



COMING SOON....TRY DI AND ONLINE REGISTRATION

“Try DI” is an event for parents and students. This is your chance to see DI in action! Students will participate in Instant Challenges. All will learn about the season and registration. Check back soon for the date and time.

What is DI?

Destination Imagination is a worldwide creative problem-solving competition for kids. Teams of 6-7 members work together to use creativity and critical thinking skills to solve challenges without assistance from adults or any other non-team members. Students develop leadership, performing, writing, technical, building and teamwork skills as they develop creative solutions!

The team chooses one of six Team Challenges to solve throughout the season, then presents their solution at a regional tournament at Princess Anne Middle School. The team also solves one Instant Challenge at the tournament. Each Team

Challenge is designed to be open-ended and solvable in many ways and on many levels.

Challenge A: Technical/Mechanical

Challenge D: Theater Arts/Improvisation

Challenge B: Theater Arts/Science

Challenge E: Structural & Architectural Design

Challenge C: Theater Arts/Fine Arts

Challenge F: Service Learning

TEAM MANAGERS NEEDED (can you make this animated)

What experience do I need to be a Team Manager?

No prior experience is needed!

Team Managers attend a training session given by the DI Coordinator, a training given by the local DI board of directors *and* receive amazing materials from DI! There are also workshops for your team to help them build their skills. TMs act as facilitators to the team, making sure the kids are making progress in solving the challenge and preparing for the tournament. Remember, TMs don't solve the challenge, the kids do! TMs facilitate team meetings and also prepare Instant Challenges for the kids to practice at team meetings. It can be helpful to have two TMs for a team, or a TM and an Assistant TM. As a TM, you'll have the opportunity to teach real-world, life-long skills to your team. You'll have the satisfaction of watching kids come together to create a unique solution that they can be proud of. And, they'll rub off on you, as you become more creative as well!



Please remember that registration does not automatically place your child on a team. Teams are created based on the number of adult volunteers who are willing to lead a team.

The more volunteers we have, the more teams we can create!

For more information, contact our DI coordinator at jbdptadi@gmail.com

Or go to: www.divirginia.org

WHO IS ON A TEAM?

Each team must have at least 1 adult Team Manager and 6-7 students. Teams compete against other teams at their level within their Region at the tournament. Teams are designated as Elementary Level (Grades 3-5), Middle Level (grades 6-8), Secondary Level (grades 9-12), or non-competitive Rising Stars (grades 1-2). Teams can have students from different levels, but will be designated at the level of the oldest student (e.g. a team of 5th/6th graders will be a Middle-Level team).

HOW CAN MY CHILD PARTICIPATE?

Register online. The number of parent volunteers willing to be team managers will determine how many teams can be formed. The more volunteers, the more teams.

WHAT HAPPENS AT THE TOURNAMENT?

Teams compete in their level with other teams from around the Tidewater area in two competition categories:

TEAM CHALLENGE: A team will select a Team Challenge to solve in advance of the tournament. The students will prepare their solution/performance in the months leading up to

the tournament. The students must solve the challenge themselves, with no assistance (interference) from anyone (parents/friends/Team Managers/etc.). At the tournament, teams will deliver a performance/presentation of their solution (up to 8 minutes) to a group of appraisers. The Team Challenge is 75% of their final score.

INSTANT CHALLENGE: At the tournament, teams will also be given an Instant Challenge, which they will be asked to solve in a very short period of time, without knowing the challenge in advance. Teams will go into a room and will be given a challenge and the materials with which to solve it. They use their thinking-on-their-feet skills to produce a solution, usually in a period of five to eight minutes! Teams practice many different Instant Challenges in advance to prepare for this part of the competition. The Instant Challenge is 25% of their final score.

HOW MUCH DOES THIS COST?

\$55 per student - This will cover the cost of team registration, challenge materials and tournament fees.