DESTINATION IMAGINATION®

# IT'S ABOUT TIME

# SERVICE LEARNING

2019-20 Challenge Season

IT'S ABOUT TIME

SERVICE LEARNING

# TABLE OF CONTENTS


## 1 Getting Started

Review this information before beginning work on your team's solution.

## 2 Before the Tournament

Read this section thoroughly to make sure your team understands it.

## 7 The Project Presentation

Read this section thoroughly to make sure your team understands the requirements for presenting your Project at the tournament.

## 10 Team Choice Elements

Create two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

## 11 At the Tournament

Learn about the team requirements at the tournament.

## 12 Scoring

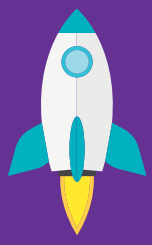
Review all of the elements that will be scored during your team's Presentation.

## 13 Tournament Data Form

Fill out the required paperwork and bring copies to your tournament.

# GETTING STARTED

I. BEFORE THE TOURNAMENT | II. THE PROJECT PRESENTATION | III. TEAM CHOICE ELEMENTS | IV. AT THE TOURNAMENT | V. SCORING | TOURNAMENT DATA FORM



## Approaching this Challenge

**This Challenge can be solved on many levels, ranging from the simple to the complex.**
Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms "should" or "may." If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road.) Remember, if it doesn't say you can't, then you can.

## Solving the Challenge

**The information in the following materials is binding on all teams.**
Your team must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at DestinationImagination.org).

## Team Budget

The Project requirement has no budget limit. However, the total value of the materials used in the tournament Presentation must not exceed **$150US**.

## Time Limit

Complete the tournament Presentation (including setup) in **8 minutes or less**.

## ☑ Tournament Data Form

Your team must explain elements of your Challenge solution on the Tournament Data Form found at the end of this Challenge. The check mark icon pinpoints the elements that will appear on the form.

# I. BEFORE THE TOURNAMENT

## A. Community Need

1. ☑ Choose a community and identify a need to address within that community.
2. The community may be as small or large as your team chooses.
3. The community and the need must be real, not imaginary.

## B. Project and Project Timeline

1. Plan and carry out a Project that addresses the team-identified community need.
2. Identify at least one goal for the Project. A Project goal is what your team aims to accomplish.
3. Create a Project timeline that includes details about at least 3 Milestones for the Project.
4. For this Challenge, a Milestone is an important task for the Project and the point in the Project timeline at which the task is accomplished. A Milestone helps your team monitor whether or not the Project is on schedule. (See Roadmap.) Milestones may include, but are not limited to: the beginning and ending dates of the Project; establishing dates, times, and locations of the Community Event **(see Section I.C)** and/or other Project activities; and timing goals for other tasks that need to be completed.
5. Your team may change or modify the Project timeline as needed.
6. Your team may choose to continue and expand on any previous project. If continuing and expanding on a previous project, your team's Presentation at the tournament **(see Section II)** should be based only on the Project goals, activities, and decisions your team identifies and carries out for this season's Challenge.
7. Refer to Roadmap for additional suggestions, resources, and information about planning and managing projects.

## C. Community Event

1. Before your team's first tournament, plan and carry out at least one Community Event.
2. For this Challenge, a Community Event is an occasion or activity that is designed to help meet the community need. Planning meetings and your tournament Presentation are not considered Community Events.
3. The Community Event should include non-team members. However, your team is responsible for planning and managing all aspects of the Community Event.
4. The Community Event should encourage social interactions and help build connections between people.
5. The Community Event may be held virtually and/or in person.

## D. Project Evaluation

1. Create a thorough Project Evaluation. This will be different for every Project.
2. The Project Evaluation must include how time impacted the Project. This may include, but is not limited to, the ways in which time impacted the planning, location, participation, outcomes, and/or other elements of the Project.
3. A thorough Project Evaluation may also include, but is not limited to: quantitative and/or qualitative data, the results of the Project, the impact of the Project on the community, Project successes, and opportunities for improvement.

## E. Community Partner

1. Your team may enlist Community Partners to help you with the Project by giving advice, information, money, supplies, and/or labor. However, your team is responsible for managing the Project. Your team should choose, create, design, and control the Project and its parts.
2. For this Challenge, a Community Partner is a person who is not a team member, or a group with at least one person who is not a team member.
3. Team members identify, choose, and communicate with their Community Partners.
4. Team members may be members of a group that is a Community Partner. However, a Community Partner group is not required to have a team member as part of the group.
5. Design and create the Presentation without the assistance of Community Partners or non-team members. It is Interference for your team to accept help with the Presentation.

**Special Note:** Your team should read and understand the tournament requirements of the Challenge before designing and carrying out the Project. At the tournament, the Appraisers will score the theatrical Presentation of your team's Project. The community need and the results of the Project are NOT scoring elements for this Challenge. Team Projects will not be compared to each other.

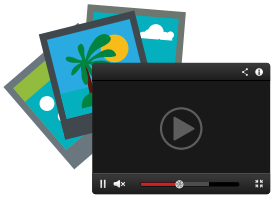
# II. THE PROJECT PRESENTATION

## A. Story

1. ☑ Create and theatrically present a story about at least one character who is in a Race Against Time.
2. For this Challenge, a Race Against Time is a situation in which at least one character needs to act quickly to complete a task and/or reach a goal. The task and/or goal may be anything your team chooses.
3. Your team may decide whether or not the character(s) are successful in the Race Against Time.
4. The story may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.
5. ☑ Include at least one Project goal in the story.
6. ☑ Integrate information about the Project timeline into the story.
7. ☑ Integrate information about at least one Community Event into the story.
8. ☑ Integrate the Project Evaluation into the story. This includes how time impacted the Project.
9. Additional Project information may include, but is not limited to: the community need, the successes and/or opportunities for improvement, and the impact of the Project on the community need.

## B. Milestone Marker

1. ☑ Design and create a Milestone Marker. For this Challenge, a Milestone Marker is a single device that represents time **and** shows and/or reveals information about at least 3 Milestones from your team's Project. **(See Section I.B.4.)**
2. ☑ Use Technical Methods to initiate, operate, and/or produce the Milestone Marker. For this Challenge, Technical Methods refers to the use of principles in fields such as chemistry, computer science, hydraulics, mathematics, mechanical engineering, physics, or structural engineering. Other technical fields are also acceptable.
3. The Milestone Marker may be used to represent time in any way your team chooses.
4. The Milestone Marker may show and/or reveal the Milestones in any order or at the same time.
5. Design and create the Milestone Marker using your own ideas and skills. Your team may incorporate commercially produced items, but for scoring, Appraisers will only consider your team's changes and/or additions to those items.
6. Your team will earn points for Technical Design and Technical Innovation based on all methods used or attempted during the Presentation to initiate, operate, and/or produce the Milestone Marker. If the Milestone Marker's task(s) are not accomplished (see Section II.B.1), your team may still earn points for the Technical Design and the Technical Innovation of the methods used in the attempt. Your team's score for Technical Design may be affected.
7. Technical Methods using less direct team member involvement may earn more points for Technical Design and Technical Innovation than methods that have more direct team member involvement.
8. The features of the Milestone Marker should be visible and/or audible from 25ft (7.62m) away.

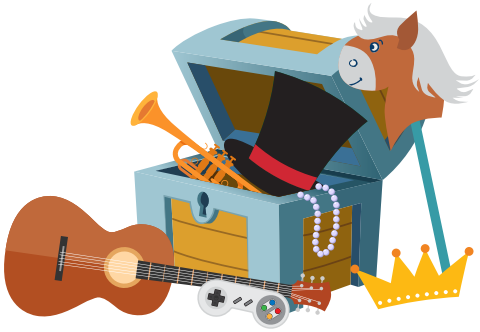


## C. Photographs and Recordings

1. The live theatrical Presentation may include team-created photographs and recordings of team members, non-team members, and animals, as long as the subjects are treated with care and respect.
2. Recordings used in the live theatrical Presentation must be created, produced, and edited by your team members.
3. Team-created recordings may contain images and sounds that were not originally created or recorded by team members.
4. If the Appraisal Team thinks too much of the Presentation is pre-recorded, and/or too much of the Presentation includes non-team-created images and sounds, your team's scores may reflect this. (See Rules of the Road, Interference section.)
5. Items that are only included in photographs and recordings that document the Project do not need to be listed on the Expense Report.

# III. TEAM CHOICE ELEMENTS





A. ☑ Present TWO creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything it wishes, including props, music, technical gadgets, costumes, physical actions, etc.

B. Each Team Choice Element should have a meaningful connection to your team's Central Challenge solution and must be presented as part of the 8-minute Presentation.

C. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Or, a Team Choice Element MAY be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.

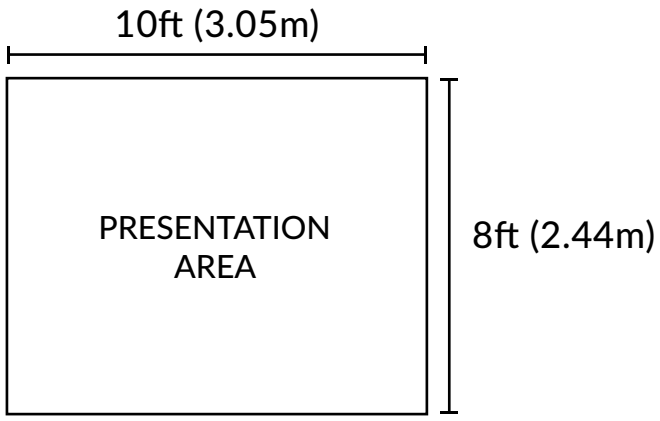
D. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately.

E. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship, or effort that is evident, and for integration into the Presentation.

# IV. AT THE TOURNAMENT



A. **Presentation Area:** The minimum required size is 8ft x 10ft (2.44m x 3.05m). Your team may use any additional space that tournament officials designate as available, but your team should be prepared to present your solution in the minimum space. The Presentation Area will be a large space with a hard floor, such as wood, linoleum, concrete, or very short-napped carpet. Your team should be prepared to deal with a variety of floor surfaces. A single 3-prong electrical outlet will be provided at the edge of each Presentation Area for your team's use.




B. **Forms:** Your team will need to bring copies of your completed Expense Report, Declaration of Independence, and Tournament Data Form to the tournament. (See Rules of the Road for the Expense Report and Declaration of Independence. The Tournament Data Form can be found at the end of this Challenge.)

C. **Team Identification Sign:** Your team will provide a freestanding sign displaying your team name, Team Number, school/organization, and level. The purpose of the sign is to identify your team to the Appraisers. (See Rules of the Road, Team Identification Sign.)

D. **Instant Challenge:** At a tournament, your team will solve one Instant Challenge in addition to showcasing your Team Challenge solution. Instant Challenges are kept secret until the day of the tournament. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.)

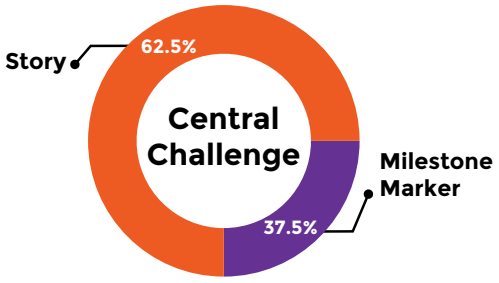
# V. SCORING

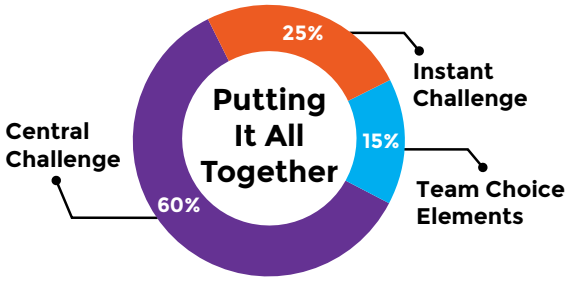
## The Central Challenge: Up to 240 Points

| A. Story (See Section II.A.) | Up to 150 |
|---|---|
| 1. **Creativity of the story about at least one character who is in a Race Against Time**<br>A story is more creative when there is novel development of the storyline and characters. | Up to 30 |
| 2. **Clear and effective storytelling**<br>This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand. | Up to 20 |
| 3. **Including at least one goal of the Project** | 0 or 10 |
| 4. **Integration of information about the Project timeline into the story** | Up to 20 |
| 5. **Integration of information about at least one Community Event into the story** | Up to 20 |
| 6. **Integration of the Project Evaluation into the story**<br>This includes how time impacted the Project. | Up to 20 |
| 7. **Thoroughness of Project information represented in the story** | Up to 30 |
| **B. Milestone Marker (See Section II.B.)** | **Up to 90** |
| 1. **Creative representation of time in the Milestone Marker** | Up to 15 |
| 2. **Each Milestone successfully shown and/or revealed by the Milestone Marker** | 0, 5, 10, or 15 |
| 3. **Integration of the Milestone Marker into the story** | Up to 20 |
| 4. **Technical Design of the Milestone Marker**<br>Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable. | Up to 20 |
| 5. **Technical Innovation of the Milestone Marker**<br>Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task. | Up to 20 |

## Team Choice Elements: Up to 60 Points

| C. Team Choice Element 1 (See Section III.) | Up to 30 |
|---|---|
| 1. **Creativity and originality** | Up to 10 |
| 2. **Quality, workmanship, or effort that is evident** | Up to 10 |
| 3. **Integration into the Presentation** | Up to 10 |
| **D. Team Choice Element 2 (See Section III.)** | **Up to 30** |
| 1. **Creativity and originality** | Up to 10 |
| 2. **Quality, workmanship, or effort that is evident** | Up to 10 |
| 3. **Integration into the Presentation** | Up to 10 |



# TOURNAMENT DATA FORM PAGE 1

## TEAM INFO

Team Name: _____ Team Number: ☐☐☐ - ☐☐☐☐☐

School/Organization: _____ Level: ☐EL ☐ML ☐SL ☐UL

**To our teams and Team Managers:**

Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill out this 3-page form completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

## PART ONE: REQUIRED PAPERWORK

At the tournament Presentation Site, the Prep Area Appraiser will ask for your team's completed forms. A checklist of the required forms is below. None of the forms listed below can be used as a scoring item. Your team needs:

### 6 copies
**Tournament Data Form Pages 1 and 2**
This is PAGE 1 of the form.

### 1 copy
**Tournament Data Form Page 3**
This page helps your team reflect on how you experienced the creative process.

### 2 copies
**Declaration of Independence**
Blank copies of this form can be found in Rules of the Road. Take one copy to your Team Challenge and the other to your Instant Challenge.

### 1 copy
**Expense Report**
This form can be found in Rules of the Road. Be sure to bring copies of your receipts in case you are asked for them. It is not necessary to attach your receipts to the form.

### 1 copy
**Team Clarifications**
Bring a copy of each Team Clarification issued to your team.

### Team Identification Sign
See Rules of the Road for more information.

### Published Clarifications
You need to be sure you are aware of any Published Clarifications for this Challenge available at DestinationImagination.org.

## PART TWO: BRIEF DESCRIPTION OF TEAM CHOICE ELEMENTS

**What is your Team Choice Element 1?** _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

**What is your Team Choice Element 2?** _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

# TOURNAMENT DATA FORM PAGE 2

## TEAM INFO

Team Name: _____ Team Number: ☐☐☐ - ☐☐☐☐☐

School/Organization: _____ Level: ☐EL ☐ML ☐SL ☐UL

## PART THREE: BRIEF DESCRIPTION OF SCORED ELEMENTS

This Challenge asks the team to supply the following information to help the Appraisers evaluate your solution. This is PAGE 2 of the form. Be sure to fill in all pages.

1. List the team-identified community and community need.
2. Briefly describe the Project goal(s).
3. Briefly describe your Project timeline and how information about the Project timeline is integrated into the Presentation.
4. Briefly describe your Community Event(s) and how information about the Community Event(s) is integrated into the Presentation.
5. Briefly describe your Project Evaluation and how time impacted the Project.
6. Briefly describe your story about at least one character who is in a Race Against Time.
7. Briefly describe how your Milestone Marker represents time. What Milestones will your Milestone Marker show and/or reveal? List at least 3 Milestones.
8. Briefly describe the Technical Methods used in your Milestone Marker.

# TOURNAMENT DATA FORM PAGE 3

**TEAM INFO**

Team Name: _____ Team Number: ☐☐☐ - ☐☐☐☐☐

School/Organization: _____ Level: ☐EL ☐ML ☐SL ☐UL

**PART FOUR: THE CREATIVE PROCESS**

Reflect on how your team experienced each stage of the creative process as you solved the Team Challenge.

1. **RECOGNIZE:** What process did your team go through in order to understand all the issues or points of the Challenge?

2. **IMAGINE:** How did your team use your imagination to explore new ideas about possible solutions to the Challenge?

3. **COLLABORATE AND INITIATE:** How did your team take risks and go beyond the minimum as you committed to a solution? How did your team work in a collaborative way?

4. **ASSESS:** How did your team assess your solution as it was being created?

5. **EVALUATE AND CELEBRATE:** Reflect on your experience. What did your team learn? How did your team celebrate your journey and accomplishments?

# IT'S ABOUT TIME

## SERVICE LEARNING

**Permission is hereby granted by Destination Imagination, Inc., owner of the copyright to this document, to _____ .**

The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.

By my participation in an event conducted by an Affiliate, Region, or other gathering related to Destination Imagination, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc., and their agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event. Destination Imagination, Inc. is a 501(c)(3) Nonprofit Education Organization. Copyright ©2019 by Destination Imagination, Inc. All rights reserved. Printed in the United States of America.

The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at Resources.DestinationImagination.org.

Destination Imagination, Inc. @IDODI @BoxAndBall BoxAndBall

DESTINATION IMAGINATION®