is managing, as only team members can have input into the solution; a Team Manager by definition cannot (See "Rules of Interference," "Declaration of Independence," "Instant Challenge" sections of the *Rules of the Road*).

## Awards

In Destination ImagiNation® there are awards given that are related to high scores and others that are given because someone noticed something outstanding and special. Some Tournaments give trophies, some give medals, some give certificates—and some even have awards that teams receive just by participating in the Tournament!

Appraisal teams may nominate a team or an individual for an award by filling out an Award Nomination form. The Nomination Forms are read and evaluated by a committee appointed by the Tournament Director. Please note that not all nominations result in Awards.

### Rising Stars!® Award: For Our Rising Stars

**The Award:**

This award recognizes the courageous, curious and joyous first steps in the journey of life-long learning.

**Criteria:**

This award is given to all Rising Stars! teams who demonstrate a solution at Tournament.

### Spirit of Discovery and Imagination Award (Spirit of DI Award):

For outstanding Spirit, Teamwork, Volunteerism, Sportsmanship

**The Award:**

From its very beginning, Destination ImagiNation® has been a community. The recipients of this award are the ones who go out of their way to help others, making sacrifices not for themselves, but to give something to someone else. We recognize and applaud these members of our community who demonstrate outstanding and extraordinary levels of sportsmanship, volunteerism and spirit, be they Team Managers, Team Members, Officials or other helpful DI friends and volunteers.

**Criteria:**

This award is given in recognition of those who act as superior role models in the areas of spirit, sportsmanship and volunteerism.

### The Renaissance Award

For outstanding Design, Engineering, Execution, Performance

**The Award:**

On our journey we sometimes encounter exceptional travelers who entertain and enlighten us along the way. The Renaissance Award recognizes those among us who demonstrate extraordinary amounts of effort and preparation in their solutions or outstanding skill in engineering, design or performance. While the destination is creativity, these fellow travelers make the journey itself memorable.

**Criteria:**

This award is given for outstanding skill in the areas of engineering, design, or performance.

### The DaVinci Award:

For Outstanding Creativity

**The Award:**

The paths we follow on our journeys were once uncharted and unknown—until someone took a bold step in a new direction and paved a way for us to follow. To solve our Challenges, imagination, creativity, originality and courage are required. We honor these individuals and teams who most clearly demonstrate that spirit of adventurous risk in their solutions—those who most creatively traveled to reach truly new and unique destinations. The DaVinci Award is named to honor one of humanity's greatest creative thinkers, Leonardo DaVinci.

**Criteria:** This award is given for having a unique approach to a solution, for risk taking, and/or for outstanding creativity (not skill or talent).

## Place Awards

Each Destination ImagiNation® sanctioned Tournament recognizes the top scoring teams that competed in both *Team Challenge* and *Instant Challenge* at each Competition Level. Teams who receive the place awards have earned the top total scaled scores (*Instant Challenge + Central Challenge + Side Trips*) in their Challenge/Competition Level. Teams are tied when their total scaled scores differ by one point or less. In a multi-team tie, teams are tied when their total scaled scores differ from the leading score for that place by one point or less. Your Tournament will send at least one placed team (1<sup>st</sup> Place) and sometimes more to the next level of Tournament, depending on the rules of entry.

Teams in each *Team Challenge*/Competition Level from each Affiliate Finals are invited to participate in the Destination ImagiNation® Global Finals Tournament.