

CIS is excited to announce the new DI year has begun! Destination Imagination (DI) will be occurring at the same time as after school activities. If your child is interested in participating in DI this year please keep some afternoons free from clubs to allow them to participate. We will be encouraging Team managers to choose, Tuesday, Thursday or Friday to hold their meetings, however the final decision is up to the teams. There will be **DI Instant Challenge Workshops the 1<sup>st</sup> school Friday of every month.** Please think of DI as an “academic” sport with 1-3 hours of time commitment a week. This year’s new challenges are below!



Each year there are new and creative challenges in the area of **STEM, Improv, Visual Arts, Early Learning,** and **Service Learning.** Each Challenge is open-ended and enables student teams to learn and experience the creative process from imagination to innovation. Teams may contain up to 7 children, and requires an adult Team Manager.



If you are interested in learning more about Destination Imagination stop by our booth at the Elementary Parent Evening Tuesday August 29<sup>th</sup> and the High School Parent evening on Thursday August 31<sup>st</sup>. Also, there will be **Student TRY DI session Friday September 1<sup>st</sup> in the MPR from 3:30-5:00.** (K-2 2:15-3:00 and 3:15 for Gd 3-HS). During this time students will be given an overview of the process, and participate in some sample DI challenges. We will have a **Parents information session Night Thursday September 7<sup>th</sup> from 6:30 to 7:30pm in the MPR.** Hope to see you there.

For more information on Destination Imagination check out our Cayman website [www.DIcayman.org](http://www.DIcayman.org) or email Ms. Krista [krista.finch@cayintschool.ky](mailto:krista.finch@cayintschool.ky)

## CHALLENGE OVERVIEWS

2017 - 2018



TECHNICAL

- LEARNING OUTCOMES** Technical Engineering & Design / Navigation Systems / Transportation Systems / Effective Storytelling
- Design and build a device to navigate a tournament-provided maze.
  - Design and build a prop that transforms in the maze.
  - Design and build a way to remove an object from the maze.
  - Create and present a story about a journey through the maze.
  - Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



SCIENTIFIC

- LEARNING OUTCOMES** Science & Technology / Technical Engineering & Design / Visual & Sound Design / Effective Storytelling
- Explore scientific concepts used in amusement park attractions.
  - Design and build an attraction that uses scientific concepts during its operation.
  - Create and present a story that features the attraction operating in an unlikely location.
  - Portray the unlikely location using sights and sounds.
  - Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



ENGINEERING

- LEARNING OUTCOMES** Impact Force Research / Technical Design Process / Architectural Design / Structural Engineering / Effective Storytelling
- Design, build and test a freestanding structure that can withstand impacts from dropped weights.
  - Tell a story about a sudden event with dramatic impact.
  - Design and create a visible or audible depiction of the story's sudden event.
  - Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



FINE ARTS

- LEARNING OUTCOMES** Theater Arts Skills / Musical & Lyrical Composition / Production Techniques / Scenic Design
- Create and present a musical that includes a change in plans.
  - Include music and lyrics that enhance the storytelling.
  - Create and present a spectacle as part of the musical.
  - Design and integrate a set change into the musical.
  - Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

## CHALLENGE OVERVIEWS

2017 - 2018



IMPROVISATIONAL

- LEARNING OUTCOMES** Cultural Competency / Improvisational Acting / Character Development / Effective Storytelling
- Research different cultures and famous explorers.
  - Create and present an improvisational skit about a quest to return a lost cultural treasure to its owner.
  - Integrate two explorers and a prop into the quest.
  - Show how characters work together to overcome a setback.



SERVICE LEARNING

- LEARNING OUTCOMES** Social Entrepreneurship / Graphic Art Design / Theatrical Set & Prop Design / Effective Storytelling
- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
  - Create a live presentation that highlights the project and the impact it made on the community.
  - Create infographics that include information about the project.
  - Create a storage device that transforms as the story of the project unfolds.
  - Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



EARLY LEARNING

- LEARNING OUTCOMES** Cultural Competency / Compare & Contrast / Engineering & Design / Effective Storytelling
- Explore how children of different cultures live, learn and play.
  - Create and present a play that tells a story about 2 different cultures.
  - Present similarities and differences between the 2 cultures.
  - Design and build a prop that will transform and be used in 2 different ways.
  - Create costumes and scenery to help tell the story.



INSTANT CHALLENGE

- Instant Challenges require teams to engage in quick, creative and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it. The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes. 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 the day of the tournament.