

★ Creativity ★ Teamwork ★ Problem Solving ★

Our exciting new year of Destination ImagiNation is about to begin!! DI is an academically based program that teaches creativity, teamwork and problem solving skills to students throughout Jeffco! Kids around the world are gearing up to work on the DI Challenges. They are fun to solve, they bring kids together and teach them to work on teams, and the life skills they learn prepare them for our changing world. Join us for this year's dynamic Jeffco Destination ImagiNation program!!

How To Join

Membership Options: Registration and Fees for 2008-09

Rising Stars: Non competitive teams, K-2; Cost is \$50 – includes National and Colorado Fees

1 Pak: one competitive team; Cost \$195 – includes National and Colorado Fees

5 Pak: 2 – 5 teams; Cost \$495 – includes National and Colorado Fees – great deal for memberships with 5 teams

To purchase a Rising Stars!, 1 pak or a 5 pak go to www.ShopDi.org, click on Purchase your Membership button and follow the directions.

30 Pak – NEW THIS YEAR!: Schools may purchase memberships in the 30 pak directly from Jeffco Public Schools. This is the only way to participate in the 30 pak deal. Cost per TEAM is \$96 for National and Colorado membership. The Registration form to purchase a membership in the 30 pak is included in this newsletter. Memberships are on a first come and paid, first served basis. Registration form and payment should be sent to Shannon Rood. Directions are on the registration form.

We apologize to the teams that have already purchased their memberships and missed out on this option. It took time to put it together.



JEFFCO DI WEB PAGE

CHECK IT OUT!

www.jeffcodi.org

It's got it all! Just a click of your mouse and you can learn all about:

- ★ Challenges
- ★ Getting started
- ★ Volunteering
- ★ Training
- ★ Challenge Masters
- ★ Schedules
- ★ Resources

Be sure to check us out!

2008-09 DI Team Challenges

A: Operation Cooperation

Focus: *Technical Design and Construction, Innovation and Design Process, Research, Experimentation, Strategic Planning, Theater Arts, Teamwork*



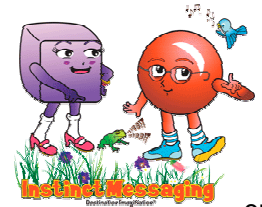
People use machines to help them every day. But can you imagine machines helping other machines – working together to get the job done? Your team will make Operation Cooperation a reality when you create two machines that cooperate to help each other. Work will be twice as easy, and play will be twice as much fun!

Points of Interest: Your team will:

- Design and construct two **Machines** that travel and complete **Tasks**.
- Choose up to 12 **Tasks** for the Machines to complete cooperatively.
- Use NO plug-in AC power for any portion of your team's Presentation.
- Create and present a **Story** about cooperation that is set in part in a **Nation** other than your own.
- Create two **Side Trips** and integrate them into the Presentation.

B: Instinct Messaging

Focus: *Theater Arts (Play writing, Scenic Design and Construction, Performing), Animal Science (Zoosemiotics), Research, Teamwork*



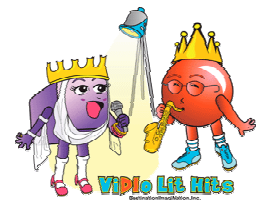
Have you ever wondered what animals "say" to each other? Dr. Doolittle knew! We humans communicate in many ways - we talk, we use gestures, symbols and devices. We can even use a mobile phone to text message our BFF ;-). Animals don't communicate by using phones computers, but they manage to get their message across anyway – loud and clear! They use sounds, color, movement and other tools to warn, inform and network. So get ready to create and communicate – creature style – and let your audience know what the buzz is all about.

Points of Interest: Your team will:

- Create and present a theatrical Presentation with an original **Story** that demonstrates **creature communication**.
- Learn about one **Featured Creature** and two real methods it uses to communicate.
- Design and build a **Costume** to communicate a message sent by your **Featured Creature**.
- Construct one or more **three-dimensional set pieces** that depict a real-life **habitat** for your **Featured Creature**.
- Create two **Side Trips** and integrate them into the Presentation.

C: ViDIo Lit Hits

Focus: *Playwriting, Literature, Fine Arts/Theater Arts (Music, Choreography), Technical Design and Construction, and Design Process, Teamwork*



Captain Hook dances the Jitterbug? Lady Macbeth sings the Blues? What?! That's right! You'll bring literature alive as you retell it in your original Live Music ViDIo. You can make your grand entrance or leave the audience begging for more with your spectacular exit! Whether you're doing the Twist or singing Ragtime music from the turn of the century, you will make the world of literature fun and exciting - you'll have the audience dancing out the doors with a song in their hearts!

Points of Interest: Your team will:

- Create a live **Music ViDIo** that Dramatically Retells a piece of Literature.
- Integrate Music and team-created **Lyrics** into the Music ViDIo.
- Dramatically portray a **Character** from the chosen piece of Literature.
- Create and integrate **Choreography** into the ViDIo.
- Create and present a **Grand Entrance** or **Grand Exit** using Technical Methods.
- Create two **Side Trips** and integrate them into the Presentation.

D: *Private DI*

Focus: *Improvitational Acting, Story Development, Theater Arts, Teamwork, Technical Innovation*

Grab some popcorn, dim the lights and make yourself comfortable; you are about to be amazed, mystified, and entertained! Your sleuth is about to solve a superstitious mystery! Using three film genres, a tantalizingly technical Superstition Origin Detector and - at the last cliff-hanging minute - a super surprise, your sleuth will lead us on a wild adventure that will have us on the edge of our seats!



Points of Interest: Your team will:

- Create a six-minute Improvisational **Skit** about the Origin of a randomly selected **Superstition** in a 30-minute timed period at the Tournament.
- Present the Skit using the styles of three different **Film Genres** randomly selected from a list of film genres the team has previously researched.
- Integrate a **Sleuth**, randomly selected from a list of historical and fictional detectives the team has previously researched, into the Skit.
- Create an **Origin** for the **Superstition**.
- Create a Superstition Origin Detector that physically moves and contributes to solving the mystery of the Origin of the Superstition.
- Integrate a randomly selected **Surprise!**

E: *A New Angle*

Focus: *Structural Engineering, Construction, Research, Innovation and Design Process, Mathematics, Theater Arts, Teamwork.*

The Statue of Liberty playing in a rock band? Mona Lisa's smile in origami? It's fun to look at things from a new angle! Now you get to design, create and combine a two-part structure that has angled sides, and then see how much weight it will hold. You'll also create a new Art form by merging two different Art forms. So excite your ImagiNation by seeing things from A New Angle!



Points of Interest!: Your team will:

- Design, build and test a two-part **Structure** made completely of wood and glue.
- Create and present a **Story** about the merging of two forms of art to create a new form of artistic expression.
- Create and present a merged **Art** form.
- Create two **Side Trips** and integrate them into the Presentation.

Rising Stars!® Hidden!

Focus: *Imagining Possibilities, Storytelling, Research, Science, Mathematics, Performing in front of an audience, Team problem solving, Working with others*

Sh-h-h-h. Peek around. Do you see something Hidden? Did you ever wonder what goes on when an ant scurries into an ant hill? When a whale swallows a school of fish? Close your eyes! Let your imagination travel. Imagine what happens in a HIDDEN place! Make up a play. In the play the characters have to solve a problem. Keep looking! Do you see a gadget? Let the story unfold, a story to be told. It's all up to you!



Points of Interest!: Your team will:

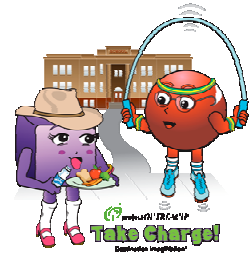
- Make up a Play about a Hidden place. In your Play you will have Characters, a Problem and a Gadget.
- The Characters have a Problem. Show why one Character can't solve the Problem alone. Show how the Problem is solved with teamwork.
- Build a Gadget made of one or more Simple Machines. Simple Machines are: Lever, pulley, wheel and axle, inclined plane, screw and wedge. The Character(s) will use the Gadget.

★★ ***New This Year!!*** ★★

projectOUTREACH: *Take Charge!*

★★ ***For presentation at the Colorado Affiliate Tournament*** ★★

This season DI is adding a 7th *Team Challenge*. DI invites teams to “Take Charge!” Middle and Secondary Level teams can put their creativity, teamwork and problem solving skills to work on a real life project that will seek to increase their peers’ physical and mental health by rallying them to eat better and become more physically active.



Take Charge! solutions will NOT be presented at the Jeffco DI Tournament. Teams can present their solutions April 18 at the Colorado Affiliate Tournament to see whether they can earn a spot at the Global Finals Tournament!

DI eXtreme®

Over the years we've heard from our teams that as they reach high school staying with Destination ImagiNation becomes too time consuming, given their school load and work schedules. Our answer to that -- DI eXtreme! Originally designed for college students, the National DI office has now opened DI eXtreme to high school teams as well. DI eXtreme will be offered at the Colorado Regional and State Tournaments as well as at Global Finals.

What is DI eXtreme?

Teams of 5 to 8 students arrive at the Tournament site with nothing but their creative energy. Following a 15 minute team building exercise, the teams begin a 60-minute time period to complete the Challenge given to them. No one will see the Challenge until that moment when all the DI eXtreme teams open the packet together. The Challenge is a combination of building and performance skills -- think of it as a long Instant Challenge! After the 60 minutes, teams will present their solution to Appraisers and the audience.

Additional information will follow a later date.

Construction Challenge 2009

This new Challenge is a stand-alone event open to middle and high school teams.

The Association of Equipment Manufacturers (AEM) and Destination ImagiNation (DI) are kicking off the 2008-2009 Construction Challenge! AEM and DI are working together to provide participants a real-world experience that will inspire them to explore and pursue careers in the construction industry. Middle and high school teams will compete and solve infrastructure, design, and service Challenges using teamwork and creative problem solving. Teams of five to seven participants (plus an adult Team Manager) will compete in 16 Regional Rallies across North America, with the top 50 teams advancing to the Championships to be held in Knoxville, Tennessee on May 19-23, 2009. We are so excited that one of the Regional Rallies will be held in Colorado.

Look for additional information at a later date.



CALENDAR OF EVENTS

SAVE THE DATE

As more information becomes available it will be published.

November 15: Team Manager Training

December 6: Team Skills Workshop

January 10: Team Manager Training

January 15: Registration Deadline

January 24: Team *Instant Challenge* Workshop

January 31: Appraiser Training

February 21: Appraiser Training

**March 21: JEFFCO TOURNAMENT
ALAMEDA HIGH SCHOOL**

April 18: Colorado Affiliate Tournament

May 20-23: Global Finals

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 the GT office for a certificate of completion.

If you are using the credits for salary advance, the following items must be completed and sent to Shannon Rood in the GT Office.

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: Destination ImagiNation

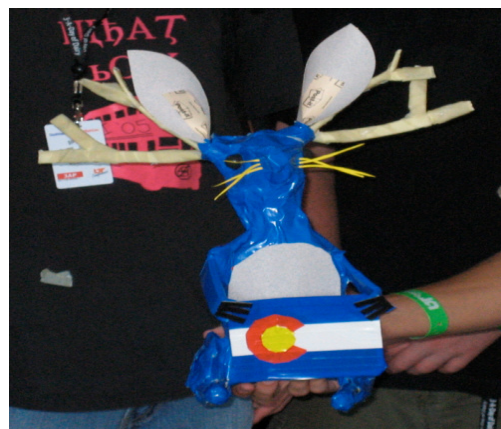
Dates: September, 2008 through March 22, 2009

Instructor: GT Department Head (he or she must sign the form)

Appraisers: (1 credit – minimum of 15 hours)
Course number will be assigned when paperwork received.

Building Coordinators & Steering Committee members: (2 credits – minimum of 30 hours) - Course number will be assigned when paperwork received.

Team Managers: (3 credits – minimum of 45 hours) Course number will be assigned when paperwork received.



Individual Team Registration

Jeffco Public Schools Domestic 30-Pak Membership

This form must be used to register a single team as part of the Jeffco 30-Pak Membership. Individual team registrations will be granted on a first come, first served basis. This individual registration is cost effective for schools with four or fewer competitive teams as well as for schools with additional competitive teams over and above a Domestic 5-Pak membership (it would apply for the additional teams).

The cost per team is \$96.00 and is non-refundable. Payment in the form of a journal transfer (**SR030 – Fund/Unit; 451500 – Account; 84008 – Dept ID; 1023 – Program**) or a check made payable to "Jeffco Public Schools" *must* be sent with this form. Forms can be faxed only if payment is by journal transfer.

A CD-ROM containing program materials and the team number will be sent to each successfully registered team. Teams attempting to register after the 30 team limit has been met will be placed on a wait list and notified. If there is enough interest to warrant it, a second 30 pak may be purchased.

PLEASE COMPLETE ONE REGISTRATION PER TEAM

School Name _____

School Coordinator _____

Phone _____

Email _____

Team Manager _____

Phone _____

Email _____

**Please fax or mail this form, along with payment in the amount of \$96.00,
to:**

**Shannon Rood
Jefferson County Schools
ESS – Gifted & Talented
1829 Denver West Blvd., Bldg #27
P. O. Box 4001
Golden, CO 80401**

FAX: 303-982-6653

TO:
GIFTED & TALENTED LIAISON

**** Gifted & Talented Liaison or Enrichment
Coordinator: Please give this to the Destination
ImagiNation® Building Coordinator****

Thank You!!
