



# FIRST LOOK



# TEAM CHALLENGE

2019-20 Challenge Season



## TEAM CHALLENGE

From building a bridge to exploring photography to experimenting with sound effects, we have six new competitive 2019-20 Team Challenges that will inspire your team's journey through the creative process and enable your team members to acquire and practice the skills needed to succeed in school, careers, and beyond—all while having the best experience possible.



In Destination Imagination (DI), we believe that when an educational experience is fun and hands-on, students are empowered and excited to take their learning to the next level. DI does this through a project-based learning experience that applies the creative process across

six competitive Challenge types – Technical, Scientific, Engineering, Fine Arts, Improvisational, and Service Learning. Students form teams of up to seven members, select their preferred Challenge, and work together to develop their Challenge solution, gaining 21st

century skills, including creative and critical thinking, collaboration, and project management. Teams have the opportunity to showcase their innovative Challenge solutions at a tournament.

# Welcome to a brand new season of Destination Imagination!



## Getting Started

- 1** Purchase a Team Number at [ShopDI.org](https://ShopDI.org).
- 2** Log in to the Resource Area at [ShopDI.org](https://ShopDI.org). Click the “Teams” tab and then select “My Teams.” Click on your team to access your team’s page.
- 3** Click the “View Challenge Documents” button. A page with links to the Challenges will open in a new window. Preview each Challenge by clicking on the links.
- 4** Return to the “My Teams” page in the Resource Area and then select the Challenge your team plans to solve and later present at a DI tournament or showcase.
- 5** **Important:** Don’t forget to check the box to note your final Challenge selection!
- 6** Download important documents from the Resource Area, such as Rules of the Road for rules, procedures, and forms, as well as Roadmap for team meeting activities that aim to increase team success.
- 7** Register with your Affiliate to attend a tournament or showcase. You can find your Affiliate’s tournament dates at [DestinationImagination.org](https://DestinationImagination.org). Your Affiliate will contact you with registration information.



## Important

The information provided in this First Look document is a synopsis of each Challenge and is designed to help your team decide on which Challenge you would like to solve. Your team **MUST** download and read the full Challenge and Rules of the Road from the [Resource Area](#) in order to solve the Challenge successfully. Your team is strongly encouraged to read and use Roadmap as you create your Challenge solution.



**Our Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills.**



### Learning Outcomes

Technical Engineering & Design, Product Development, Theatrical Set Design, Effective Storytelling



### Invention

Throughout history, people all over the world have used their technical expertise and creativity to develop inventions designed to solve problems. Now, it's your team's turn! In this Challenge, your team will design and build an Invention that uses Technical Methods to solve a problem of your choice. You will use your Invention live during the Presentation to show how it solves the problem. What problem will your team choose to solve?



### Story

It took Edison more than 1,000 attempts to create a successful light bulb. The process of working through initial failures can result in the most creative and groundbreaking inventions. Present a story about how your Invention solves a problem, and be sure to include an Invention Artifact from the process of creating your Invention. Your story should also include a Flashback that shows something that happened in a time before the main story. What will be revealed when you flash back to the past?



### Impact Scenery

New inventions can change the world in many different ways. Sometimes they are fun and entertaining; other times they solve serious problems. They can change the world for just a few individuals or for many. What impact will your Invention have on the world? Your team will design and build scenery that uses Technical Methods from different Fields of Technology to demonstrate the impact of solving the problem.



### Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents by creating and presenting two Team Choice Elements.



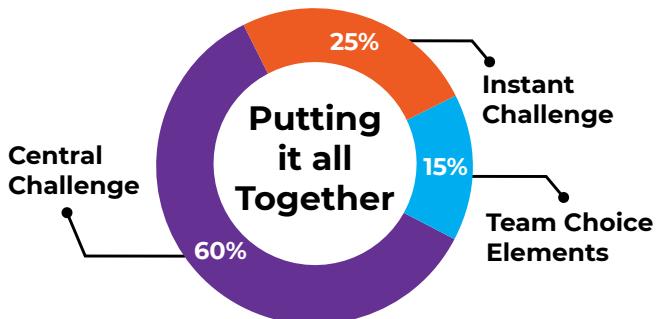
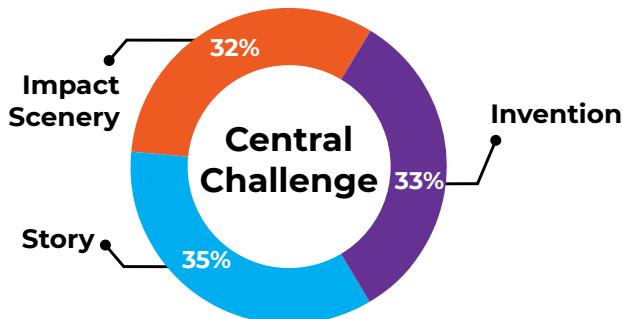
# Scoring Overview



## Important

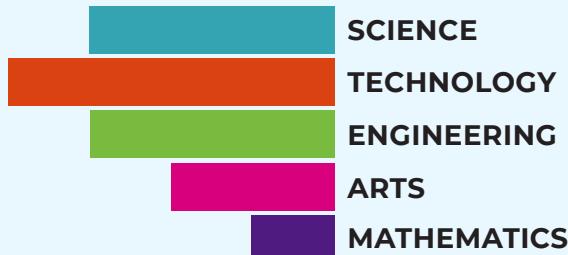
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge	Up to 240 Points
A. Invention	Up to 80
B. Story	Up to 85
C. Impact Scenery	Up to 75
Team Choice Elements	Up to 60 Points
D. Team Choice Element 1	Up to 30
E. Team Choice Element 2	Up to 30



## Technical Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





**Our Scientific Challenge blends  
the curiosity of scientific  
research with the creative  
expression of performance art.**



### **Learning Outcomes**

Ecology, Technical Engineering & Design, Theater Arts Skills, Effective Storytelling



### **Story**

What happens when a strange species arrives in a new habitat? How will it react to the new environment around it? What will happen to the habitat after the new species arrives? Create a story about a first encounter between an Outsider Species and a Habitat. Imagine the fascinating ways they might cause each other to transform. Bring your Habitat to life by presenting your story in Theater in the Round.



### **Outsider Species and Habitat**

The world is full of wondrous species and environments! With so much natural diversity, how will your team bring your Outsider Species and Habitat to life? Your team will choose one real species and one real habitat to portray in your Presentation. Be sure to integrate research about your chosen species and habitat into your story.



### **Outsider Species Morph and Habitat Morph**

When an unfamiliar Outsider Species arrives in a new Habitat, it may seem insignificant...at first. Then things begin to change. Changes can be good or bad, large or small, direct or indirect. They could happen in an instant or over time. Dramatically show how the Outsider Species changes as a result of its encounter with the new Habitat. Your team will use Technical Methods to show how the Habitat changes because of the first encounter. How the Outsider Species and the Habitat transform each other is up to you!



### **Team Choice Elements**

Your team will showcase your collective interests, skills, strengths, and talents by creating and presenting two Team Choice Elements.



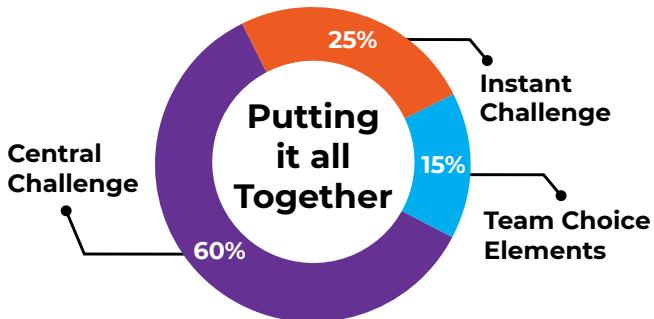
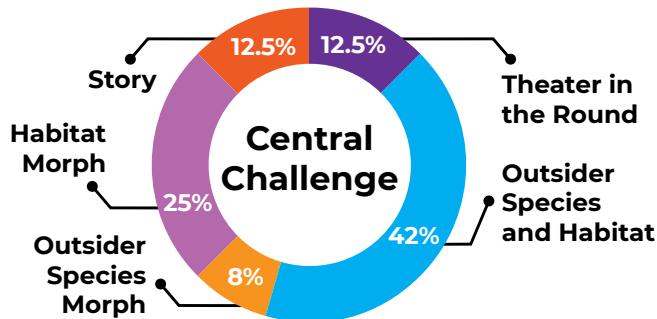
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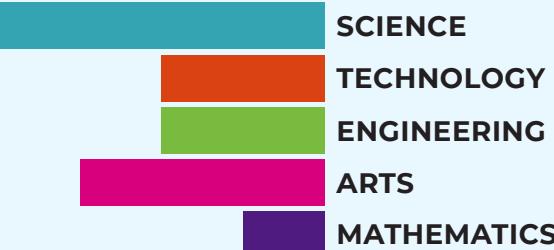
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge	Up to 240 Points
A. Story	Up to 30
B. Outsider Species and Habitat	Up to 100
C. Outsider Species Morph	Up to 20
D. Habitat Morph	Up to 60
E. Theater in the Round	Up to 30
Team Choice Elements	Up to 60 Points
F. Team Choice Element 1	Up to 30
G. Team Choice Element 2	Up to 30



## Scientific Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





**Our Engineering Challenge asks students to design, build, and test load-bearing structures created from specific materials.**



### **Learning Outcomes**

Construction Management, Structural Engineering, Technical Design, Effective Storytelling



### **Bridge**

It's time to bridge the gap! Your team will design a Bridge that will be assembled during your Presentation using Bridge parts made only out of Playing Cards and Duct Tape. How far will your Bridge reach and how strong will it be? Find out as you test your Bridge live during your Presentation!



### **Load Testing**

Can your Bridge survive a Load Test? During your Presentation, you will use Technical Methods to send a weight or set of weights across the Bridge. Will the Bridge survive the test or will it come falling down?



### **Story**

Whether stretching between people or places, bridges link things together. Your team will present an original story featuring an unexpected connection and its outcome. To help tell your story, you will design and build a Set Piece that uses Technical Methods to transition between two or more Settings. Where will your story take you?



### **Engineering Challenge Procedure**

Design and build a Bridge that will be assembled and then tested during your team's Presentation at the tournament. The Bridge must pass over a tournament-provided Barrier and span the distance between the Bridge Foundations. Your team will complete Load Test(s) during the Presentation to test the strength of the Bridge. Refer to the Challenge for more specifics and procedures.



### **Team Choice Elements**

Your team will showcase your collective interests, skills, strengths, and talents by creating and presenting two Team Choice Elements.



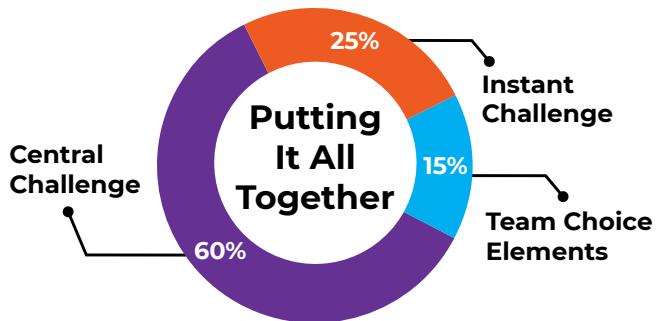
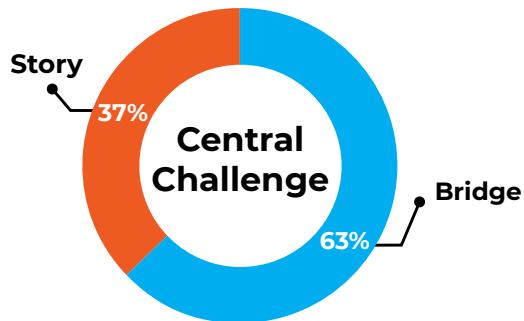
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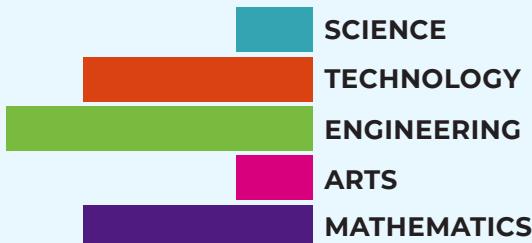
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge	Up to 240 Points
A. Bridge	Up to 150
B. Story	Up to 90
Team Choice Elements	Up to 60 Points
C. Team Choice Element 1	Up to 30
D. Team Choice Element 2	Up to 30



## Engineering Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





**Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, script writing, and prop design.**



### Learning Outcomes

Photography, Visual Arts Skills, Theater Arts Skills, Effective Storytelling



### Story

Photographs are more than just an image captured at a single moment in time. Photographs tell a story. But what can be seen in a photograph is only part of the story. This is your chance to tell the rest! Your team will select an existing, publicly available Photograph and create a story about the events leading up to, during, and/or after the moment the Photograph was taken.



### Snapshot

Whether it's an iconic news image, a framed print hanging in a gallery, or a social media selfie going viral, photographs are taken and shared across the globe. As part of your Presentation, your team will include a Snapshot moment where you theatrically recreate the team-selected Photograph.



### Unseen Character

What isn't visible in a photograph can be just as important as what is seen. Your story will include an Unseen Character who is not seen in the team-selected Photograph but still has an impact on what is shown in the image.



### New Development

Photography is all about perspective. We see only what the photographer shows us. But by using photographic techniques, the photographer can change the way we see the world in amazing and dramatic ways. Your team will produce a New Development that uses a Photographic Technique to change the perspective of one or more characters in the story.



### Team Choice Elements

Your team will showcase your collective interests, skills, strengths, and talents by creating and presenting two Team Choice Elements.



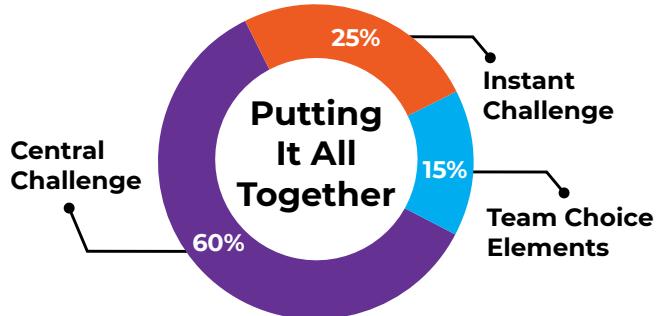
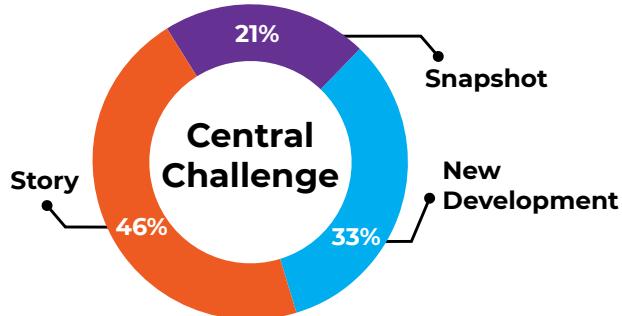
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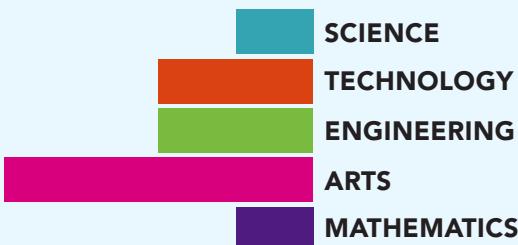
The following is an overview of how teams will be appraised at the tournament. Your team **MUST** download and read the full Challenge with the entire scoring information from the [Resource Area](#) in order to solve the Challenge successfully.

Central Challenge	Up to 240 Points
A. Story	Up to 110
B. Snapshot	Up to 50
C. New Development	Up to 80
Team Choice Elements	Up to 60 Points
D. Team Choice Element 1	Up to 30
E. Team Choice Element 2	Up to 30



## Fine Arts Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





**Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and produce skits right on the spot.**



## Learning Outcomes

Character Development, Improvisational Acting, Sound Design, Effective Storytelling



## Skit

Every story needs a hero, and every hero needs a villain. Your team will create an improvisational Skit that tells the story of a Hero, a Villain, and the powers they wield.



## Conundrum

Expect the unexpected! Who's in danger? What's been stolen? What mayhem has the Villain unleashed? A true hero must be ready for anything! You'll find out at the tournament what unexpected situation your Hero must attempt to overcome!



## Powers

Your Hero and Villain will each have a power. You'll research and explore your Villain's possible Superpowers before the tournament, and at the last minute, your Hero will get an Underwhelming Power, too! How will these powers help decide the fate of your story?



## Sound Effects

Wham! Pow! Whoosh! No superhero story is complete without sound effects. Your team will bring various materials to the tournament to produce sound effects that will help to bring your story to life.



## Improvisational Challenge Procedure

At the tournament, your team will randomly select the different Improv Elements. Most will be revealed to your team immediately prior to your team's Preparation time, but one will be a surprise uncovered along the way. More detailed information about the tournament procedure can be found in the Challenge.



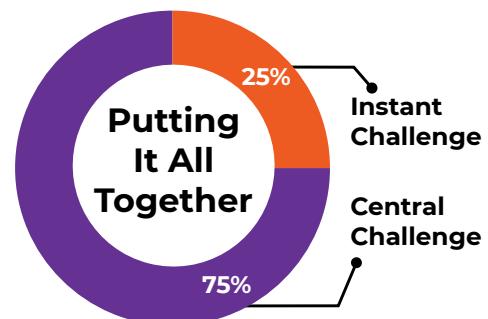
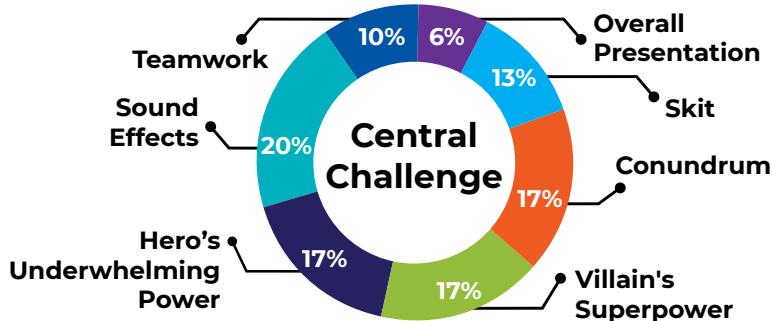
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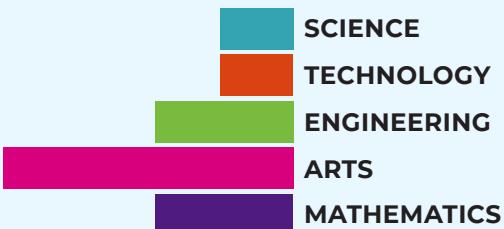
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Central Challenge	Up to 300 Points
A. Skit	Up to 40
B. Improv Element 1: Conundrum	Up to 50
C. Improv Element 2: Villain's Superpower	Up to 50
D. Improv Element 3: Hero's Underwhelming Power	Up to 50
E. Improv Element 4: Sound Effects	Up to 60
F. Teamwork	Up to 30
G. Overall Presentation	Up to 20



## Improvisational Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.





**Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues.**



## Learning Outcomes

Social Entrepreneurship, Project Management, Technical Design, Effective Storytelling



## Project

Going out and saving the world is no small feat. It takes time, passion, and dedicated work. In this Challenge, you and your team will identify a community need and then plan and execute a Project that will address the need.



## Theatrical Presentation

Your team's Project made a difference in your chosen community. Now it's your chance to share the impact of your Project with the world! In your live Presentation, your team will theatrically present the Project in a dramatically effective way. It's showtime!



## Project Timeline

Time flies when you are having fun, but also zooms by when you need more. Your team will create a Project Timeline and then share details about at least three Milestones for your Project. What important tasks or events were a part of the success of your Project? Remember, timing is everything!



## Story

Time is running out! Your team will create a story about one or more characters who are in a Race Against Time. What can your characters accomplish before time runs out?



## Milestone Marker

Time trackers come in all shapes, sizes, and designs. Your team will design and create a device that uses Technical Methods to represent time and to show and/or reveal information about three Project Milestones during your Presentation. Minutes, hours, days...How will you mark the passage of time?



## Project Evaluation

Setting Project goals and having a solid plan in place is important. However, things do not always work according to plan. It is valuable to reflect on the different parts of the Project and think about what worked well and what could be improved. Your team will create a thorough Project Evaluation and integrate it into your theatrical Presentation. Your Project Evaluation should include how time impacted the outcome of your Project.



## Team Choice Elements

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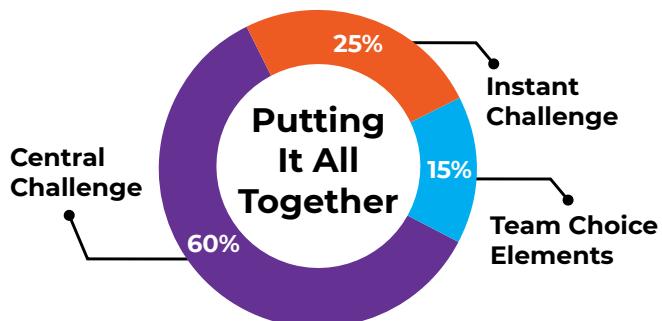
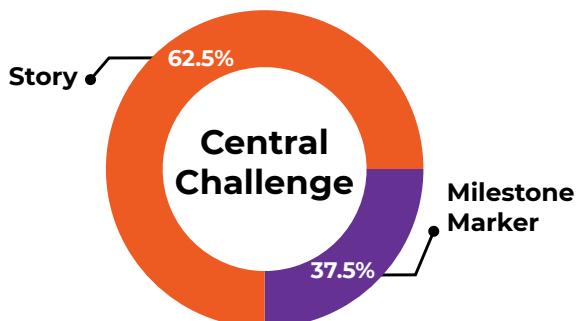
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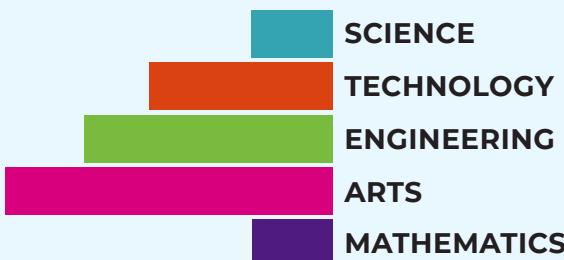
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Central Challenge	Up to 240 Points
A. Story	Up to 150
B. Milestone Marker	Up to 90
Team Choice Elements	Up to 60 Points
C. Team Choice Element 1	Up to 30
D. Team Choice Element 2	Up to 30



## Service Learning Challenge STEAM Breakdown

These outcomes will vary depending on each team's Challenge solution.



# FIRST LOOK



## TEAM CHALLENGE

### 2019-20 Challenge Season



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