



## **STARTING FALL 2019!**

### **IF YOUR CHILD IS CREATIVE...**

is crazy about puzzles, loves to paint and draw, can build anything out of cardboard boxes, writes amazing stories, thinks up whimsical new worlds, has a flair for drama and acting, is totally into science, or has rewired your toaster into a working time machine (or wants to), then you may have a Destination Imagination child.

### **WHAT IS DESTINATION IMAGINATION?**

Destination Imagination (DI) is an international, educational program that gives kids an amazing outlet for their creativity, while teaching them leadership, teamwork, positive thinking, project management and so much more. Teams of 2 to 7 kids from 3rd grade through university level solve one of six open-ended Challenges (Scientific, Engineering, Fine Arts, Service Learning, Improvisation, or Technical) in their own unique ways, and present their solutions at Regional Tournament. ECE-2<sup>nd</sup> grade participate in our STEAM based Early Learning Challenge.

### **WHY SHOULD MY CHILD BE INVOLVED IN DESTINATION IMAGINATION?**

Teams involved in DI learn higher order thinking and learn to excel in creative and critical thinking, collaborative problem solving, and project management. Students who have participated in Destination Imagination say they believe participation helped them improve their grades and do better in school, improved their self-confidence, helped them become better communicators, enhanced their respect for others, and improved their creativity and problem solving skills.

### **LEARN MORE:**

[www.dicolorado.com](http://www.dicolorado.com)

email: [denverdico@gmail.com](mailto:denverdico@gmail.com)



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# DESTINATION IMAGINATION®

## THE BIG FIX



TECHNICAL

- Design and build an invention.
- Create and present a story about how a problem is solved with the use of the invention.
- Integrate an invention artifact to highlight the development process.
- Design and build scenery that shows the impact of solving the problem.

## FIRST ENCOUNTER



SCIENTIFIC

- Research a real species and a real habitat.
- Create and present a story about the first encounter between the species and the habitat.
- Show how the species and the habitat change as a result of the encounter.
- Present the story in theater in the round.

## IN THE CARDS



ENGINEERING

- Design and build a bridge that will be assembled during the Presentation.
- Move weight across the bridge to test its strength.
- Create and present a story about an unexpected connection and its outcome.
- Design and create a set piece that transitions between settings.

## PICTURE THIS



FINE ARTS

- Create and present a story that features an unseen character and its impact on a team-selected photograph.
- Theatrically recreate the photograph during the Presentation.
- Create and present a visual effect that includes a photographic technique.
- Show how the visual effect changes the perspective of one or more characters.

## TO THE RESCUE



IMPROVISATIONAL

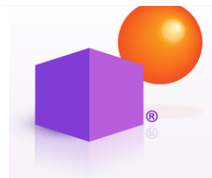
- Research superpowers and how they are portrayed in comic books, literature, film, and other media.
- Create and present an improvisational skit about a villain who uses a superpower to cause an unexpected situation.
- Include a hero who uses an underwhelming power to try to overcome the unexpected situation.
- Enhance the skit with sound effects.

## IT'S ABOUT TIME



SERVICE LEARNING

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story that shows at least one character in a race against time.
- Integrate information about the project into the story.
- Design and build a device that represents time and highlights milestones from the project.




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