



NEW TEAM MANAGER TRAINING

AGENDA

- ✓ Introduction
- ✓ Benefits of DI
- ✓ Resources
- ✓ The DI Program
- ✓ Interference
- ✓ Team Manager Roles



BENEFITS OF DESTINATION IMAGINATION?

DI helps students develop strategic life skills such as:



**Self-
Confidence**



**Problem
Solving**



**Team
Building**



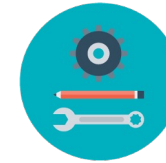
**Risk
Taking**



**Creative &
Critical Thinking**



Perseverance



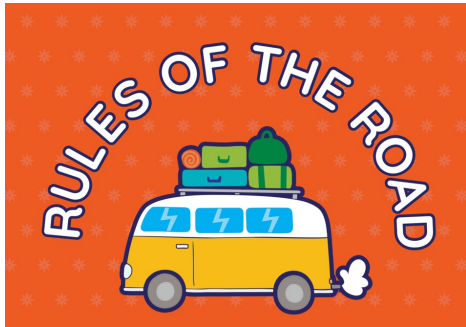
**Project
Management**

**DI inspires and equips participants to achieve
anything they can imagine in life.**

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RESOURCES

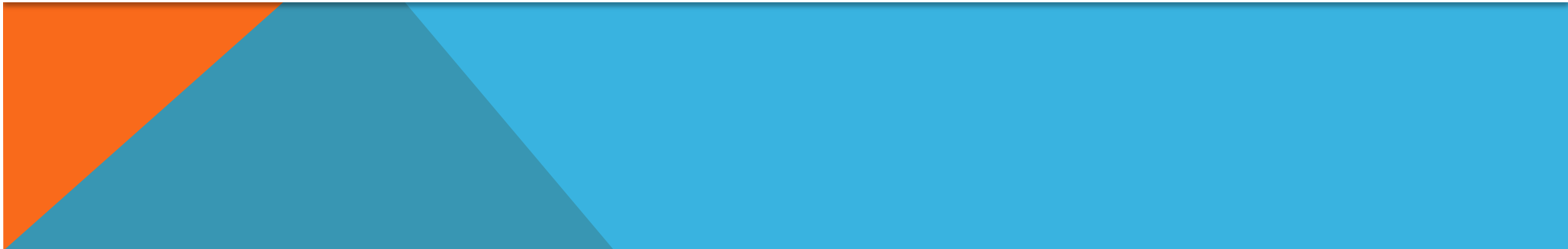
RESOURCES—DI PROGRAM MATERIALS



Rules of the Road is a document that contains all of the rules, procedures, and some of the forms required to participate in a Team Challenge at a tournament.



Roadmap is a guide to help you manage your team members as they design and execute a Challenge solution together. It is designed to help you teach the creative process and additional skills.

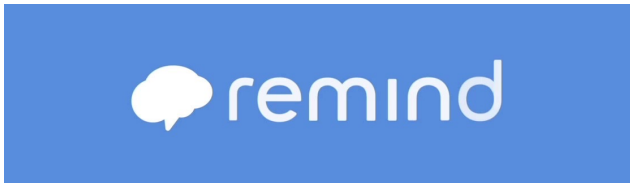


RESOURCES—STAY CONNECTED



Mid-Cities Destination Imagination

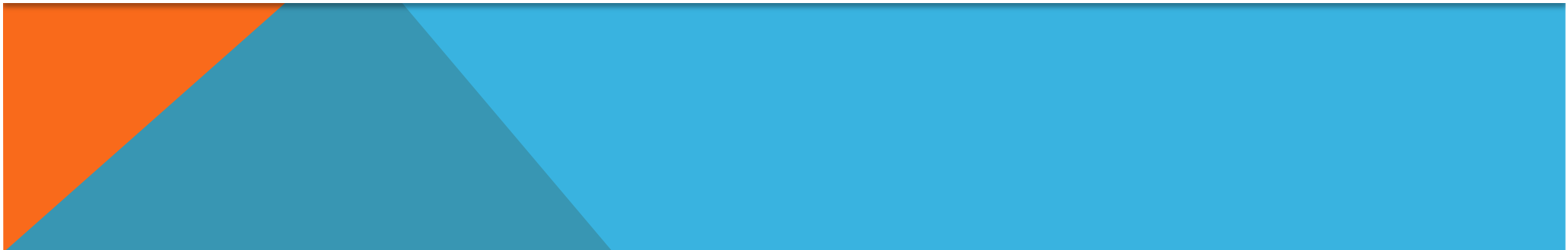
Mid-Cities DI Team Managers



To join text @midcitiesd to 81010



MidCitiesCreate



RESOURCES—DI WEBSITES

<https://www.destinationimagination.org>

➔ Resources

Resource Library

Team Manager Tips

Blog

Clarifications

Volunteer Training (need Adobe login)

<http://midcities.txdi.org>

➔ Resources

Team Manager Manual

Google!

YouTube

Other DI Websites



The background features a large orange shape on the right side, which is a rectangle with its top-left corner cut off by a diagonal line. On the left side, there are two overlapping triangles: a light blue one on top and a darker blue one below it, both pointing towards the center. The text 'THE DI PROGRAM' is written in a bold, black, sans-serif font, rotated diagonally to follow the line where the blue and orange shapes meet.

THE DI PROGRAM

PROGRAM COMPONENTS

Central Challenge



Team Choice Elements



Instant Challenge



TOURNAMENT SCORE BREAKDOWN

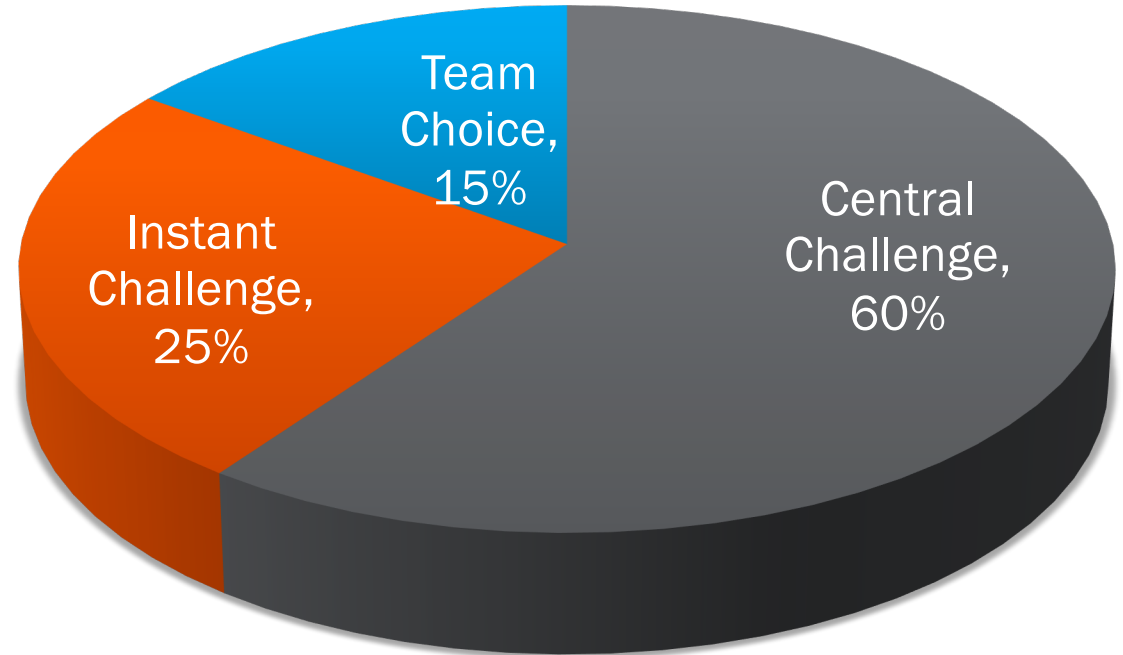
Scoring Formula

Central Challenge = 240

Team Choice
Elements = 60

Instant Challenge = 100

Total Points = 400



CENTRAL CHALLENGE

THE BIG FIX



TECHNICAL

FIRST ENCOUNTER



SCIENTIFIC

PICTURE THIS



FINE ARTS

TO THE RESCUE



IMPROVISATIONAL

IN THE CARDS



ENGINEERING

IT'S ABOUT TIME



SERVICE LEARNING

BLAST OFF!



RISING STARS

CENTRAL CHALLENGE STANDARDS

- Time Limit—8 minutes
- Presentation Area—limited space
- Budget and Expense Report—\$150 to \$200
- Story—Beginning, Middle, and End
- Technical Method and Innovation—Get Technical
- Integration—Make it important
- Scoring—Know the scoring elements



READING THE CHALLENGE REQUIREMENTS

QUICK TIPS TO HELP YOU NAVIGATE YOUR CHALLENGE

1. While going through your Challenge, highlight the following:

- ▶ **“Must”** – highlight all sentences that include the word MUST in yellow.
 - ▶ **“Will”** – highlight all sentences that include the word WILL in pink (except for the sentences that have the phrase, “will earn points”).
 - ▶ **“May not,” “will not,” “can’t,” “won’t” “no,” “not”** – circle all sentences that contain one of these words.
 - ▶ **“Earn points”** – highlight all sentences that include the words EARN POINTS in blue.
 - ▶ **“May”** – highlight all sentences that include the word MAY in green.
2. The items that are circled or highlighted in yellow and pink are the “rules” your team must follow to solve this Challenge.
3. The items highlighted in blue and green are the areas where your team gets to decide what and how to do the task or activity.

<https://www.destinationimagination.org/blog/understanding-your-team-challenge/>



CHALLENGE MASTER MEET AND GREET

Wednesday, 11/06/19 Meet the Challenge Masters and ask questions

Location: TBA In NRH

A Challenge Master from each challenge will be available. If they can't answer the question, then you can ask for a Clarification.

Please register on the MCDI website to reserve your spot.



CLARIFICATIONS

- ❖ Team must be aware of published clarifications.
- ❖ Clarifications published on www.destinationimagination.org
 - ❖ Team Challenges → Clarifications → Challenge
- ❖ Obtain clarification through www.destinationimagination.org
 - ❖ Login → Teams → Clarifications → Ask Clarification
 - ❖ Allowed to ask 10 per team.
 - ❖ Team is responsible for writing the question.
 - ❖ Must bring any team clarifications to tournament.



TEAM CHOICE ELEMENTS



TEAM CHOICE ELEMENTS

- ❖ Showcase some of their strengths other than those that may be required in order to solve the Central Challenge.
- ❖ It is the one area of the Challenge in which teams have complete creative control.
- ❖ These showcased creations represent what teams consider their best work.

Might be:

artwork	music	costume	programming
construction	dance	puppet	use of language...

Scoring:

10 points for effort and workmanship
10 points for integration
10 points for creativity and originality

Don't wait until the last minute!



Team Choice Elements





TEAM CHOICE ELEMENTS—THE ICING ON THE CAKE

The team choice elements are like the icing on the cake. They are the delicious extra that sets off the main course! Team choice elements give team members the chance to “show off” their special abilities and talents for the appraisers. This is the part of the competition that lets the team choose two things they would like to be scored.



INSTANT CHALLENGE



INSTANT CHALLENGE–BASICS

- Creative problem solving in short, unrehearsed presentations
- Usually 5 – 10 minutes
- Worth up to 100 points
- All teams competing in the same challenge and level in every tournament across the world will complete the same Instant Challenge
- Confidentiality: Must sign pledge
- No watches or cell phones allowed in the room



INSTANT CHALLENGE–TYPES

- **Performance based** – present a performance
- **Task based** – use the materials to complete a task
- **Hybrid** – contains elements from task and performance
- **Communication based** – often has teams use materials to communicate task, list, order of objects...
- **Logic based** – use logic to complete task for highest score
- All Instant Challenges receive points for teamwork, creativity, and use of materials.
- Some IC's require the team to NOT speak.



INSTANT CHALLENGE—TRAINING

Team Manager Instant Challenge Training—Make and Take

Tuesday, November 19 6:30PM

Harvest Christian Academy

Instant Challenge Workshop—Teams

Saturday, December 14

Jack E Singly Academy

Instant Challenge Workshop—Teams

Saturday, January 11

TBA



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INTERFERENCE

INTERFERENCE

Interference

- Asking leading questions to cause the team to reach “your idea”.
- Ideas from parents, teachers, or anyone other than the team members.
- Making props, costumes, applying make-up, cutting materials...
- Giving stage directions.

Not Interference

- Leading idea generating sessions.
- Teaching skills.
- Helping the team understand the RULES.
- Monitoring safety.
- Finding outside resources.
- Teaching acting skills.

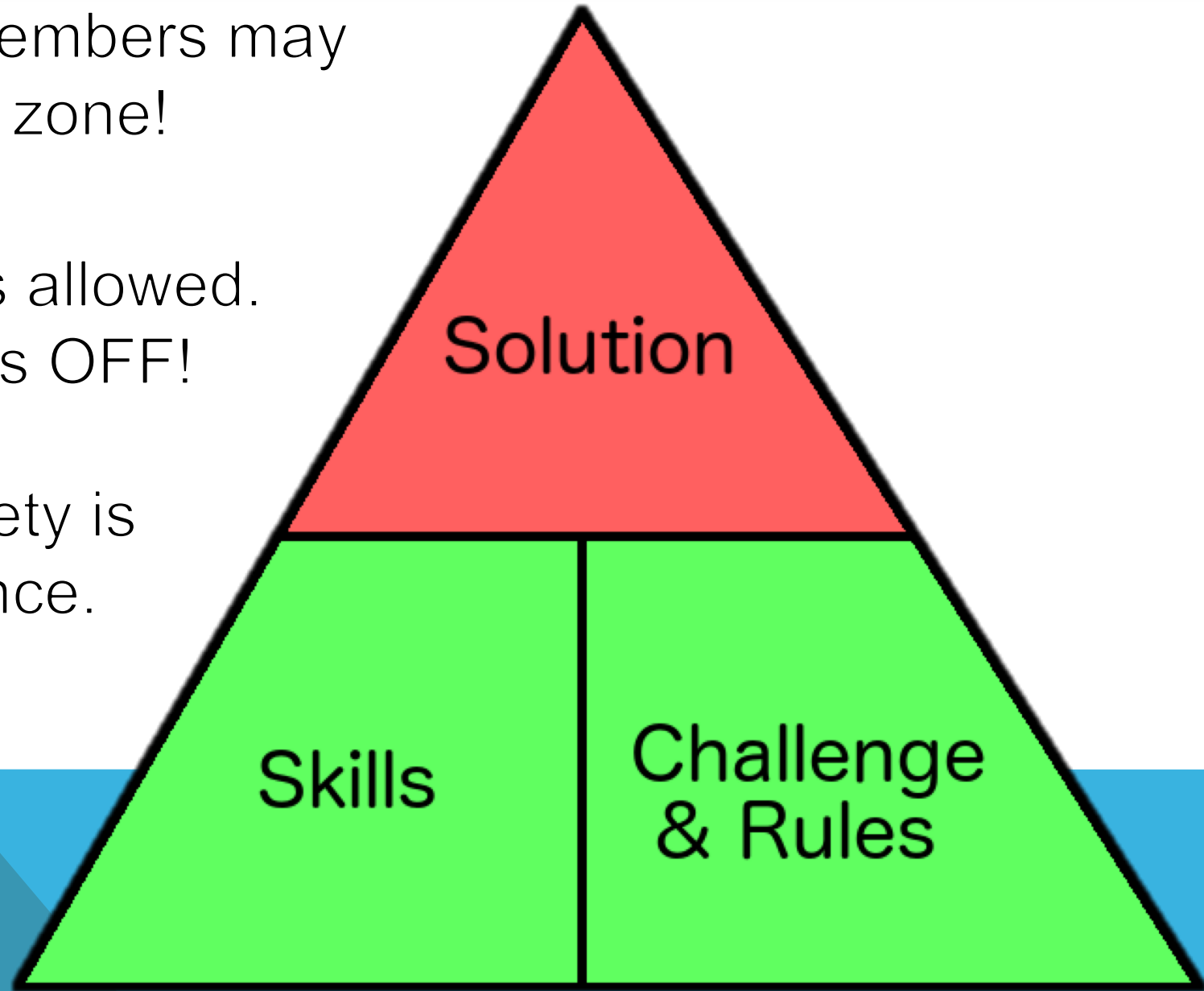
Interference Contract → Road Map → page 61

INTERFERENCE

Only team members may enter the red zone!

Only 7 brains allowed.
Adults: Hands OFF!

Ensuring safety is
not Interference.



VIDEO





TEAM MANAGER ROLES

RECRUIT HELP

★**Tournament Appraiser**—requires half day training and full day at tournament

★**Tournament Helper**—2 hour shift scheduled around team presentation

Co-manager—good to have a second adult at meetings

Snack Provider—kids eat a lot!

IC Materials—Provide a list of common materials for parents to help gather

Experts to teach skills—can not teach exactly how to solve challenge just skills

Fundraiser—if your team advances.



COMMUNICATE

- ✧ Hold a parent meeting—Road Map p44
 - behavior
 - meeting attendance
 - workshop and tournament dates
 - cost
 - Interference
 - Youth Protection Policy
- ✧ Give updates to parents on team progress
- ✧ Calendar—share an online calendar
- ✧ Network with other team managers

Use the **Road Map**

- Snack and Warm-up Game
- Instant Challenge
- Challenge Discussion
 - Brainstorm
 - Research
 - Make plans or lists
- Improv or Team-building Game – Burn off some energy
- Work on stuff
- ➔ Meeting focus shifts as the season progresses.

GATHER MATERIALS/TRACK EXPENSES

- Understand Rules of Interference related to gathering materials.
- *Rules of the Road* ➔ Expense Report form.
- Each *Team Challenge* has a budget.
- Keeps track of the cost for everything that appears at the Tournament in the props, scenery, costumes...
- The cost of each item, or the value of the item if it was acquired for free, must be included on the Expense Report form.
- “Trash,” such as old newspapers or cardboard boxes, does not have a value.
- Purchased items that don't make it to the final presentation do not have to be included on the Expense Report form.



REGISTER YOUR TEAM

Set up an account with DII and TXDI .

<https://www.destinationimagination.org>

Login → Welcome → Create New Account

<http://www.texasdi.org>

Login → Create New Account → Select Team Manger

Deadline December 6

REGISTER YOUR TEAM

<https://midcities.txdi.org/register-your-team>

There is a link to step by step instructions with screen shots.

You will need:

- Team Number
- Team Name
- School District/School
- Competition Level
- Challenge
- Team Members' names, grade, and birthdates
- *Name and contact of Appraiser
- *Name and contact of Tournament Helper

Do not click Team Information Complete until you have competed everything.
You can Save Team Registration and finish later.

Deadline December 6

PREPARE YOUR TEAM FOR A SUCCESSFUL JOURNEY

- ◆ Read, read, read!
 - ★Challenge Rules★
 - Rules of the Road
 - Road Map
 - Travel Guide
- ◆ Teach skills
- ◆ Build team spirit
- ◆ Keep team on track meeting deadlines
- ◆ ★Practice Instant Challenges★



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YOUTH PROTECTION

YOUTH PROTECTION POLICY

YOUTH PROTECTION POLICY

Our Commitment to Protecting Participants

Destination Imagination, Inc. provides educational experiences where team members can thrive, learn, and have fun in a safe and caring environment.

We have systems to inform everyone involved in our educational experiences about our Youth Protection Policies and Procedures and provide assistance to help our volunteers and Affiliates in meeting our standards.

[Click here to download our Youth Protection Policies and Procedures.](#)

[Click here to download our Youth Protection Information for Parents.](#)



YOUTH PROTECTION POLICY

Youth Protection Requirements for Team Managers

- ◆ Read Youth Protection Plan and share with parents
- ◆ Background checks
- ◆ Attend Keeping Participants Safe Training (online)

You should receive an email after you setup you account with Destination Imagination International.

Online Training Portal

<https://www.destinationimagination.org> ➔ Resources ➔ Volunteer Training



IMPORTANT DATES

- 10/22/19** New and Returning Team Manager Training
- 11/06/19** Challenge Master Meet and Greet
- 11/19/19** Team Manager Instant Challenge Training-Make and Take
- 12/06/19** Tournament Registration and T-Shirt/Pin Order Order Deadline
- 12/13/19** Final Tournament Registration Deadline (fee increase)
- 01/17/20** Scholarship Application Due
- 01/17/20** 2019 Magellan Award Nominations Due
- 01/?/20** Forms and Tournament Prep
- 01/25/20** Appraiser Training—Grand Prairie
- 02/15/20** Region Tournament—Richland High School





**IT'S ABOUT THE JOURNEY—
DESTINATION IMAGINATION.**