

**Welcome!** PROGRAM OVERVIEW


## WIDI, Inc. Team Manager Training 101

Trainer:  
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**Goals for Today** PROGRAM OVERVIEW

- Understand the Destination Imagination Program and Components
- Embrace your Role as a Team Facilitator
- Know Your Resources- Where to find them and how to use them
- Understand the Importance of Team Building & Dynamics
- Learn how to use the Creative Process & Tools
- High Level Breakdown of Tournament & Scoring



**WELCOME!** PROGRAM OVERVIEW

## What is DI?

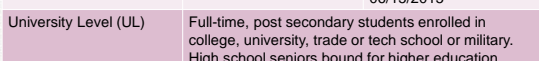


**WHO** PROGRAM OVERVIEW

1 adult Team Manager  
+ 2 to 7 team members


Destination Imagination Team

Level	Grades (US)	AGE
Rising Stars!	Preschool-2 <sup>nd</sup> Grade	
Elementary Level (EL)	Kindergarten-5 <sup>th</sup> Grade	Must be less than 12 by 06/15/2015
Middle Level (ML)	6 <sup>th</sup> -8 <sup>th</sup> Grade	Must be less than 15 by 06/15/2015
Secondary Level (SL)	9 <sup>th</sup> -12 <sup>th</sup> Grade	Must be less than 19 by 06/15/2015
University Level (UL)	Full-time, post secondary students enrolled in college, university, trade or tech school or military. High school seniors bound for higher education	




**HOW** PROGRAM OVERVIEW

- Teams choose a Team Challenge to Solve



- After weeks spent creating and developing their solutions, they go to a tournament
- At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.
- Top-scoring teams advance, and the top tier goes to our Global Finals tournament—the world's largest celebration of creativity



**THE CREATIVE PROCESS** PROGRAM OVERVIEW

**RECOGNIZE**  
Becoming aware of a challenge, problem, or opportunity


**IMAGINE**  
Applying thinking skills to develop options

**INITIATE**  
Initiating behavior and committing to an option

**COLLABORATE**  
Using social intelligence


**ASSESS**  
Achieving the best solution

**EVALUATE**  
Evaluating the results




**WHY** PROGRAM OVERVIEW

- Teams learn higher order thinking and improve in creative thinking, critical thinking, and collaborative problem solving
- Our participants learn and experience the creative process, develop new friendships and learn to work together



**Learning Outcomes** PROGRAM OVERVIEW

- Every Challenge is Designed to Teach Students:
  - Critical Thinking
  - Creative Expression
  - Team Collaboration
  - Interpersonal Communication
  - Presentation Skills
  - Time Management
  - Perseverance
  - Risk Taking
  - Creative Process
  - Self-directed learning

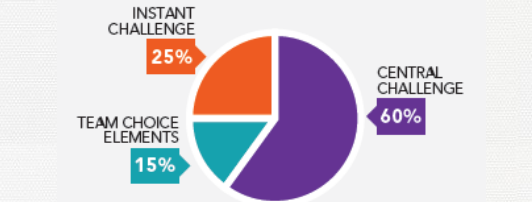


**DI COMPONENTS** PROGRAM OVERVIEW


DI Components:  
High Level Break Down



**The DI Equation** CENTRAL CHALLENGE




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




**Central Challenge** CENTRAL CHALLENGE

- Worth Up to 240 Points (300 for Improv)
- Purpose: Encourages development of problem solving techniques, teamwork and creative process over a sustained period of time (usually several months)
- Each has an Educational Focus
- All Involve a Research Component
- One or more involves an improvisational component
- One or more could involve an international and/or intercultural themes





**Central Challenge** PROGRAM OVERVIEW

- Purpose: Encourages development of problem solving techniques, teamwork and creative process over a sustained period of time (usually several months)




### Team Choice Elements TCE

- Purpose: Encourages discovery & showcasing of talents
  - Collective interests, strengths and abilities as a team
  - Individuals
- Based on theory of Multiple Intelligences
  - Emphasizes allowing participants to find their own best ways to present what they have learned
- Can be anything the team chooses
- Cannot be anything that is already being scored


### Team Choice Elements TCE

- Worth up to 60 points
- Must create 2 Team Choice Elements
- May NOT be a specific item that is required in the Central Challenge that is already being evaluated
- Should have a meaningful connection to team's Central Challenge solution
- Each TCE must be capable of being evaluated as a standalone item and appraisers must be able to quickly and easily identify your teams' TCEs.
- Be Specific about what you want scored
  - Ex: Costumes- does this mean all, or specific ones?
- Could include more than one specific item
  - Ex: Dance & Music







### Team Choice Elements TCE




TEAM CHOICE ELEMENT	UP TO 30
a. Creativity and Originality	Up to 10
b. Quality, Workmanship or Effort that is evident	Up to 10
c. Integration into the Presentation	Up to 10







### Examples TCE

### Examples TCE


### Examples TCE





### Instant Challenge!

INSTANT CHALLENGE




- Short, time-driven
- Confidential until the day of the Tournament
- 5-10 minutes in duration
- Worth up to 100 points
- Reward teams for Teamwork & uniqueness & creativity of solution
- Performance Based, Task Based or Combo

### IC Goals

INSTANT CHALLENGE

- Develop:
  - Collaborative problem solving abilities
  - Performance techniques
  - Improv skills
- Learn to analyze resources and use materials in new ways
- Improve time management skills
- Promote self-realization
- Promote team-realization




### IC Types

INSTANT CHALLENGE

Performance	Combination	Task
With Props	Any combination of Performance and Task-based ICs	To Build: Height, Width or to Hold Weight
Without Props		To Move
With Imaginary Props		To Protect
With Team-Made Props		To Communicate
		To Change

