

Jeffco Destination ImagiNation® Newsletter September, 2004

Exciting New Year Begins for Jeffco Destination ImagiNation®!!

Join students from over 400 Colorado schools who are taking the Destination ImagiNation® challenge! Created by a dedicated group of volunteers that includes parents, educators and a host of concerned individuals, Destination ImagiNation is a program that takes the ideas of creativity, problem solving and teamwork and packages them in a fun and meaningful way. Based on the concept of divergent thinking – understanding that there is more than one way to solve a problem – Destination ImagiNation encourages children to build on their strengths and to discover skills they never knew they possessed, be they technical, theatrical, analytical, comic, linguistic, musical...the list goes on! Each Challenge also addresses several of the National Educational Standards. We are excited about the Challenges and about working with you to make this the best DI year for the kids! They'll be proud to say "I DO DI"™

**2005 Jeffco Tournament
Saturday, April 2, 2005
at
Lakewood High School**

Team Manager Training

The best way to start the Destination ImagiNation year is for every Team Manager to attend Team Manager Training. There you will find a group of dedicated and creative people who will provide you with information on the Destination ImagiNation process. This year, Team Manager Training is divided into helpful tracks – The Non-Competitive Rising Stars!™ Track, The Intro Team Managers Track and the Experienced Team Managers Track. Training details can be found later in this newsletter.

Team Manager Training Schedule:

- Saturday, November 13 8:00am – 3:00pm University of Denver, Sturm Hall
- Saturday, December 4 8:00am – 3:00pm Grandview HS, 20500 E. Arapahoe Rd.
- Saturday, January 8 8:00am – 3:00pm University of Denver, Sturm Hall

Kids, Creativity, Fun!! Officials Training

If you love kids and enjoy watching them perform, volunteer to be a Destination ImagiNation Tournament Official!! Because they have worked so hard to solve the Challenge, your teams deserve to be appraised fairly and well. It takes many volunteers to provide the best appraising and Tournament possible. So we're requiring each Destination ImagiNation Passport holder to provide at least one Appraiser for the Jeffco Tournament. Please see the Jeffco Registration Form at the end of this Newsletter for details. Appraisers must commit to a half-day training and to appraise at the Jeffco Tournament. Appraising is fun!! Where else can you spend the day with great people watching the greatest kids in the world astound you with their solutions? Training details can be found later in this newsletter.

Appraiser Training Schedule:

- Saturday, February 12 8:30am – Noon Sturm Hall, 2040 S. Race St – DU campus
- Tuesday, February 15 6:00pm – 9:00pm Merrill MS, 1551 S. Monroe St, Denver
- Saturday, February 26 8:30am – Noon Sturm Hall, 2040 S. Race St – DU campus



JEFFCO DI WEB PAGE



Our new and improved Jeffco DI web page is now available at: www.jeffcodi.org or at www.jeffcodi.info. This page has it all – with just a click of your mouse, you can learn all about the Challenges, Challenge Masters, Tournament information, getting started, volunteering, training opportunities, schedules and resources. You can even download the Jeffco Passport Registration from the site. Be sure to check us out!

Clarifications

If your team has a question about your Challenge, after you're registered with DIONline and received your Passport number you can ask for a team Clarification from the International Challenge Masters. Just go to the DI web page, click on "Explore the Program," then click on "Clarifications." Check to be sure your question is not answered by a General Clarification for your Challenge. If you don't see a General Clarification about your question, sign up to receive a team Clarification. You will be able to directly ask the International Challenge Masters, and you will receive a private answer within a few days. The question and the answer will not be shared with any other team, so your great idea will remain private to your team. **Be sure to check the General Clarifications often (at least once a week)!!** Remember, Clarifications take precedence over what is written in the Challenge and the Rules of the Road.

Cool Materials Available...FREE!!

We have terrific **flyers, and posters** for you to use to promote Destination ImagiNation in your school!! It's all FREE!! All you have to do is contact Nyla Kimmitt at 720-922-9399 or Sheila Swanson at 303-979-3047 and you can get what you need!

There is also a **DI Training Video** and a video of **DI Team Challenge and Instant Challenge Presentations** available. The Training Video consists of a terrific introduction to Destination ImagiNation that you can use at information meetings, followed by a great Team Manager training. The Performance videos allow you to see a wide variety of Presentations in every type of Challenge, as well as Instant Challenges. You can borrow the videos by calling Vilma Budzynski at 303-982-6673; she will pony the video to your school. We have a limited supply, so it is important that you return it to Vilma after you have used it so others can share it.

Professional Development Credits

Credits will again be available for Jeffco educators who participate in Destination ImagiNation. If you are using the credits for re-licensing, you only have to contact Bill Rowley's office for a certificate of completion. If you are using the credits for salary advance, the following items must be completed and sent to Betty Nissler in the GT Office in the Ed Center.

1. Fill out an Inservice Credit form #74.
2. Credit fee is \$15.00. Make check payable to Jefferson County Schools.

Information for R-1 Inservice credits:

Course Title: Creative Problem Solving

Dates: September, 2004 through April 3, 2005

Instructor: Bill Rowley (he must sign the form)

Appraisers: (1 credit) #4001-0421

Building Coordinators & Steering Committee members: (2 credits) #4002-0421

Team Managers: (3 credits) #4003-0421



Rising Stars!™ Kit II



The Rising Stars!™ problem-solving program is designed just for young students aged 4-7 years old, or K through 2nd Grade. It consists of age appropriate activities that offer young children the opportunity to discover the fascinating world of creativity, teamwork and problem solving. The Rising Stars!™ Program includes teamwork activities, creative thinking tool applications, Instant Challenges, curriculum lessons and the Rising Stars!™ Team Challenge: *...More To The Story*

DI Passport holders and any Rising Stars!™ are welcome to purchase the Rising Stars!™ program materials as an additional **very valuable** resource for your teams. DI TeamPak (Passport) holders may purchase the Rising Stars!™ box for only \$68 at the "Shop" area of the Destination ImagiNation web site

2004-2005 Challenge Previews

Challenge A: *Dizzy Derby*

Your team-designed Vehicle will race against the clock to complete the greatest number of laps on our triangular track! Take a careful look at the rules since there is more than one way to gain lap points. Do you design your Vehicle for speed alone, or gain extra points with a risky "Detour?"

- The team will design a reliable Vehicle with a Technical Energy Source that will race around a triangular track transporting one or more team members.
- The team will receive points for the number of Laps and Detours their Vehicle completes.
- The team created skit will bring together all the elements of the team's Presentation.

Challenge B: *Sudden Serendipity*

Serendipity, or discover by chance, is an important ingredient in many important inventions. What brilliant invention will your team be seeking to create when serendipity strikes? Is your invention celebrated as a stroke of genius or misunderstood? This is your opportunity to present your Story of Serendipity. Good luck!

- The team will develop and present an original Story that includes an example of Serendipity.
- The team will present an Initial Invention and a Serendipitous Invention that result from Serendipity.
- The team will build and present a Technical Device that performs a Task through one or more Steps.
- The characters will present Differing Views about the impact of the Serendipitous Invention.

Challenge C: *Live! It's RaDlo DI!*

Your Challenge is to create a story that can be told without pictures – an original RaDlo show being performed live for a RaDlo audience. Your Presentation will include a commercial that makes an outrageous claim for a product, and of course a "Breaking News Bulletin."

- The team will present a Story on a live RaDlo Broadcast. The Story will include at least one Unique and/or Eccentric Character.
- The RaDlo Broadcast must have Live Sound Elements that create images in the mind of the listener. At last one of the Live Sound Elements must be produced by a Technical Method.
- The Story must have a "Cliffhanger" or "Hook" before a Commercial for a product. The Commercial must include an Outrageous Claim and a Jingle to advertise or promote the product.
- The RaDlo Broadcast will be interrupted by a News Bulletin. The subject of the News Bulletin will be a randomly selected Improv Element.

Challenge D: *IMPROVing Along*

This improvisational Challenge will include one of the 12 modes of transportation your team has selected to study. You'll also create your own IMPROVmobile and create a skit on the spot that includes an Improv Travel Game and shows what happens Along the Way. Don't forget your Invisible Prop!

- The team will create a six-minute Improvisational Skit in a 30-minute time period at the Tournament.
- The team will research 12 Modes of Transportation taken from six categories and randomly choose one to be integrated into their Skit.
- The team will randomly select an event that happens Along the Way and integrate it into their Skit.
- The team will demonstrate one of the four Improv Travel Games during their Skit.
- The team will integrate and Invisible Prop into their Skit.

Challenge E: *DIsigning Bridges*

Your Challenge is to build a bridge out of wood, glue, and fishing line that holds weight. Will your bridge be long? Will it be strong? You decide! Then test your bridge while presenting a story about a bridge between two nations' cultures.

- The team will design, build and test a Bridge made completely of Wood and/or Monofilament Fishing Line, with Glue as an adhesive. They will earn points based on the weight held by the Bridge multiplied by its Span.
- The team will research bridges from Nations other than their own, and will use a design element of one these bridges in their own Bridge design.
- The team will make a prediction about what will happen when they stack weights on their Bridge.
- The team will create and present a Story about a bridge (or connection) between the cultures of two Nations.

Rising Stars!™ Challenge: *...More To The Story*

What happens to the characters in a story **after** the story ends? What did the pirates do **after** they found the treasure? What happened **after** the princess married the prince? Your team will pick any story you like. You will make up a play about the story. Your Play will tell what happened **after** the story ended. Your team will tell...*More to the Story!*

YOU CANNOT SOLVE THE CHALLENGES BY USING THE PREVIEWS ABOVE. YOU MUST ACCESS THE FULL CHALLENGES AND RULES BY HAVING AN ACTIVE TEAM PAK.

REMEMBER: TO PARTICIPATE IN THE JEFFCO DI TOURNAMENT, YOU MUST HAVE YOUR NATIONAL & STATE PASSPORT. YOU MUST ALSO REGISTER WITH JEFFCO DI. YOU CAN REGISTER ONLINE FOR THE NATIONAL AND STATE PASSPORT (SEE PAGE 3) AND YOU CAN CLIP THE LAST PAGE OF THIS NEWSLETTER FOR THE JEFFCO REGISTRATION.

Do You Have What We Need?

Olympic Weights!! Jeffco Destination ImagiNation® uses Olympic weights for the Structure Challenge each year. Many facilities are changing from Olympic weights to weight machines. We would like to be assured that we will always have them available for this Challenge. So...if you have some Olympic weights collecting dust in your basement (and you know who you are!) and would like to donate or lend them to Jeffco DI for our Tournaments, please contact Sheila or Nyla.

Do You Need What We Have?

If you want to receive the Jeffco DI Newsletter and other important information directly by email, just drop a note or email to Sheila, swanson6@mindspring.com or Nyla, nydan76004@comcast.net



IC Clearly – Instant Challenge Workshop

When: Saturday, December 11, 2004 **Time:** 8:30am – 3:00p,
Where: Campus Middle School, 4785 S. Dayton Street, Greenwood Village

Learn the strategies and get hands-on experience for training your teams to learn Instant Challenge skills inside out! This workshop is designed to help you train your competitive team to easily tackle complex Instant Challenges. Your **\$25 class fee** includes course materials, continental breakfast, lunch and a starter kit for your team. You must pre-register (including fees) to attend. **Send your registration to Colorado Extreme Creativity, 1981 S. University Blvd., Denver CO 80208.**

Registration

Please copy and use a separate form for each participant.

Name _____ Daytime phone _____

Address _____ City _____ Zip _____

Email Address (please include for confirmation) _____



Clip and save!

DI Calendar

Team Manager Trainings – DU, Sturm Hall, 2040 South Race St.

- Saturday, November 13 8:00am – 3:00pm
- Saturday, January 8 8:00am – 3:00pm

Team Manager Training – Grandview High School, 20500 E. Arapahoe Rd.

- € Saturday, December 4 8:00am – 3:00pm

IC Clearly Instant Challenge Workshop – Campus Middle School, 4785 S. Dayton St.

- Saturday, December 11 8:30am – 3:00pm

INTERNATIONAL/AFFILIATE/JEFFCO REGISTRATION DEADLINE

- December 15, 2004

ONLINE TEAM ROSTER DEADLINE

- January 31, 2005

Appraiser Trainings – DU, Sturm Hall, 2040 South Race St.

- Saturday, February 12 8:30am – Noon
- Saturday, February 26 8:30am – Noon

Appraiser Training – Merrill Middle School, 1551 So. Monroe St.

- Tuesday, February 15 6:00pm – 9:00pm

JEFFCO TOURNAMENT!!!

Saturday, April 2, 2005

Lakewood High School

Colorado Affiliate Championship Tournament

Saturday, April 30, 2004

University of Denver

D2k.3 Global Finals

May 25 through May 28, 2005

University of Tennessee – Knoxville, TN



Clip and save

Jeffco Challenge Masters for 2004-2005

Dizzy Derby

Frank Swanson

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Gary Christiansen

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Sudden SerenDipity

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Live! It's RaDlo DI!

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Rising Stars!

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Sheila Swanson

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Jefferson County Destination ImagiNation®

2004-2005 Membership Registration

DEADLINE – DECEMBER 15, 2004

Registration Fee - \$110.00 for 1-5 Teams

Please type or print in black ink

School: _____ Phone: _____

DI Building Coordinator: _____

Email: _____

Street Address: _____

City/Zip: _____ Home Phone: _____
(Please provide a complete home address if not at the school.)

Each Membership with 1 – 3 teams is required to submit the name of one person willing to be an Appraiser for the Jeffco Tournament on April 2, 2005. Memberships with more than 3 teams must also submit the name of one person willing to volunteer at the Tournament.

Name of Appraiser _____ Address _____ (H) _____ (W) _____
Phone _____

Name of Appraiser _____ Address _____ (H) _____ (W) _____
Phone _____

Name of volunteer _____ Address _____ (H) _____ (W) _____
Phone _____

Name of volunteer _____ Address _____ (H) _____ (W) _____
Phone _____

Coordinators: Please submit this completed form with payment to the address below. Make checks payable to Jeffco Schools DI. **The office must have the form in order for school Membership to be confirmed. You will submit your Team Roster at www.dionline.org by January 31, 2005.**

Enclosed is a check for \$ _____ for _____ Memberships

If the school is paying the fee from its budget, the financial secretary may process an electronic journal entry. If so, please send a copy of the journal entry to Barbara Cox in the Gifted and Talented financial office. Use the following account information: SR030(Fund/Unit)-451500(Account)-84008(Dept ID)-1023(Program).
Return this form to:

Jefferson County Schools
Barbara Cox
GT Office-EFF Annex
809 Quail St Bldg #1
Lakewood, CO 80215



Centauri High School
Too Cool at Global Finals!

Registering Your Team Pak

DIONline.org

DIONline.org is the easiest way for us to service our Destination ImagiNation® customers. AND it's the easiest, no hassle way for you to access everything you need to run your Destination ImagiNation® team! Once you have ordered your team pak and set up your teams at www.dionline.org you can do DI 24 hours a day!

What are some of the DIONline services?

Order your TeamPak	Download Challenges
Receive urgent messages	Make credit card payment
Upgrade your passport	Check the status of your TeamPak
Register your Teams	Order resource materials
Get international, affiliate and regional updates/newsletters	

Follow these easy steps to set up your account, order your TeamPak (Passport) and register your Teams:

1. From the Internet, go to www.dionline.org.
2. If you have already set up an account, log in your user name and password. If this is your first visit to the DI website, follow the instructions for setting up a user account. It's easy!
3. After you have logged in, you will see a welcome screen that knows you and gives you the following options:
 - Buy a TeamPak (Passport) online
 - Register a new team in an existing TeamPak
 - Order other products
 - Update your personal details
 - Download this year's Challenges (once your TeamPak has become active)
4. For TeamPak (Passport) registration, simply enter your information, choose your TeamPak and payment method. Then click CONTINUE.
5. At the Order Summary page, make sure your information is correct and print this page for your records. Use this printed page to submit to your school or organization as the registration form for your payment. You may also use this as your receipt for reimbursement if you have paid with a personal check or credit card for your school/organization.
6. You may now set up your teams or you may return to your account at anytime to upgrade an Individual TeamPak to a 5-Pak, add teams to your 5-Pak and get team number assignments.
7. Once your passport is paid, teams have been set up and your Team Managers email addresses are entered, your Team Managers will have immediate access to the Challenges, Guides and other DION resources.

Use DIONline.org to register your TeamPaks and Teams. You may also use the form at the end of this newsletter to mail with your check or fax with your signed purchase order. It is important to register as soon as possible so your Team Managers have access to the materials right away!

If you have questions or need help, please call 303-871-2531!

**Individual Team Pak
\$175**

**5 Team Pak
\$275**

**\$100 Late Fee
For Team Paks
Purchased After
12/15/2004**

**Team Pak Upgrade
\$110**

**Regional Tournament
Fees Vary**

**State Tournament
\$100 per team**