



**DESTINATION  
IMAGINATION®**



**TEXAS**

## GULF COAST REGION

### Why Do DI?

Learn the creative process from  
Imagination to Innovation.

**Imagine  
Create  
Perform**

How Do I Do DI  
in CFISD?

Look inside!

The Destination Imagination program is a fun, hands-on system of learning that fosters students' creativity, courage and curiosity through open-ended academic Challenges in the fields of STEM - science, technology, engineering and mathematics - fine arts, and service learning. Participants learn patience, flexibility, persistence, ethics, respect for others and their ideas, and the collaborative problem-solving process. Students use the creative process to turn their ideas into reality and learn invaluable skills:

- Creative & Critical Thinking
- Team Building
- Problem Solving
- Risk Taking
- Project Management
- Perseverance
- Self-confidence

**Join a team  
TODAY!**



**“If every student had opportunities such as these made possible through DI, our children would undoubtedly be future-ready!”**

**Helen Soule, Partnership for 21st Century Learning**

Destination Imagination is an educational program where student teams solve open-ended challenges and present their solutions at tournaments. Teams in Destination Imagination learn higher-order thinking and improve in creative thinking, critical thinking and collaborative problem solving. Participants learn and experience the creative process, develop new friendships, and learn to work together.

There are six new 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, Engineering, Fine Arts, Improvisational, and Service Learning. There is also a non-competitive Early Learning Challenge that allows our youngest team members to begin to develop their social and problem-solving skills.

Researchers from the University of Virginia’s Curry School of Education conducted an independent research evaluation of the DI program. Among other findings, the researchers reported, “Students who participated in the activities and tournaments provided by DI outperformed comparable students who had not participated in DI on assessments measuring creative thinking, critical thinking, and collaborative problem solving.

Visit [DestinationImagination.org](http://DestinationImagination.org) to watch participant testimonials and educator interviews.

**Contact your campus Destination Imagination Liaison to learn more about forming or joining a team.**

# 2022-2023 Challenge Previews



## TECHNICAL CHALLENGE

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills. Who doesn't love a good puzzle? Your team will explore the thrill of finding that crucial piece or clue that brings the whole thing together. Puzzle it out in this season's Technical Challenge!

### Piece by Piece

- Design and create a puzzle that will be assembled during the Presentation.
- Design and build 2 puzzle solvers that use technical methods to assemble the puzzle.
- Create and present a story about how a character's understanding changes at a pivotal moment.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



## SCIENTIFIC CHALLENGE

Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art. Have you ever heard a story that seemed too amazing to be true? In this season's Scientific Challenge, your team will show how science can be used to put the impossible to the test. Is the story fact, or is it just a tall tale?

### Far-Fetched

- Present a team-created story in the style of a tall tale.
- Include an exaggerated character with a hyperbolic trait.
- Design and build a theatrical embellishment that enhances the hyperbolic trait.
- Present a scientific analysis to determine whether or not the exaggerated character could actually exhibit the hyperbolic trait(s) as described in the tall tale.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



## FINE ARTS CHALLENGE

Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, script writing, and prop design. Sometimes the story you know isn't the whole story. Explore what happens when the focus of a story changes. It's time to put your own twist on a well-known tale in this season's Fine Arts Challenge!

### Flip the Script

- Create and present a flipped tale that is inspired by a well-known story but focuses on a new main character.
- Research literary devices and integrate one into the Presentation.
- Use theatrical techniques to move the audience's focus from one portion of the Presentation Area to another.
- Design and build a piece of scenery that goes through a scenery flip.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



## SERVICE LEARNING

Our Service Learning

Challenge is designed to engage students in public service that addresses real-life community issues. It takes a lot to make the world a better place. You've put it all on the line—will it pay off? The clock ticks and the pressure builds in this season's Service Learning Challenge.

### High Stakes

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a suspenseful story about a high-stakes situation.
- Include a slow-motion scene that is enhanced by a special effect.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



## ENGINEERING

Our Engineering Challenge asks students to explore and apply engineering skills and tools to design and build solutions to specific applications. Zooom, whoosh, weeeee! Design and test your very own roller coaster, complete with unexpected twists and turns. Join us for a wild ride as you explore this season's Engineering Challenge!

### Thrill Ride

- Design and build a roller coaster that will be assembled and then tested during the Presentation.
- Design and create a launching mechanism that starts moving a golf ball along the roller coaster track.
- Test how far and how fast the golf ball can travel through the roller coaster.
- Create a Presentation that shows what the riders would experience when riding the roller coaster.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



## IMPROVISATIONAL

Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and quickly produce skits. We all love to root for an underdog. In this season's Improvisational Challenge, your team will use your improv skills to tell a story about an unlikely hero who rises to a challenge. Will they emerge victorious, or will they crumble under the pressure?

### Showdown

- Create and present an improvisational skit about an Underdog preparing for and/or participating in a competition.
- Incorporate an expert into the skit.
- Integrate a complication into the skit.
- Enhance the skit with trash bags and rubber bands.



## EARLY LEARNING / RISING STARS®

The Rising Stars for Early Learners Challenge offers simple experiences with the creative process and provides younger kids (1st and 2nd grade) a place to work together and make new friends. Music can bring a story to life. Unleash your inner musician as you create your own instruments and use music to tell a story about friends going on a fantastic adventure. This season's Early Learning Challenge will be music to your ears!

### Play On

- Create and present a play about a group of friends going on a fantastic adventure together.
- Include a musical character.
- Create musical instruments and use them to perform a song.
- Create costumes, props, and scenery to help tell the story.



### INSTANT CHALLENGE

Instant Challenges require teams to engage in quick, creative and critical thinking.

- In a world with growing cultural connections, increased levels and types of communication, and a new need for real-time teamwork and problem solving, the ability to solve problems quickly is becoming increasingly critical.
- Each team will be asked to solve an Instant Challenge for their DI tournament. The team must think on their feet by applying appropriate skills to produce a solution in a short period of time.
- Instant Challenges are performance-based, task-based, or a combination of the two. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential until it is time for teams to solve them.

### Grade and Age Requirements

**EARLY LEARNING/RISING STARS®:** 1st - 2nd grade

**ELEMENTARY LEVEL:** 3rd - 5th Grade or no student born before June 15, 2011

**MIDDLE LEVEL:** 6th-8th Grade or no student born before June 15, 2008

**SECONDARY LEVEL:** 9th-12th Grade or no student born before June 15, 2004

# How Do I Do DI in CFISD?

## Team Organization

1. A DI team is comprised of 2-7 currently enrolled CFISD students.  
\*NOTE-Rising Stars teams are required to include 5-7 students.
2. Team members can come from different grade levels, grades 1-12.
3. A parent must supervise the team and assume the role of Team Manager.
4. A campus staff member may serve as the Team Manager if no parent is available.
5. The Team Manager must obtain and complete an Authorization to Purchase a Team form, obtain the required administrator's signature, and submit it at [bit.ly/DIteamform](https://bit.ly/DIteamform) by **October 7, 2022**. All teams must follow the rules of both the competition and local, state, and national authorities in terms of health and safety protocols.
6. Needs for any materials must be handled by the team itself. The district cannot provide these resources.
7. The Team Manager should attend all required Team Manager training sessions.
8. After submitting the authorization form and receiving a team number, the Team Manager must register the team with Destination Imagination at [www.RegisterYourTeam.org](http://www.RegisterYourTeam.org) and comply with DI background check requirements.

## CFISD Responsibilities

1. The district will purchase one team manager background check and team number for each team to participate in the in-person competition (Digital Open not applicable).
2. The district will provide access to training sessions for Team Managers.
3. The district will pay the regional tournament registration fee for traditional teams.

## Student and Parent Responsibilities

1. Team members must pass all classes to participate.
2. Parents ensure that team members safely participate in all team practices.
3. Parents support the Team Manager's needs and requests for team practices.
4. Parents acquire materials for costumes, props, scenery for Challenge solution.
5. Parents provide snacks and materials at practices.

## Additional Assistance for Teams earning Advancement based on Prior Tournament Performance

1. The district will pay the registration fee for state and global tournaments only for teams who earn advancement to these tournaments based on their performance at the previous level's tournament.
2. The district **may** provide some financial assistance to offset **some** qualifying lodging expenses at in-person affiliate (state) and global tournaments.

NOTE: Specific requirements regarding receipts, documentation, and occupancy will be shared with teams prior to registration deadlines for these advanced tournaments.

For additional information, contact [Michele.Krimsky@cfisd.net](mailto:Michele.Krimsky@cfisd.net)

These policies are subject to change in response to modifications to the program or tournament design made by Destination Imagination, TexasDI (Lone Star Finals), or Gulf Coast Regional Destination Imagination.