

# Centerville DI 2018-19



## WHAT IS DI?

Destination Imagination® is an educational program in which student teams solve open-ended Challenges and present their solutions at Tournaments. It is the largest Creative Problem Solving program of its kind. The Centerville DI program is a school and community-based program run by volunteers, parents and Centerville City School employees for over 25 years! The goal of our program is to provide opportunities for kids to explore and discover unlimited creative potential through teamwork, cooperation, and mutual respect.

## WHAT ARE DI TEAMS LIKE? WHO LEADS THEM? HOW OFTEN DO THEY MEET?

DI teams consist of up to 7 members from the same school building (not necessarily the same grade) and are led by a trained volunteer who serves as the Team Manager. A team's meeting schedule is up to the team and the Team Manager. There is no set time or place for a DI team to meet. Meetings may be held in a room at the team's school (with principal permission) or at the Team Manager's house - whatever works for the team! You do need to make a thoughtful commitment to DI. Once a team reaches seven members, a member may not be replaced if s/he drops out.

## HOW ARE TEAMS FORMED?

Placement Workshops are held at PVN, PVS, all elementary schools, and all middle schools. High School students form teams on their own and then find a Team Manager. *Placement Workshops* are an opportunity for Team Managers to look for compatibility, range of interests, skill sets, and availability of potential DI team members. These workshops are not tryouts, popularity contests, or an attempt to build a super team. Challenges are given to students to see how they approach the problem presented. The number of teams competing from each school depends entirely on the number of Team Managers who volunteer. Team Managers will contact the students to inform them of their team placement. The DI contract must be signed and received before a student meets with a team.

## HOW MUCH TIME DOES IT TAKE?

The DI season begins in October and culminates at Regional Tournament in early March. For qualifying teams in grades 3-12, the State Tournament is in late March and Global Finals occur in late-May. The time commitment during the season really depends upon member dedication, member and Team Manager availability, the DI challenge, the level of experience, and age. Most teams meet at least once per week throughout the early DI season, with more meetings in January, February, and March. You are expected to attend all practices, the dress rehearsal and tournament(s).

## HOW MUCH DOES DI COST?

The participation fee for Centerville DI is \$120 for competitive challenges or \$95 for Rising Stars with a \$290 family max. This fee includes Centerville Schools' pay-to-participate fee, a DI t-shirt, a DI team picture, registration fees for Regional Tournament, DISSERT Banquet, administrative costs, and support of State and Global Tournaments. If a team advances to State or Global Tournaments, costs will be greater. Centerville DI wants every child to have an opportunity to participate. Fundraising activities are available for teams or families.

## FOR MORE INFORMATION:

If you would like more information on the Destination Imagination program, please visit [WWW.CENTERVILLEDI.COM](http://WWW.CENTERVILLEDI.COM) or [WWW.IDODI.ORG](http://WWW.IDODI.ORG).



## Team Challenges:

### Technical: ON TARGET

- Design and build an aircraft that takes off, flies, and lands
- Design the aircraft to deliver a team-created payload
- Create and present a story about one or more characters exploring a remote place

### Scientific: MEDICAL MYSTERY

- Research the human body and medical conditions that affect the human body
- Create and present a story about a medical mystery that affects a human character
- Design and build a representation that shows the medical mystery and at least one symptom
- Present an action or scene that is shown from two or more perspectives at the same time

### Fine Arts: GAME ON

- Create and present a story that integrates research of a team-selected game
- Create and present a game gizmo that causes an action or event to occur
- Design and create a container that goes through a transformation

### Improvisational: HEADS UP

- Research historical figures found on coins from around the world
- Create and present an improvisational skit that includes the historical figures in a tale
- Integrate an event that has an impact on the tale
- Present the skit in two parts, changing between comedy and tragedy
- Present the skit in two styles, changing from verbal to nonverbal

### Engineering: MONSTER EFFECTS

- Design and build a structure that can support weight without breaking
- Test the structure by placing and removing weights
- Create and present a story in which the sudden appearance of a monster has surprising results
- Design and create a special effect to enhance the sudden appearance of the monster

### Service Learning: ESCAPE ARTISTS

- Identify, design, and carry out a project that addresses a need in a real community
- Create and present a story that builds suspense about characters who attempt an escape
- Integrate information about the project through clues that help the characters attempt to escape

### Early Learning: POP UP

- Explore fiction and nonfiction stories
- Create and present a story that combines elements of both fiction and nonfiction
- Design and build a technical device
- Create an interactive, life-size pop-up book to help tell the story
- Integrate a randomly selected item into the story