

KY Learning Goal 5. Students shall develop their abilities to think and solve problems in school situations and in a variety of situations they will encounter in life.

Destination ImagiNation® meets these Learning Goals

Sub-goals	How Destination ImagiNation® & Tech Effects® & Rising Stars!® Meet Learning Goals
5.1 Students use critical thinking skills such as analyzing, prioritizing, categorizing, evaluating, and comparing to solve a variety of problems in real-life situations.	<ul style="list-style-type: none"> • Definition of critical thinking • Guidelines for Focusing • Focusing Tools • Focusing Phase of all CPS Stages • The CPS “Preparing for Action” component
5.2 Students use creative thinking skills to develop or invent novel, constructive ideas or products.	<ul style="list-style-type: none"> • Definition of creative thinking • Guidelines for Generating • Generating Tools • Generating Phase of all CPS Stages • The CPS “Generating Ideas” component
5.3 Students organize information to develop or change their understanding of a concept	<ul style="list-style-type: none"> • The CPS “Understanding the Challenge” component and stages • Accommodating style preferences
5.4 Students use a decision-making process to make informed decisions among options.	<ul style="list-style-type: none"> • Focusing Tools • Focusing Phase of all CPS Stages • The CPS “Preparing for Action” component
5.5 Students use problem-solving processes to develop solutions to relatively complex problems.	<ul style="list-style-type: none"> • The CPS “Planning Your Approach” management component (Appraising Tasks and Designing Process) • Creative Learning Model (Foundations; Realistic Problems; Real Problems) • Program Applications: Destination ImagiNation® program