

## **Tech Effects™ FAQs**

### **What is Tech Effects™ ?**

Tech Effects™ is a creative problem solving (CPS) program aimed at tech-focused students (elementary to high school). With the guidance of an adult Team Manager and the provided curriculum guide, teams of students learn to creatively solve problems and technology principles. In this 8-week program, the team of students design and build a chain-reaction “contraption” that accomplishes a specified task. The 2004 task is to dip a French fry into ketchup. Tech Effects™ ([www.techeffects.org](http://www.techeffects.org)) is a program offered by the creative problem solving experts at Destination Imagination® ([www.destinationimagination.org](http://www.destinationimagination.org)).

### **Where can I find out more information on Tech Effects™?**

The brochure, education learning standards, registration forms, and LOTS more information are available at [www.ky-di.org](http://www.ky-di.org). Click on Tech Effects™ on the left.

OR check out the national Tech Effects™ site at [www.techeffects.org](http://www.techeffects.org)

### **What is the cost of the Tech Effects™ program?**

The cost for one team is \$350, each additional team from the same school is \$50 more.

Each \$350 membership includes the challenge, curriculum packet and learning kit (complete with tech “stuff” for use with the activities), team manager guide, and tournament fee.

### **What is the Technical Focus of the Tech Effects™ Challenge for 2004?**

Pulleys and pulley systems.

### **How many students are on a team?**

Teams are made up of 2 to 7 students, with an adult team manager.

### **What Grade levels can participate in Tech Effects™?**

Ages - elementary, middle, high

### **Do all team members have to be in the same grade level or can teams be composed of a variety of grade levels?**

Teams can be from one or several grade levels. Competitions will be organized into three groups, and the teams will compete against other teams from the same group.

Groups:

Elementary teams – grades K – 5

Middle teams – grades 6 – 8

High school teams – grade 9 - 12

If a team has members from several groups (for instance elementary and middle students on the same team or middle and high school students together on a team), the team will compete in the group of the oldest team member.

### **What is in the Learning Kit?**

Included in the kit:

- The Challenge, Rules, and Scoring Elements
- Team Manager Guide
  - includes specific meeting outlines, CPS Generating & Focusing Techniques
- Learning Kit
  - TECHxplorations
    - Curriculum guides & step-by-step activities
    - 3 TECHxplorations for use in first 4 meetings
  - Construction materials for TECHxplorations
  - Team Member Portfolios for each TECHxplorations

### **What is the time commitment for the team manager and team members?**

The program lasts only 8-weeks -- the challenge will be released on Sept. 13, 2004 and the concluding tournament is Nov. 13, 2004 in the N. KY area.

Teams will compete against other Tech Effects™ teams from Kentucky, Ohio and Indiana, in their own age group.

### **What happens at meetings?**

Typically a team will meet once each week for the 8-week program - working initially on curriculum and activities to learn the technology and CPS skills, and later to develop their solution.

The Team Manager (adult) will help team members learn technical concepts and skills as well as the CPS techniques and skills.

Teams could meet during the school day for their meetings. Of course, since this is a student-led program (with an adult Team Manager), students could choose to spend as much or as little time solving the challenge. Keep in mind that some teams are very competitive and work many hours, while others want the experience and don't spend as much time.

Depending on the students, their knowledge base and competitiveness, meetings could last from 1 to 3 hours. The TECHxplorations-based meetings are designed to last approximately 2-hours.

Then STUDENTS on the team will build their Tech Effects™ device (with no assistance or input from anyone else – not teachers, not parents, and not students outside the team).

Closer to the tournament, students might take the project (or parts of it) home to complete them or may meet longer to complete their device.

### **Can Tech Effects™ be used at schools during the school day or as an after-school/evening/weekends program?**

It could work either way -- that is up to the school, the team, and the team manager. It could DEFINITELY be used in the classroom, or as a stand-alone or after-school program.

### **Who can be a team manager?**

Educators, parents, administrators, or anyone 18 years old or older.

### **How can I learn more about Tech Effects™ and the program in my area?**

For more information, contact Peggy Middendorf, Tech Effects™ coordinator for Kentucky, Ohio, and Indiana. She is available by phone (after 5 at 859-727-2733) or email (middendorf@zoomtown.com) to help your team get started and answer any questions.

**What organization developed Tech Effects™?**

The program was developed by the non-profit (501c3) organization, Destination Imagination® ([www.destinationimagination.org](http://www.destinationimagination.org)), which has more than 20 years in organizing and administering CPS programs for students around the globe.

Destination Imagination®'s flagship program is a CPS program for student teams and provides at least 3 technically-based challenges yearly.

Destination Imagination® also offers

- Rising Stars!™ for K-2, which includes a curriculum packet to teach young students creative problem solving and how to work as a team.
- DI Exte™ for college students – this program is a very short term, but intense program for busy college students.
- DI Later™ is Destination Imagination® for adults! Now we can also practice our creativity and teamwork!
- Dcor™ training for corporate America.