Destination Imagination Team Challenges are designed as a fun and engaging system of learning. Each Challenge participant will gain knowledge and experience in areas including creative and critical thinking, project management, team building, conflict resolution, STEM, perseverance, and a completion mindset—the very skills needed to thrive in any chosen career.

Instant Challenge accounts for 25% of a team’s overall score at tournaments. But no one starts off being an Instant Challenge genius. For many, the ability to think critically and creatively in a short period of time takes a lot of practice. Our Roadmap resource includes a variety of Instant Challenges for teams to practice in order to improve their mental agility, intuition, creativity and critical thinking skills.
1 ADULT TEAM MANAGER
+ 2 TO 7 TEAM MEMBERS = DESTINATION IMAGINATION TEAM
The adult Team Manager must be 18 years old or older. Learn more in the Rules of the Road book.

Rising Stars!
Preschool through 2nd grade.

Elementary Level (EL):
Kindergarten-5th Grade. No student born before June 15, 2004

Middle Level (ML):
6th-8th Grade. No student born before June 15, 2001

Secondary Level (SL):
9th-12th Grade. No student born before June 15, 1997

College & University Level:
Full-time, post-secondary students enrolled in college, university, trade, or technical school or in the military. College-bound high school seniors who are taking accredited courses offered by a college or university that will qualify for course credit when entering higher education.

There is a multiple intelligence survey in Roadmap that will help team members identify their unique strengths. Have the team take the Individual Specialties Inventory Survey in the Roadmap book (page 24) to learn more about each other.

The Rules of the Road contains all of the rules, procedures and some of the forms that are required to participate in the Challenge program at a tournament. It is very important for every team to review the Rules of the Road to learn the details of the program, to prepare for tournaments, and to make sure the Team Challenge solution fits within the rules of the program. Everything in the Rules of the Road book is important. Essential highlights include:

- Interference
- Team Challenge Details
- Clarifications
- Instant Challenge
- Tournament Rules
- Scoring
The Roadmap book breaks down the DI program into 16 individual sessions or team meetings. It uses the steps of the creative process to help teams arrive at Team Challenge solutions by the time they present at their first tournament.

The 5 stages of the creative process include:
- Recognize
- Imagine
- Initiate & Collaborate
- Assess
- Evaluate & Celebrate

The Roadmap is the perfect resource for both teams and Team Managers. Teams that use the Roadmap to its fullest have more successful experiences in Destination Imagination than those that do not.

Teams practice Instant Challenges so that they are well-prepared for their tournament.

Instant Challenge makes up 25% (or 100 points) of the overall score at a tournament for all teams. The Instant Challenges remain a secret to all teams until the day of the tournament when they are presented privately to each team. Instant Challenges last 5-10 minutes. They fall into 2 main categories: Performance-Based and Task-Based.

There are many practice Instant Challenges in the Roadmap book that teams may use as practice for what they will receive at a tournament. Read more about Instant Challenge in the Rules of the Road book.

Attending a tournament is the culminating experience for a DI team. It is where the team can publicly present its Team Challenge solution to Appraisers. It is the capstone to the Destination Imagination season. Viewing other teams and celebrating each other's accomplishments is both rewarding and fun! For more information about tournaments, check out the Rules of the Road book or contact your Affiliate (see listing in the Rules of the Road).

After a season of participating in Destination Imagination, the team should have shared, explored, experienced and done a number of incredible things together. Some of the skills that teams learn in Destination Imagination include, but are not limited to:
- 21st Century Learning
- Collaborative Problem Solving
- Collaboration
- Confidence
- Entrepreneurialism
- Innovative Thinking
- Presentation Skills
- Research Skills
THE CREATIVE PROCESS

Recognize
- Becoming aware of the Challenge
- Gaining an in-depth understanding of the Challenge

Imagine
- Generating ideas with team members
- Focusing on promising ideas
- Creating a project timeline

Initiate & Collaborate
- Researching, exploring and experimenting
- Committing to options
- Building and completing all requirements

Assess
- Assessing progress
- Reworking or reimagining ideas
- Practicing presenting the solution

Evaluate & Celebrate
- Presenting at a tournament
- Reflecting on and celebrating the experience
OUR MISSION
To develop opportunities that inspire the global community of learners to utilize diverse approaches in applying 21st century skills and creativity.

The Destination Imagination program encourages teams of learners to have fun, take risks, focus and frame challenges while incorporating STEM (science, technology, engineering, and mathematics), the arts and service learning. Our participants learn patience, flexibility, persistence, ethics, respect for others and their ideas, and the collaborative problem solving process. Teams may showcase their solutions at a tournament.

WHY
The exponential growth in new technologies and our 21st century global economy is outpacing K-12 education, and students and teachers need opportunities to bridge this widening gap. Through the Destination Imagination Program, students will learn higher order thinking, improve in creative and critical thinking, explore their curiosity, build on their unique strengths, and learn the skills needed for the 21st century workforce.

WHAT
Our 21st century learning programming is cross-curricular and complements K-12 education by fostering curiosity, courage and creativity.

- Our open-ended Challenges stimulate curiosity so that kids develop an interest in their world and can imagine opportunities to improve it.
- Courage is gained when they learn their unique strengths and abilities and then step outside their comfort zones to pursue ideas, collaborate, and develop presentations.
- Creativity is increased when they take a novel idea through to fruition.
PROVEN RESULTS
Dr. Mark A. Runco, Professor of Educational Psychology for the Torrance Creativity Center at the University of Georgia and Board Member for the Center for Childhood Creativity recently completed a study measuring student engagement and creative attitudes and values among students who participate in DI and students who do not.

According to the statistically significant results, students who participate in DI were found to be:

- More engaged and imaginative when completing given tasks
- More creative than students who have not participated in DI
- More self-confident, tenacious and collaborative
- Able to elaborate on and carry more ideas through to fruition

HOW
Annually, we provide seven fun and engaging open-ended Challenges in science, technology, engineering, visual and performing arts, improvisation, service learning and early learning. Each Challenge is designed to enable students to apply knowledge to novel opportunities.

WHEN
During the school year, our participants select one of seven Challenges to solve. At state and country academic competitions, solutions are presented to trained Appraisers. Participants with the top-scoring Challenge solutions progress from regional competitions to state or country competitions to Global Finals, our annual celebration of creativity. With more than 17,000 attendees, Global Finals is the world’s largest celebration of creativity.
OUR IMPACT

7 Challenges

- Technical
- Scientific
- Engineering
- Fine Arts
- Improv
- Service Learning
- Early Learning

1,500,000+ Alumni

150,000 Participants Annually

48 States & 30 Countries

38,000+ Volunteers

Programs For 5 Age Levels

Incorporated in 1982

150,000 participants annually
PREPARING STUDENTS FOR EMERGING CAREERS

COMMITTED TO HELPING STUDENTS FIND THEIR PASSIONS

From computer coding to life sciences to aeronautics, the exponential growth in the new digital and human eco-culture is outpacing K-12 education. The world our DI participants will be facing out of school will be significantly different from today, Destination Imagination is committed to helping them find their passions and interests through our Challenge program, giving them opportunities to explore emerging professions and achieve their highest potential.

As an educator, Team Manager or parent who supports the Destination Imagination program, you are helping to bridge the gap between the diverse, emerging workforce and K-12 education while providing your students with the skills necessary to succeed in college, their careers, and beyond. We are grateful for your support and wish your students the best of luck in their creative and innovative endeavors this season.

“DI allowed me to bring my interests in science and performing together. While I started out as a scriptwriter for my team, my team members got me hooked on robotics and biomedical engineering.”
- Alex Doud, DI Alumnus & Biomedical Engineer
65% of today’s school kids will end up doing jobs that haven’t even been invented yet. – U.S. Department of Labor

15.7 Million
new project management roles will be created by 2020—with no one available to fill them.
– The Project Management Institute

123 Million
The demand for highly-skilled workers will hit 123 million by 2020, but there will only be 50 million qualified people to fill these jobs.
– AT&T

50 Billion
people, devices and things will be connected to the Internet by 2020.
– Cisco

60% of CEOs polled cited creativity as the most important leadership quality, compared with 52% for integrity and 35% for global thinking.
– IBM Global CEO Study

1.23 Billion
people, devices and things will be connected to the Internet by 2020.
THE TOURNAMENTS
Teams will solve two types of Challenges: Team Challenges and Instant Challenges. The Team Challenge is the combination of the Central Challenge and Team Choice Elements. Team Choice Elements are team-selected elements that are incorporated into the Central Challenge to showcase additional strengths, interests, skills and talent.

After solving Team Challenges, teams can attend tournaments to showcase their solutions in front of Appraisers and live audiences. Teams are also given Instant Challenges, where they must think on their feet to produce a solution in a period of just five to eight minutes.

The following pie chart is a breakdown of how teams will be appraised at the tournament.

GLOBAL FINALS
Destination Imagination teams that advance past regional and state/country (Affiliate) tournaments are invited to participate in Global Finals—the world's largest celebration of creativity.

Global Finals is the culminating event of every Destination Imagination season. In May, more than 1,400 teams from 45 US states, 7 Canadian provinces and 16 countries gather in Knoxville, Tennessee to showcase their Challenge solutions. More than 16,000 people attend Global Finals to celebrate creativity and have fun.

The road to Global Finals is one that involves teamwork, creativity, perseverance, courage and talent. During the four-day event, participants will have the chance to present their Challenge solutions, interact with DI teams from all around the world, and enjoy an experience that is like no other.