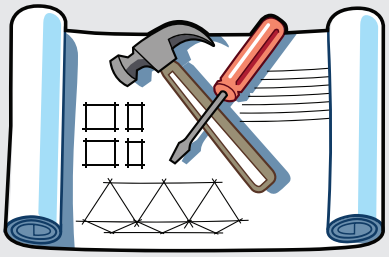
DestinationImagiNation®

Start a Team. Choose Your Challenge.

Destination ImagiNation is an educational program in which student teams solve open-ended Challenges and present their solutions at Tournaments. Each year, Destination ImagiNation creates new and exciting Challenges with help from our more than 38,000 volunteers, many of whom are educational professionals.

Learn more about Destination ImagiNation, Inc. and our signature program at www.IDODI.org

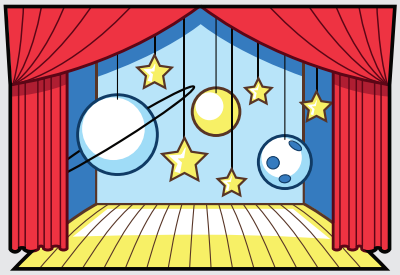


A

assembly required

technical

- Design and build Equipment that retrieves Parts and delivers Products.
- Assemble Products from team-provided Parts to fill Orders, and use the Products in your team's Presentation.
- Earn extra points by deciding how best to fill Orders with no Parts or Products left over in the Assembly Area.
- Present a team-created story about something that happens just in time.



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B

the solar stage

scientific

- Create and present a theatrical performance that tells a Story about the use of solar energy.
- Integrate research about past and/or current uses of solar energy.
- Design and create a Solar Energy Prototype that demonstrates a new way to collect, capture and use solar energy.
- Design and provide Theatrical Lighting to illuminate the Presentation and to create special theatrical effects.

C

coming attractions

fine arts

- Present a Movie Trailer involving characters from at least two Nations.
- Design a Cinematic Special Effect and feature it in the Movie Trailer.
- Create an Original Soundtrack that complements the Movie Trailer.

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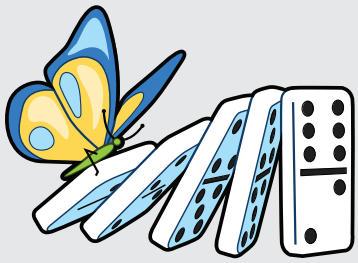
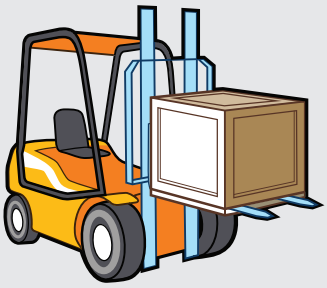


D

news to me

improvisational

- Learn about different types of News Stories.
- Learn about Cause-and-Effect relationships.
- Use Cooperative Human Scenery and Props to enhance your Skit.
- Create a 5-minute Improvisational Skit about the Cause-and-Effect relationship between two unrelated News Stories.
- Have all your plans suddenly become totally discombobulated by a One-Minute Glitch (OMG)!



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E

hold it!

structural

- Design, build and test a Structure made entirely out of wood and glue to hold weight and contain Tournament-provided golf balls.
- Design and build a Delivery Device that will deposit the golf balls, one at a time, into the Structure.
- Create and present an original Story about a "Captivator."
- Integrate the Weight Placement and Golf Ball Delivery into the Story.

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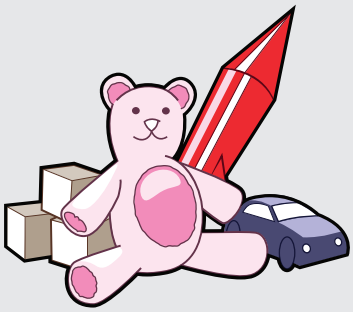
the world canvas

service-learning

- Use creative problem solving tools to identify and select at least one real community need.
- Design and carry out a Project to address the need.
- Create an Advertisement and use it in your Project.
- Create a Marketing Brochure to describe your Project.
- Share your Project at the Tournament with an entertaining live Presentation.



built to last

early learners

- Learn about toys and how they have changed over time.
- Create a play about making the last toy that will ever be made.
- Explore how your team works together to make decisions about your team-created toy.

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