

**QUICK  
START**



**RESOURCE  
FOR TEAMS**

# QUICK START GUIDE



**1 Adult Team Manager +  
2 to 7 Team Members =  
1 Destination Imagination Team**

The adult Team Manager must be 18 years of age or older. Learn more in the Rules of the Road resource for teams.

### Rising Stars:

Designed for Preschool-2nd Grade

### Elementary Level (EL):

No student born before June 15, 2010 or Kindergarten-5th Grade

### Middle Level (ML):

No student born before June 15, 2007 or 6th-8th Grade

### Secondary Level (SL):

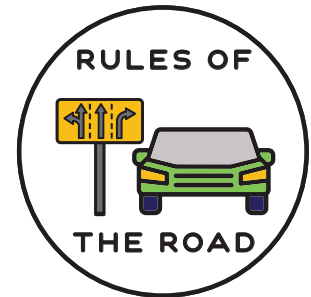
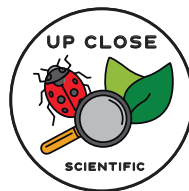
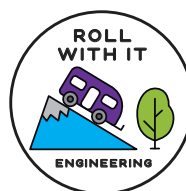
No student born before June 15, 2003 or 9th-12th Grade

### University Level (UL):

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.



After purchasing a Team Number, your team can review the Challenges and select one to solve. Have your team complete the Interest Inventory activity in the Roadmap resource to help team members identify their unique strengths and learn more about each other.



Rules of the Road contains all of the rules, procedures, and some of the forms that are required to participate in a Destination Imagination tournament. It is very important for your team to review Rules of the Road in order to prepare for tournaments and to make sure the Team Challenge solution fits within the rules. Rules of the Road includes details about:

- Team Challenge
- Instant Challenge
- Asking for a Team Clarification
- Interference
- Tournament Procedures
- Scoring



# 2021-22 CHALLENGE SEASON



Roadmap includes tools to guide your team members through the creative process and help them arrive at a Team Challenge solution by the time they present at their first tournament.

The 5 stages of the creative process:

- Recognize
- Imagine
- Collaborate & Initiate
- Assess
- Evaluate & Celebrate

Roadmap is a great resource for both teams and Team Managers. Teams that use Roadmap to its fullest enjoy rewarding and successful experiences in Destination Imagination.



Your team should practice Instant Challenges to gain more experience with rapid thinking and design.

At a tournament, Instant Challenge makes up 25% (or 100 points) of your team's overall score. The Instant Challenges remain confidential to all teams until the day of the tournament when they are presented to each team individually. Instant Challenges typically last 5-10 minutes. They fall into 3 categories: Performance-Based, Task-Based, and a combination of the two. There are Instant Challenges in Roadmap that your team may use as practice for the scored Instant Challenge at the tournament. You can read more about Instant Challenge in Rules of the Road.



Attending a tournament is the culminating experience for a DI team. It is where your team can publicly present its Team Challenge solution to Appraisers. Viewing other teams' solutions and celebrating each other's accomplishments is both rewarding and fun! Your team will also have the chance to participate in an Instant Challenge. For more information about tournaments, check out Rules of the Road or contact your Affiliate Director (see listing on [DestinationImagination.org](http://DestinationImagination.org)).

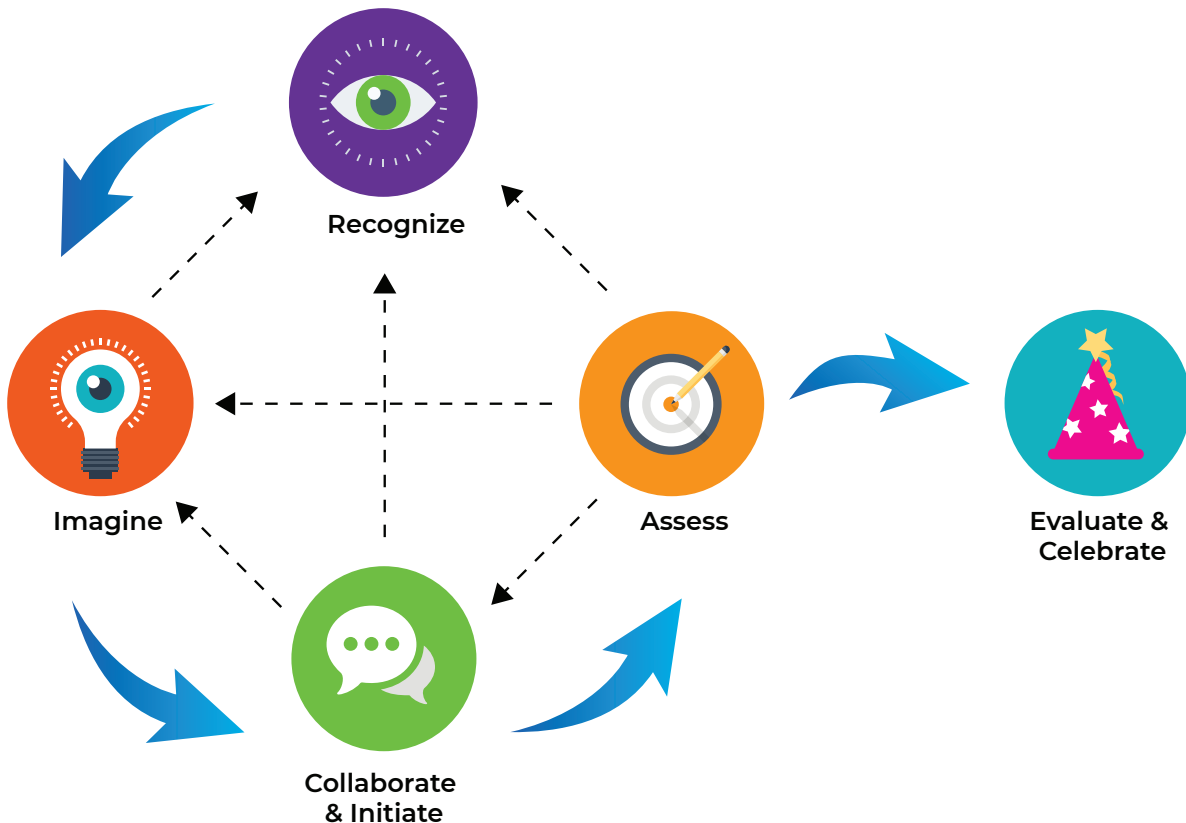


While participating in Destination Imagination, your team will share, explore, experience, and do a number of incredible things together. Some of the skills that teams learn in Destination Imagination include, but are not limited to:

- Collaborative Problem Solving
- Confidence
- Presentation Skills
- Teamwork
- Entrepreneurialism
- Research Skills
- Innovative Thinking

# THE CREATIVE PROCESS

Destination Imagination participants experience these components of the creative process while solving our Challenges:



## 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

## Collaborate & Initiate

- 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