A Glimpse into the World of “DI”

**Program Overview**

*Destination ImagiNation is a community-based, school-friendly program that builds participants’ creativity, problem solving, and teamwork in enjoyable and meaningful ways. The goals of Destination ImagiNation are for participants to:*

**Educational Goals of the Program**

* Foster **creative and critical thinking**.
* Learn and apply **Creative Problem Solving** method and tools.
* Develop **teamwork, collaboration, and leadership skills**.
* Nurture **research and inquiry skills**, involving both creative exploration and attention to detail.
* Enhance and apply **written and verbal communication and presentation skills** (both impromptu and sustained).
* Promote the recognition, use, and development of many and varied strengths and talents.
* Encourage competence in, enthusiasm for, and commitment to **real-life problem solving.**

**Methods**

* Work on teams of up to 7 members over the course of several months.
* No Interference is allowed from anyone outside of the team.
* Adult Team Managers act as facilitators to a team.
* Creativity is appreciated by *Team* and *Instant Challenges* that are open ended.
* *Team Choice Elements* promote individual and team strengths.
* *Instant Challenges* engage participants in rapid-fire critical thinking.
* *Team Challenges* engage participants in sustained problem solving.

**Assessment**

* Tournaments are a celebration of what the team HAS accomplished and the PROCESS learned.
* Solutions are evaluated and Reward Points are a component of *Instant* and *Team Challenges.*
* Appraisers are trained to reward the PROCESS that the team has experienced.
* *Tournament Data Forms* provide opportunity for teams to culminate their experience.
* Special Awards are given for exceptional creativity, teamwork and innovation.

**2 Components of the DI® Program**

*The Destination ImagiNation program asks teams to creatively solve two different kinds of Challenges****,*** *each with its own purpose and educational focus. The two Challenges, or components, are called the* ***Team Challenge*** *and the* ***Instant******Challenge.*** *Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call “Appraisers.”*

**#1: Team/Central Challenge**

* Teams choose from seven *Team Challenge*s (six competitive Challenges and one Rising Stars!® non-competitive Challenge). Each team chooses one Challenge to solve.
	+ The Destination ImagiNation *Team Challenge* is a Challenge teams work on over a long period of time, usually several months.
* Educational Focus of *Central Challenge*: The project undertaken by the team is academically based and focuses on one or more of the following areas: Technical/Mechanical Design, Structural/Architectural Design, Science, Theatrical/Literary/Fine Arts Elements, Community Service and Improvisational Techniques.
* Each of the six competitive *Central Challenge*s involves a research component.
* One or more of the six competitive *Central Challenge*s involves an improvisational component.
* One or more of the *Central Challenges* involves an international and/or intercultural theme.
	+ All of the challenges, except for the Improvisational challenge, incorporates Team Choice Elements. This element highlights team members unique talents and strengths.

**#2: Instant Challenge**

* The Destination ImagiNation *Instant Challenge* is a Challenge that teams are asked to solve in a very short period of time at their Tournament, without knowing ahead of time what the Challenge will be.
* Purpose: To put the team’s creative problem solving abilities, creativity and teamwork to the test in a short, time-driven Challenge.
* Educational Focus of *Instant Challenge*: The team’s use of creative problem solving strategies, assessment and use of available materials, and teamwork under tight time constraints.
* Encourages teams to develop creative problem solving and time management strategies, performance and improvisational techniques.
* Develops the ability to quickly assess the properties of provided materials, and learn how to creatively manipulate materials for a unique solution.

To learn more, visit the DI site at: www.idodi.org