DESTINATION IMAGINATION

FIRST LOOK

TEAM CHALLENGES

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TEAM CHALLENGES

TABLE OF CONTENTS

**Engineering & Improvisational Challenge summaries
will be released in early November.**

THE NEXT LEVEL
TECHNICAL

IN THEORY
SCIENTIFIC

EPIC REMIX
FINE ARTS

PROJECT PODCAST
SERVICE LEARNING

INTRODUCTION

Grab your camera or phone and get ready to activate your creativity and innovation, even if you and your team have to work remotely! Our 2020-21 Team Challenges will inspire your team's journey through the creative process and enable you to acquire and practice the skills needed to succeed in school, careers, and beyond—all while having a fun, exciting experience.

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 our competitive Challenges —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 share their innovative Challenge solutions during a Destination Imagination tournament.

Important

The following is an overview of the requirements and scoring for each competitive Team Challenge. 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.

THE NEXT LEVEL
TECHNICAL

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

Learning Outcomes

Video Game Design, Video Production, Effective Storytelling, Technical Design and Innovation

Video Game

People all over the world enjoy video games. Video games allow us to laugh, learn, and compete. Video games let us pretend to be different characters while visiting other worlds. Now it's your turn to use your ingenuity and creativity to create your own video game adventure! Your team will get to design the characters, including one Adventurer with a Special Ability who is on a quest for the Ultimate Prize.

Tool

From armor, coins, capes, and costumes to mounts and secret passageways, video games require tools to help you on your journey. Your Adventurer will collect items that will be used to create a tool that helps them on their quest.

Adventurer's Special Ability

Sometimes you need something extra to overcome the obstacles in your path. Your Adventurer will need a Special Ability in the Video Game. You will demonstrate your technical design and innovation skills to portray the Adventurer's special ability that will aid in the quest.

Portrayal of the Video Game

Art and cinematic techniques allow the gamer to feel like they are part of the world in a video game. Video game designers use their imaginations to bring fantastic worlds to life! Your team will bring your own world to life by using cinematic, artistic, and/or theatrical techniques.

Team Choice Elements

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

THE NEXT LEVEL
TECHNICAL

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. Video Game	Up to 110
B. Tool	Up to 80
C. Portrayal of the Video Game	Up to 50
Team Choice Elements	**Up to 60 Points**
D. Team Choice Element 1	Up to 30
E. Team Choice Element 2	Up to 30

Central Challenge

46%	33%	21%
Video Game	Tool	Portrayal of the Video Game

Putting It All Together

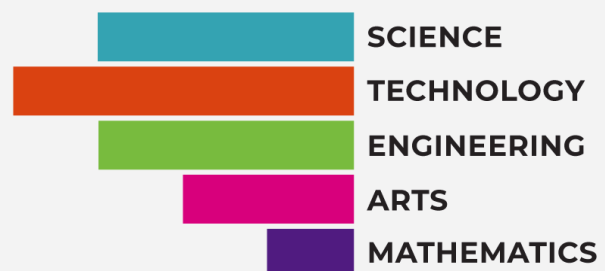| 25%	60%	15%
Instant Challenge	Central Challenge	Team Choice Elements

Technical Challenge STEAM Breakdown

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

SCIENCE
TECHNOLOGY
ENGINEERING
ARTS
MATHEMATICS

IN THEORY
SCIENTIFIC

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

Learning Outcomes

Scientific Laws, Documentary Filmmaking, Technical Design and Innovation, Effective Storytelling

Story

Scientific laws are unbreakable, right? But what would happen if they *could* be broken? Your team will tell a story about what happens when a scientific law is bent or broken. An Expert and a Witness will react to the phenomenon.

Scientific Law

What are scientific laws and how do they affect our universe? Your team will research scientific laws to see how they work, and then decide what could happen if they didn't work. Using technical design and innovation, amaze an audience with how a scientific law works and what happens if that law is broken or bent.

Documentary Film

Documentaries can offer fascinating and entertaining insights into how others think about a topic or event. Your team will use documentary film techniques to create your Video Presentation about what happens when a scientific law is bent or broken.

Team Choice Elements

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

IN THEORY SCIENTIFIC
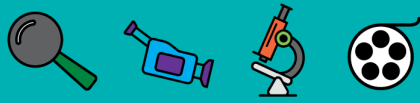
SCORING OVERVIEW

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. Story	Up to 80
B. Scientific Law	Up to 100
C. Documentary Film	Up to 60
Team Choice Elements	Up to 60 Points
D. Team Choice Element 1	Up to 30
E. Team Choice Element 2	Up to 30

Central Challenge

33%	42%	25%
Story	Scientific Law	Documentary Film

Putting It All Together

25%	60%	15%
Instant Challenge	Central Challenge	Team Choice Elements

Scientific Challenge STEAM Breakdown

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

SCIENCE

TECHNOLOGY

ENGINEERING

ARTS

MATHEMATICS
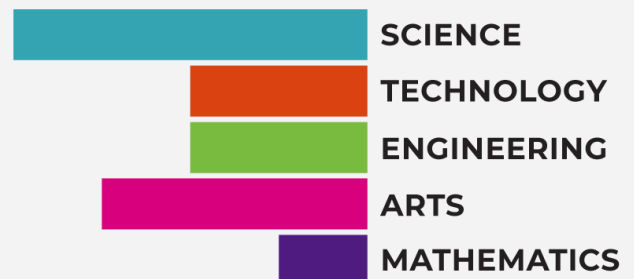
EPIC REMIX
FINE ARTS

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

Learning Outcomes

Music, Lyrics, Video Production Techniques, Interpreting Literature, Effective Storytelling, Costume Design

Music Video

Music and Lyrics can be powerful communication tools. Music can be used to convey emotions and Lyrics can be used to convey details. What happens when Music and Lyrics are used to tell a story? Use your creativity to produce your very own Music Video that uses team-created Music and Lyrics to tell a story.

Story

Literature allows us to travel to other realms, times, and cultures. Through your Music Video, your team will bring a piece of Literature to life in a brand new way. What adventures await?

Costume

From masks to robes to silly hats, costumes help define a character. The shapes, colors, and textures of a costume's design can make a character truly memorable. Use your costume design skills to create a Costume for one character in your Music Video.

Production Techniques

Production Techniques are used in music videos to make a story more exciting or meaningful. Your team will research Production Techniques and use at least 3 to enhance your team-created Music Video.

Team Choice Elements

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

EPIC REMIX
FINE ARTS
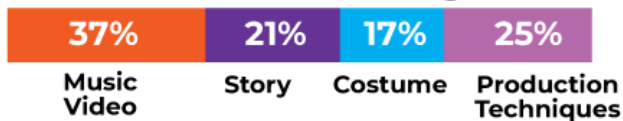
SCORING OVERVIEW

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. Music Video	Up to 90
B. Story	Up to 50
C. Costume	Up to 40
D. Production Techniques	Up to 60
Team Choice Elements	**Up to 60 Points**
E. Team Choice Element 1	Up to 30
F. Team Choice Element 2	Up to 30

Central Challenge

37%	21%	17%	25%
Music Video	Story	Costume	Production Techniques

Putting It All Together

25%	60%	15%
Instant Challenge	Central Challenge	Team Choice Elements

Fine Arts Challenge
STEAM Breakdown

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

- SCIENCE
- TECHNOLOGY
- ENGINEERING
- ARTS
- MATHEMATICS
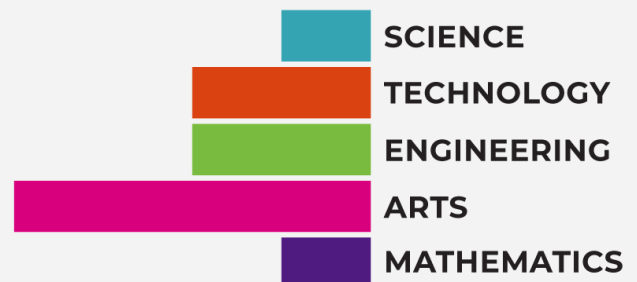
PROJECT PODCAST
SERVICE LEARNING

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

Learning Outcomes

Social Entrepreneurship, Project Management, Video Production Techniques, Podcast Creation, Effective Storytelling

Project

Making a difference in your community takes hard work, dedication, and compassion. In this Challenge, you and your team will choose a need in a community and plan, develop, and execute a Project to address that need.

Video Presentation

Share your team's Project and its goals with others! Your team will create a Video Presentation in the style of a Podcast that shares information about your team's Project. Don't forget to include a Commercial break!

Podcast

Podcasts can be a perfect way to broadcast your enthusiasm for your community need and Project. Your team will tell a story in a team-created Podcast that includes a Cliffhanger and a Quirky Character.

Commercial

And now, a commercial break! Commercials can share information, bring you to tears, or just make you laugh. Your Commercial will make an Outrageous Claim and be presented between two parts of your Podcast.

Project Evaluation

Your project should make a difference in your community. Your team will create a goal for your project and then evaluate the results of your Project. Integrate the results of your project into your Video Presentation to share how your team made a difference!

Team Choice Elements

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

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. Video Presentation	Up to 80
B. Podcast	Up to 120
C. Commercial	Up to 40
Team Choice Elements	**Up to 60 Points**
D. Team Choice Element 1	Up to 30
E. Team Choice Element 2	Up to 30

Central Challenge

33%	50%	17%
Video Presentation	Podcast	Commercial

Putting It All Together

25%	60%	15%
Instant Challenge	Central Challenge	Team Choice Elements

Service Learning Challenge STEAM Breakdown

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

SCIENCE
TECHNOLOGY
ENGINEERING
ARTS
MATHEMATICS