



DestinationImagiNation®

The most important course in education.



A Quick Look at the 2006-07 Destination ImagiNation® *Team Challenges*

A: Direct Flight

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

The Destination: Where This Challenge Will Take You!

Have you ever dreamed of soaring in the clouds and then gliding back to earth, defying gravity to feel the wind in your hair and see the world from a whole new perspective? Like many in history who have dreamed this dream before you, in this Challenge your team will have the chance to create Aircraft and show how they soar, perform stunts and then land exactly where you planned. Like Leonardo, Amelia, Joseph and Jacques, Wilbur and Orville, you can show the world that your ideas are destined to fly!

B: CSI:DI

Focus: Theater Arts (Playwriting, Technical Design and Construction) Scientific Principles of Light, Shadow & Illumination, Technical Design, Innovation and Design Process, Investigative Techniques, Deductive Reasoning, Teamwork

The Destination: Where This Challenge Will Take You!

Color. Shadow. Illumination. Your colorful crime fighting team has the technology to shed light on an investigation! Just like Sherlock Holmes and Nancy Drew, colorful characters before you have delved into the shadows to investigate cases. Investigators often use gadgets to help illuminate the evidence needed to solve the case. Your Challenge, should you choose to accept it, is to bring another case to a close!

C: Round About Courage

Focus: Playwriting, Theater Arts (Theater In The Round, Props and Set Pieces), Technical Effects Innovation and Design Process, Teamwork

The Destination: Where This Challenge Will Take You!

Heroes are courageous - they sometimes slay dragons to save whole villages! But there are also everyday acts of courage like raising your hand in class or trying a new stunt on your skateboard. Your team will create and present a story of a Heroic Adventure that includes a Personal Challenge for the Hero to overcome. The Presentation will be done in the style of Theater in the Round and will include a Technical Set Piece that brings your Story to life. And you have to do everything without electricity! It's time for your hero to show brilliant courage to those who surround your stage.



Join Us

The 2006-07 program season is set to be our very best ever. With a full slate of new Challenges, updated program materials to support true creative problem solving and more Regions and Affiliates providing trainings and Tournaments – hang on tight because this season is gonna rock!

www.idodi.org

Hit us up on the web – we have tons of info and news waiting for you NOW.



2006-07 Team Challenge Quick Looks continued...

D: Switching traDitions

Focus: Improvisational Acting, Story Development, Research, Social Studies, Geography, Theater Arts, Teamwork, Design and Innovation

The Destination: Where This Challenge Will Take You!

Truly experiencing another culture requires every sense – to really appreciate how others live, you must see, feel, hear, taste and smell what makes their lives different from yours. In this Challenge, you'll zoom around the world experiencing International Traditions in a matter of nanoseconds. At one moment you may taste the tang of sauce currie in France, and then in the next moment you hear traditional throat singing in Tuva. Poof! You touch the mysteries of ancient Egypt. Let your senses guide you through a world of Traditions.

E: Card-DI-ology

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

The Destination: Where This Challenge Will Take You!

Is your destiny in the cards? CARDS are everywhere! CARDS prove our identity. CARDS allow us access to locked doors. CARDS can lead to financial ruin. We are in desperate need of a Card-DI-ologist! Can you help? You need to present a story about the impact of cards, and you must build a Structure out of Playing Cards. When your Structure is tested to see how much weight it will hold, is success in the CARDS?

Program Materials

- ❖ Team Challenges (5)
- ❖ Rising Stars! Challenge
- ❖ Instant Challenges (10)
- ❖ Rules of the Road
- ❖ Charting Your Course
- ❖ Team Manager Guide
- ❖ Standards Alignment
- ❖ Coordinator Guide
- ❖ Parent Guide

Rising Stars!® Make It New, It's Up to You!

The Destination: What Is our Challenge?

Have you ever imagined, while sitting still one day,
A very special place you know, near or far away?

Learn all about a Landmark, a place for all to see,
Maybe it's a statue or a huge, gigantic tree.

Maybe it's a building, built so long ago.
The more you learn about it, the more you will know.

Then make a new Invention that changes it some way,
You can do it by yourselves. You're Rising Stars! Hurray!!!



