

# Previews of the 2005-06 Destination ImagiNation® Team Challenges

## 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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## 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.

## 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.

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## D: *On Safari*

**Focus:** *Improvitational 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.*

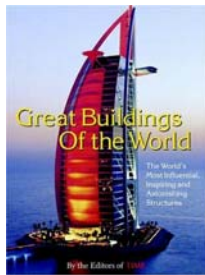
### The Destination:

#### *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.



#### *You gotta have this resource!*

Teams will absolutely want to get their hands on the publication **Great Buildings of the World** from Time Inc. Home Entertainment 2004. This beautiful, full color book features the world's most influential, inspiring and astonishing structures that will motivate and excite structure teams everywhere. The portrayal of architects and in depth looks at awe-inspiring structures makes this a must have for Inside Dimension teams. Head over to [www.ShopDI.org](http://www.ShopDI.org) and order your copy today.

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## *Getting Started*

### Buy a Passport in ShopDI

ShopDI has become the central point to purchase all products and services related to the DI program, and that includes Passports. Getting a Passport is easy:

1. Go to **www.shopdi.org** and click on **2005-2006 DI Passports**.
2. Select your Passport type by clicking the name of the Passport you wish to purchase.
3. On the resulting screen, select your affiliate, materials package, and enter the name you wish to have for your Passport.
4. When you've completed those options, press the "Add to Cart" button and your Passport configuration will be added to your ShopDI shopping cart.



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.

## Rising Stars Team Challenge

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### *1-2-CHANGE-A-ROO!*

#### Focus:

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- ★ Building and designing
- ★ Storytelling
- ★ Appreciating literature
- ★ Analyzing characters
- ★ Solving problems
- ★ Understanding mathematical concepts
- ★ Performing in front of an audience
- ★ Working with others



#### Standards:

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- ★ **Listening and Speaking:** Uses listening and speaking strategies for different purposes
- ★ **Math:** Understands the general nature and uses of mathematics
- ★ **Thinking and Reasoning:** Applies decision-making techniques
- ★ **Working With Others:** Contributes to the overall effort of a group

#### The Destination: What Is our Challenge?

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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.

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## RISING STARS!® TEAMS 2005-06

### *REACHING NEW HEIGHTS WITH YOUNG LEARNERS*

Teams wishing to present their Rising Stars! Team Challenge at a Destination ImagiNation® Tournament/Event in the upcoming program year will need to either be attached to a Destination ImagiNation® membership or purchase a Rising Stars! Program Kit (Volume I, II or III). **Rising Stars! teams will be required to have an active/paid membership number to present at a Destination ImagiNation® Tournament/Event.** Destination ImagiNation® Memberships and Rising Stars! Program Kits are available at [www.ShopDI.org](http://www.ShopDI.org).

