




Just the Facts: Destination Imagination[®] Student Program



Websites	Kentucky: www.ky-di.org International: www.destinationimagination.org www.idodi.org	Peggy Middendorf 859-727-2733 www.ky-di.org middendorf@zoomtown.com																							
Who can participate	Teams can come from school or community. All students can participate. Parents and teachers (or any adult) can be Team Managers.																								
Team composition	Up to 7 students plus at least one adult team manager. Only team members may solve the challenge. No one outside the team may contribute ideas or help in any way— not mom or dad, sisters or brothers, teachers, or friends. This gives the team sole ownership of their solution/presentation.																								
Program premise	Students learn that through a combination of creativity, teamwork and tenacity, they can develop creative solutions to complex problems COMPLETELY on their own. Emphasis is on learning & doing the Process of Creative Problem Solving! Destination Imagination is kid-driven and team-powered. Teams of students work with an adult team manager to solve a long-term Team Challenge (chosen from 1 of 6 challenges to solve). Each Challenge is an open-ended problem with a set of rules that each team must follow in creating their solution. Student teams typically work together for several months to create their solution; in the early spring, teams compete against each other at a tournament where success is measured as making it to the tournament and presenting your solution—not by where you place. Teams are scored by trained volunteer appraisers based on how well the students creatively solve their challenge.																								
Curriculum activities	<i>Each challenge is tied to specific educational standards across the curriculum.</i> Every year the program includes specific curriculum standards for each challenge. Also offers in-classroom or team-led curriculum lessons.																								
Tournament	Teams can choose to be competitive or non-competitive; most teams choose to be competitive. Teams compete against other teams of kids in their age range who have chosen to solve the same challenge.																								
Support, trainings & resources	KY DI offers <ul style="list-style-type: none"> -trainings for adults (Team Manager and Appraiser training) -students (DI Skills Day, IC/Improv Day) -one-on-one mentoring of team managers -resource links on KY DI website; resources may be purchased -many resource books, videos, and kits available for adults and teachers at www.shopdi.org 																								
Types of challenges	Each year, volunteers and education professionals write a whole new set of challenges for students to solve. While the actual challenges change each year, the general focus of the 5 challenges for K thru college is: <ul style="list-style-type: none"> • Theatrical • Technical vehicle • Improv • Theatrical/science • Technical architectural • Designed specifically for K thru 2nd grade: Primary/Rising Stars challenge 																								
Skills learned	<table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">creative problem solving</td> <td style="width: 25%;">teamwork/working w/others</td> <td style="width: 25%;">writing</td> <td style="width: 25%;">innovative/creative thinking</td> </tr> <tr> <td>organization</td> <td>oral communication</td> <td>research</td> <td>thinking-on-your-feet</td> </tr> <tr> <td>goal setting</td> <td>interpersonal & listening skills</td> <td>building structures</td> <td>composing music</td> </tr> <tr> <td>theatrical/presentation skills</td> <td>engineering technical devices</td> <td>designing costumes</td> <td>making props & backdrops</td> </tr> <tr> <td>living within a budget</td> <td>working with tools</td> <td>choreography</td> <td>time management</td> </tr> <tr> <td>leadership</td> <td colspan="3">pride in knowing they did the whole thing themselves.</td> </tr> </table>	creative problem solving	teamwork/working w/others	writing	innovative/creative thinking	organization	oral communication	research	thinking-on-your-feet	goal setting	interpersonal & listening skills	building structures	composing music	theatrical/presentation skills	engineering technical devices	designing costumes	making props & backdrops	living within a budget	working with tools	choreography	time management	leadership	pride in knowing they did the whole thing themselves.		
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2007-8 Program cost	\$110/one team + \$30 state fee + \$10 fuel surcharge; or \$225 for 5 teams + \$50 state fee + \$10 fuel surcharge; Rising Stars (K-2 nd grade; non-competitive) teams \$30 each Team Manager training - \$25 per person (optional, but highly recommended) Team trainings – DI Skills Day (Late Fall 2007) and IC/Improv Day (Early 2008) – \$25/team (optional) Team costs – each team may spend up to \$100 or \$120/team on their challenge solution Tournament fee: \$50/team March 2008 tournament will be held in Cincinnati, OH Tech Effects - \$65 for curriculum, activities/experiments, portfolios, and challenge + tournament costs (optional) Project Outreach – community service & community impact program - \$100 for curriculum, activities & challenge																								
Range of programs offered by Destination Imagination	Destination Imagination Student Program for K to 12 th grade Model Schools – trains educators to teaching creativity & how to help apply creative & critical thinking in the classroom Rising Stars for K to 2 nd grades Tech Effects – K to 12 th grades – technical only short-term challenge Project Outreach – 6 to 12 th grades – community-based service/learning program DI eXtreme – short-term high school and college program Imagination-4-Life – family-oriented program—short-term but great family fun! Also afterschool, camps, retreats, & workshops DIcor – corporate consulting division of DI DIcor EDU – educational consulting for educational leaders, administrators, boards of education, central office staff																								