



EDUCATIONAL BENEFITS

Completing a Tech Effects Challenge requires research, development and design of a multi-step technical contraption. Participating in this program provides a unique opportunity to learn **creative and critical thinking** skills and tools, **teamwork**, as well as the application of **technological and scientific principles**. Tech Effects can help develop an environment where participants can have fun while building self-confidence and growing as individuals. Tech Effects not only helps participants develop academically, but also encourages self-motivation, risk-taking, time and money management, and excellence.

Tech Effects has been developed to address the **educational content standards for technology and engineering** as well as other areas of science. The Challenge includes **rubrics** that enable participants to meet specific objectives from technology content standards as they develop their solution to the Challenge.

Tech Effects has been designed by the curriculum development experts at Destination ImagiNation, Inc., the world's largest creative problem-solving organization. For over 20 years Destination ImagiNation, Inc. has been developing creative problem-solving competitions for participants ranging from Pre-K to college level as well as programs for corporations and adults.



THE TECH EFFECTS CHALLENGE


Dip a French Fry into Ketchup. It's a simple Task, but the Tech Effects solution is not. Accomplish this Task by designing and building a multi-step Chain Reaction Contraption. Create a series of interconnected devices that trigger one another in order to dip that french fry into ketchup. Solving this tasty Challenge will require technical inventiveness, teamwork, and the utilization of scientific principles ... and the creative process will provide your team with a healthy dose of FUN!

The Tech Effects Challenge is solved by a team of up to seven members, with the guidance of an adult Team Manager. Teams will have six to eight weeks to prepare and perfect their solution before presenting at the Tech Effects Rally along with other Tech Effects Teams.

Each year the Tech Effects Challenge will include a **TechFocus** that highlights a specific technological or scientific principle. A **TechFocus Learning Kit** is included in the program materials that will enable your team to investigate the fundamentals of the TechFocus and develop ideas on how to incorporate it into the solution. The Challenge will have additional parameters such as time limits, the physical size of the solution, the solution cost and others. The 2004 TechFocus is the Pulley System. The Learning Kit will include pulleys, mounting hardware and a learning guide.



COSTS



The cost for the Tech Effects Challenge is \$350. This fee covers program registration, tournament fees for one team, rules, information, curriculum materials, and the TechFocus Learning Kit. If materials are shared by two or more teams, there is an additional \$50 per team tournament fee.



TIME

The competitive season for Tech Effects will begin in the middle of September. Approximately 6 to 8 weeks will be spent in research and preparation. Final challenge presentation and competition will follow at the Tech Effects Rally in your region.



INFO

For more information about the Tech Effects program, please call the Destination Imagination, Inc. offices at 856-881-1603, or e-mail us at askdi@destinationimagination.org.



WWW

Don't forget to visit us online for the latest information on Tech Effects at www.techeffects.org or for information on any of the other Destination Imagination, Inc. programs at www.destinationimagination.org.

METHOD OF PAYMENT

CHECK # _____ payable to Destination ImagiNation, Inc. in US Dollars.
MONEY ORDER, payable to Destination ImagiNation, Inc. in US Dollars.
PURCHASE ORDER, signed (fax or enclose copy)
CREDIT CARD: (provide complete information)

MASTER CARD VISA

CARD NUMBER _____

EXPIRATION DATE (MM/YYYY) _____

CARDHOLDER NAME (Please Print) _____

CARDHOLDER SIGNATURE _____

SHIPPING INFORMATION (VIA UPS - NO P.O. BOXES)

Name: _____

School/Company: _____

Street Address: _____

City: _____

State: _____

Zip: _____

Day Phone #: _____

Evening Phone #: _____

Fax #: _____

Address is: Residential Business