



# DESTINATION IMAGINATION®

**Who:** Up to seven members can be on a team, and students from kindergarten through university level participate. Each team needs an adult Team Manager. Team Managers direct students' learning but do not directly help the team develop their solution to the DI Challenge. Team Managers are often faculty members or parents.

**What:** There are six new competitive Challenges to choose from each year. Each of the Challenges is developed by a team of educators and industry experts who target a particular area of the curriculum and its related standards of content and performance. The areas of focus include: Technical, Scientific, Structural, Fine Arts, Improvisational and Service Learning. There is also a non-competitive Early Learning Challenge that allows participants to develop social and problem solving skills.

**Where:** The teams' solutions are assessed at regional, state or national tournaments. Our tournaments provide the opportunity for participants to celebrate creativity with their peers and promote healthy competition. Every year, local volunteers help run 200 tournaments around the world.

**When:** Each season takes place during the school year, culminating with Global Finals in May. Depending on the Challenge, teams typically spend two to four months developing and practicing their Challenge solutions.

**Why:** Teams in our program learn higher order thinking and improve in creative thinking, critical thinking and collaborative problem solving. Our participants learn and experience the creative process, develop new friendships and learn to work together.

**How:** Teams choose one of the seven Challenges. After creating and developing their solutions, they go to a local tournament. Top-scoring teams advance, and the top tier participates in Global Finals—the world's largest celebration of creativity.

## Art Focus

In the **FINE ARTS CHALLENGE**, students flex Their acting and artistic muscles as They explore some of our most fascinating works of literature and media.

The **IMPROVISATIONAL CHALLENGE** is all about spontaneity and storytelling. Teams receive topics and produce skits right on the spot.

## STEM Focus:

The **TECHNICAL CHALLENGE** prompts students To complete tasks by using engineering, research, strategic planning and related skills.

The **SCIENTIFIC CHALLENGE** blends the research and curiosity of science with the thrill and creativity of the theater arts.

The **STRUCTURAL CHALLENGE** asks Teams To design, build and test load-bearing structures made of specific materials.

## Service Learning Focus

Project Outreach is designed to engage students in **SERVICE LEARNING** To address real community issues Through personal Expression. Teams may fulfill High school service learning requirements.

## Early Learning Focus

Our Rising Stars! for **Early Learners** Challenge offers simple experiences with the creative process, and it gives young kids (4-7 years old) a place to work together and make new friends. The Challenge is noncompetitive, which helps ease pressure and lets kids play and experiment with their solutions.



For more information visit: [http://bit.ly/FBISD\\_DI](http://bit.ly/FBISD_DI) or [www.DestinationImagination.org](http://www.DestinationImagination.org)