

# General Information You Need to Know

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## Visit our Web site

Team Managers and Coordinators can keep up-to-date about registration deadlines, training opportunities, and student scholarships by visiting our state Web site. Find tips that will help your students develop creativity, teamwork and problem-solving skills. Download free *Instant Challenges* from cre8iowa's Instant Challenge Library, accessible from a link in the top navigation bar. Visit the site now at:

<http://www.cre8iowa.org>

# 2010-11 Calendar

Dec. 21, 2010

## **Tournament Registration Postmark Deadline**

- Registration form is posted at:  
<http://www.cre8iowa.org/2010-2011-season/tournament-registration-forms/>
- \$60 for competitive teams, \$40 for non-competitive teams
- No additions made be made to the Team Roster after Tournament Registration form is submitted, unless permission is secured from the Tournament Director
- Teams may not switch Challenges after Tournament Registration form is submitted, unless permission is secured from the Tournament Director
- Registration fee increases by \$20 per team after deadline
- Teams may not advance without supplying a trained volunteer Appraiser (annual re-certification is required); Team Manager needs to complete Appraiser information forms and give to Appraiser to take along to Appraiser training
- Non-competitive teams must supply an untrained volunteer, who will be assigned to a non-scoring role

Jan. 7, 2011

## **Late Iowa Tournament Registration Deadline**

- Fees increase by \$20 per team if postmarked after Jan. 7, 2011.

Jan. 15, 2011

## **Instant Challenger Team Workshop**

- Ames Middle School (Ames)
- Payment due by specified date to guarantee reservation, or reservation goes to next team on Waiting List
- \$20 per team (non-refundable)
- Each team receives a 2-hour slot
- Registration does not open until it is announced on the state Web site at <http://www.cre8iowa.org> and via e-mail to Coordinators and Team Managers

Feb. 15, 2011

## **Team Clarification Deadline**

- Submit clarification requests online at:  
<http://www.idodi.org/index.php/what-is-a-clarification>
- Print response(s) and bring to each Tournament
- Deadline for requests expires at midnight Pacific Standard Time
- Each team limited to 10 clarifications
- Make sure each clarification request contains one question only, not a compound one

Jan. 29, 2011  
Feb. 5, 2011  
Feb. 12, 2011

## **Appraiser Training**

- Choose one of the 3 dates: Jan. 29 at Kirkwood Community College (Cedar Rapids); Feb. 5 at Kuemper Catholic High School (Carroll), or Feb. 12 at Ames Middle School (Ames)
- No fee and no pre-registration; just show up. However, Team Manager needs to complete Appraiser information forms and give to Appraiser to take along to Appraiser training
- Bring \$5 for lunch, or bring your own
- Annual re-certification is required
- Certification is not complete until Appraiser serves at the Sub-State Tournament
- This is an all-day training; start time will be announced at the state Web site:  
<http://www.cre8iowa.org/2010-2011-season/appraiser-information/>

Mar. 5, 2011

**Sub-State Tournament**

- Ames Middle School (Ames)
- Schedule is posted about a week before Tournament at <http://www.cre8iowa.org>
- The last day for Sub-State Tournament scheduling requests to be made is no later than 14 days BEFORE Sub-State Tournament. Send request to: [cre8iowa@gmail.com](mailto:cre8iowa@gmail.com). Students for a Creative Iowa will do its best to meet the needs of its participants

April 9, 2011

**State Tournament**

- Ames Middle School (Ames)
- Schedule is posted on the state Web site about a week before the State Tournament
- Look ahead to your schedule; the last day for State Tournament scheduling requests to be made is no later than 10 days AFTER the Sub-State Tournament. Send request to: [cre8iowa@gmail.com](mailto:cre8iowa@gmail.com). Students for a Creative Iowa will do its best to meet the needs of its participants
- Teams compete in each Challenge, from every competitive level (elementary, middle, secondary), plus all projectOUTREACH® and University Level teams
- First place State teams earn the opportunity to advance to Global Finals Tournament

May 25-28, 2011

**2011 Destination ImagiNation® Global Finals Tournament**

- University of Tennessee-Knoxville (Tennessee)
- Schedules and Global Clarifications posted at: <http://www.globalfinals.org>

Information about Iowa's calendar can be found at:  
**[http://www.cre8iowa.org/2010-2011-season/  
2010-2011-calendar/](http://www.cre8iowa.org/2010-2011-season/2010-2011-calendar/)**

You may also e-mail your questions to:  
**[cre8iowa@gmail.com](mailto:cre8iowa@gmail.com)**

# Tournament Policies

## Policy for Schedule Requests & Withdrawals

The last day for SUB-STATE Tournament scheduling requests to be made is 2 weeks BEFORE the event.

The last day for STATE Tournament scheduling requests to be made is 10 days AFTER the last regional tournament. If you do not notify us by this date, it is your team's responsibility to contact another team and exchange times with them--and to NOTIFY us of the change ahead of time.

Send all special scheduling requests to [cre8iowa@gmail.com](mailto:cre8iowa@gmail.com). Make sure you include your Team Pak number (112-XXXXX) so that we don't confuse you with someone else!

If your team withdraws from ANY Tournament, please let us know right away, as this affects the schedule.

## Site Restrictions

Please note that there is a zero tolerance weapons policy in effect at Iowa Tournaments. This means that no weapons, real or facsimile, may be brought to the site.

The use of dry ice must be pre-approved by the Tournament Director.

Helium balloons are allowed as long as appropriate safety precautions are followed, as outlined in *Rules of the Road*. Helium balloons must remain under control at all times.

Lights may not be turned off during any performance. This is a safety issue.

If you have questions about site restrictions, contact these individuals, as applicable:

Sub-State Tournament Director: Bruce Antion, [bruceantion@yahoo.com](mailto:bruceantion@yahoo.com)

State Tournament Director: Bruce Antion, [bruceantion@yahoo.com](mailto:bruceantion@yahoo.com)

## Conduct Concerns

During the time that teams are not competing, they need to be accompanied by an adult. Please be aware that classes or other activities may be taking place at the same time teams are there, so it is important to be quiet in the hallways and respectful of other people's needs.

There is no dumping of Challenge materials on the Tournament site unless a team has secured approval. Teams that discard any part of their Challenge solution at the Tournament site may receive an Unsportsmanlike Conduct deduction.



## Frequently Asked Questions

### What is Destination ImagiNation®?

Destination ImagiNation® is an exhilarating after-school activity in which students work in teams to solve mind-bending Challenges and present their solutions at Tournaments. Teams are tested to think on their feet, work together and devise original solutions that satisfy the requirements of the Challenges. Participants gain more than just basic knowledge and skills—they learn to unleash their imaginations and take unique approaches to problem-solving. A Destination ImagiNation Challenge is a fun exercise that socially and intellectually activates students by prompting them to use creativity and teamwork to solve a problem.

### Who runs the Destination ImagiNation Iowa program?

While the headquarters for Destination ImagiNation, Inc. is located in New Jersey, the Destination ImagiNation program is administrated by volunteers in every Affiliate. Students for a Creative Iowa (cre8iowa) is the Iowa Affiliate of Destination ImagiNation, a non-profit 501 (c)(3) organization striving to provide a safe and culturally rich environment that promotes creative problem-solving and team-building skills by encouraging students to build on their natural strengths and discover skills they may not realize they possess. To achieve this goal, cre8iowa has selected the Destination ImagiNation program.

Cre8iowa is proud to be part of the world's premiere creativity and problem-solving program for youth of all ages, reaching over 100,000 students in the United States and more than 30 countries. This international non-profit organization, based in Cherry Hill, New Jersey, has more than 1.3 million alumni and a global network of 38,000 volunteers. Destination ImagiNation teaches life skills and expands imaginations through youth-centered, team-based creative problem-solving. The program stresses unique and critical life skills including teamwork, critical and creative thinking, project management, resource management, mutual respect, research and presentation skills and—as all challenges must be strictly team-solved— self-reliance. These skills make Destination ImagiNation participants more valuable to their communities and as future employees.

Major corporate sponsors of the Destination ImagiNation (DI) program include the National Dairy Council, which has stood behind the DI program for 11+ years, as well as the Motorola Foundation. During the 2010-11 season, the Association for Equipment Manufacturers (AEM) and Volvo Construction Equipment are sponsoring Construction Challenge A, *Unidentified Moving Object*. Scientific Challenge B, *Spinning a Tale*, is sponsored by AMERESCO, while Structural Challenge E, *Verses! Foiled Again!*, is sponsored by 3M. The service learning project OUTREACH® Challenge, *Band Dynamic Networks*, is inspired by indie rock band *mae*.

Among Destination ImagiNation's partners is America's Promise Alliance, which was founded in 1997 by General Colin Powell and is chaired today by Alma Powell to improve lives and change outcomes for children. Another partner is the Afterschool Alliance, which is dedicated to raising awareness of the importance of afterschool programs by working with the Administration, U.S. Congress, governors, mayors and advocates across the country. A third partner, the Center for Creative Learning, offers a variety of publications, training programs, information support, and consulting services on creativity. Other Destination ImagiNation partners include Global Entrepreneurship Week, Indie rock band *mae* which is promoting projectOUTREACH, the 2009 National Learn and Serve Challenge, the Capital Area REACH Program, Scholar Search Associates, and the U.S. Air Force.

In 2009-10 cre8iowa fielded about 80 teams, 13 of which qualified to represent Iowa at Destination ImagiNation Global Finals in Knoxville, Tennessee on May 26-29, 2010.

### Who is eligible to join?

All students may participate on a competitive team of 2 to 7 members. Most teams consist of 5 to 7 members, and students are grouped by age. Competitive teams range in age from grades 2 through 12, while non-competitive teams (known as *Rising Stars!*®) have students from preschool through grade 2 (ages 4 to 7). On the other hand, projectOUTREACH is open to all Middle and Secondary Level students (grades 6-12). University Level students are eligible to participate in one (or more) competitive Challenges.

## What does a team do?

Students work together for 8 to 16 weeks during the school year to solve their choice of one of 6 competitive challenges that address different academic areas. Each challenge has its own focus:

Challenge A - Technical  
Challenge B - Scientific  
Challenge C - Fine Arts  
Challenge D - Improvisational  
Challenge E - Structural  
projectOutreach - Service Learning

The team then presents a rehearsed or improvisational solution in a 6 to 8 minute Presentation and solves an *Instant Challenge* (on-the-spot problem) at a Regional Tournament held in Iowa during late February or March. If a team advances, it competes at the Iowa Affiliate Tournament during April in Ames. First place Iowa Affiliate teams earn the opportunity to travel to Global Finals held in Tennessee in May. A team can start working on a *Team Challenge* as soon as members are recruited, but it is recommended that the Team Manager undergo training first, for which a program materials fee of \$20 per person (or a single \$20 fee for Co-Managers of the same team) for workshop expenses is charged. Students have the opportunity to learn how to solve *Instant Challenges* by attending an Instant Challenger workshop in January. The team fee for an Instant Challenger workshop is \$20, which helps offset workshop expenses. Various resources that help a Team Manager plan meetings effectively are available for purchase at these workshops.

## How often do teams meet?

Once a team is formed, the members decide how competitive they want to be and how often they want to meet. Historically, teams meet once a week, but as they approach Tournament, they may meet two or more times a week. This is entirely dependent on a team's work style, other activities that compete for students' time, on the goals the team sets, and the availability of the Team Manager. Some teams meet frequently for short periods, others get together less often but for longer periods, and other teams use a combination of these approaches.

## Who manages the teams?

Any adult 18 or older may manage a team. (Assistant Team Managers may be younger.) Generally speaking, a parent or two parents share the management of a team, but a teacher or other interested adult may also

manage a team. The solutions that students come up with are their own, not a Team Manager's or anyone else's outside the team. As a result, Team Managers need no special talents or skills—simply an interest in young people, a sense of humor, and a willingness to help students stay focused.

Students for a Creative Iowa provides a state-sanctioned Team Manager and Coordinator workshop in Ames during December. This hands-on, interactive workshop incurs only a \$20 materials fee per person (or a single \$20 fee for Co-Managers of the same team) for workshop expenses. Although it is not required for Team Managers to attend training, it is highly recommended. Team Managers who complete a workshop receive session-relevant materials and practice exercises that prepare their teams for participation in the Tournament experience.

## Who evaluates teams at competition?

DI is a volunteer, team-based organization at every level. Appraiser teams are assembled from trained volunteers to score student teams at Regional and Affiliate Tournaments in Iowa. Every team must provide one annually-certified and trained Appraiser in order to advance from the Regional to Iowa Affiliate Tournament. Appraisers commit to a three-day maximum time commitment—one full day of training on one of three different Saturdays in January or February (Appraiser's choice of dates), one full Saturday at the Regional Tournament where your team competes, and one full Saturday at the Iowa Affiliate Tournament in central Iowa—if the team advances to the Affiliate Tournament. Training, incidentally, is provided free of charge by a team of volunteer trainers recruited by the Students for a Creative Iowa Board.

## What costs are involved?

Official participation costs include Team Pak and Iowa Tournament fees, which total \$195 for a competitive team, or \$95 for a non-competitive *Rising Stars!*® team that participates at a Regional Tournament. Often a sponsoring organization such as a school, school district, parent/teacher organization or other civic organization, or a business will sponsor a Team Pak, but a group of families can also split the cost. A typical competitive 1-Team Pak for an entire year breaks down as follows:

4 students = \$48.75 per person  
5 students = \$39.00 per person  
6 students = \$32.50 per person  
7 students = \$27.86 per person

Price breaks occur for schools once they have 3 or more teams. If a school purchases a 5-Team Pak, for example, it pays for the first 3 teams and the remaining 2 teams are free. In this instance, a typical 5-member competitive team would cost about \$28 to \$38 per person, depending on the number of participating teams. There is also a 30-pak option for large school districts.

Other costs, which are dependent on a team's work style and the *Team Challenge* it selects, are for working materials and training workshops. Team Managers will usually request that parents of team members contribute a working materials fee to cover the cost of items used to practice *Instant Challenges* and to solve the *Team Challenge*. Parents may also be asked to bring snacks to meetings, gather working materials, and help transport students and props to Tournament. A Team Manager and Coordinator Training workshop, if desired, costs a \$20 fee per person (or a single \$20 fee for Co-Managers of the same team). In addition, if a team elects to attend an Instant Challenger workshop, there is a \$20 per team materials fee to offset workshop expenses.

## How do I START A TEAM?

Recruit a team of 2-7 team members (no limit on *Rising Stars!*@ teams) as soon as possible. You may e-mail Judy Nolan at judynolan@aol.com with any questions you have. Recruiting Kit materials are available at the cre8iowa Web site (<http://www.cre8iowa.org>) under the "Recruiting Kit" menu to help you plan an information meeting. Sponsoring organizations or an independent team need to purchase a Team Pak by December. The quickest way to do so is online at <http://www.ShopDI.org>. Once payment is received and verified, you may download program materials from <http://www.IDODI.org> (click on Resource Area). One set of printed program materials per team will be shipped to you. You may pay for a Team Pak by credit card or purchase order, or by check through the mail.

Iowa's Tournament registration forms are posted on the Web site at <http://www.cre8iowa.org> by October. The contact person for each Team Pak will be e-mailed when the forms are available. The Tournament registration deadline is in December.

Although the Team Pak purchase and Iowa Tournament registration deadlines for Destination ImagiNation are in December, you will want to get your team started before these deadlines to take advantage of every training opportunity. A Team Manager and Coordinator Training workshop is offered during early December in Ames, with cafeteria-style offerings for both new and returning participants. An Instant Challenger workshop for students is offered in

Ames during January. Free online support at the state Web site located at <http://www.cre8iowa.org> provides tips, practice exercises and additional information throughout the program year.

Note: It is not necessary to select a *Team Challenge* before recruiting a team. Ideally, this selection is made by the team during one of its early meetings. When the team registers by December for the first Tournament, then the selection must be announced.

## Where can I find more information?

### Contact

Jay Swords, Iowa Co-Affiliate Director  
E-mail: [swordsc@mail.davenportschools.org](mailto:swordsc@mail.davenportschools.org) OR  
[jswords@prodigy.net](mailto:jswords@prodigy.net)  
Phone: 309-786-8273

Alisha Heisterkamp, Iowa Co-Affiliate Director  
E-mail: [alisha-heisterkamp@uiowa.edu](mailto:alisha-heisterkamp@uiowa.edu)  
Phone: 563-508-7284

Judy Nolan, Co-Affiliate Training Director  
(Coordinator, Team Manager and Team concerns)  
E-mail: [judynolan@aol.com](mailto:judynolan@aol.com)  
Phone: 515-270-4514

Keith Kutz, Co-Affiliate Training Director  
(Challenge Master and Appraiser concerns)  
E-Mail: [only\\_kman@yahoo.com](mailto:only_kman@yahoo.com)  
Phone: 515-663-0964

### Web sites

Destination ImagiNation Iowa:  
<http://www.cre8iowa.org>

cre8iowa Support Blog:  
<http://www.cre8iowa.org>

cre8iowa Instant Challenge Library:  
[http://www.cre8iowa.org/  
team-support/instant-challenge-library](http://www.cre8iowa.org/team-support/instant-challenge-library)

Destination ImagiNation, Inc.:  
<http://www.IDODI.org>

ShopDI (for purchase of Team Paks):  
<http://www.shopdi.org>

# Rising Stars!® Teams

The *Rising Stars!*® program debuted in 2002 to young learners between age: to 7 to introduce them to creative thinking, teamwork, and problem-solving. Unlike the competitive program, *Rising Stars!*® teams are not limited to seven students. The teams are presented with a new *Team Challenge* each year v a special focus. The Team Challenge for 2010-11 is Big Bug's Bad Day, with c educational focus on storytelling and theatre arts.

How do you participate? Non-competitive *Rising Stars!*® Team Paks may be purchased for \$55 each from <http://www.shopdi.org>. The challenge is downloaded from the Resource Area of IDODI (<http://www.idodi.org>), Team can choose to showcase their skit at a Regional Tournament, in their local community, or even within a family setting. If the team chooses to perform at a regional tournament in Iowa, it will pay a \$40 participation fee.

Students participating at a Tournament will also solve an *Instant Challenge* that has been designed especially for this age group. Neither the *Team Challenge* nor the *Instant Challenge* will be scored, but instead the team will receive positive feedback. To celebrate their learning success, all *Rising Stars!*® youths participating at the tournament will receive a special ribbon at closing ceremonies.

*Rising Stars!*® Team Managers have the opportunity to attend a Team Manager and Coordinator Training Workshop in December, where a session has been tailored for their teams' special needs. Team Managers will take home a CD filled with activities and tips.

Each *Rising Stars!*® team participating at a Regional Tournament is required to supply one adult volunteer who will serve a 3 to 4 hour shift in a non-scoring role. This adult (unlike volunteers for the competitive challenges) will be able to observe the team's performance. No special training is required.

There are also *Rising Stars!*® Program Kits available online to help Team Managers guide their young teams. These kits, which consist of a Star Gazers' Guide and Star Time Activity Card sets, take the exploration of teamwork, creative thinking, and critical thinking to new heights for young ones. Some of these age-appropriate activities can be completed in a brief session, others over several weeks, and others throughout a unit of study. These materials may be used by anyone working with young children in a variety of settings. Packaged with thought-provoking quotations, creative lessons, teachable tools, musical CD (Kit III), and energizing START-ups (the *Rising Stars!*® version of an *Instant Challenge*), these kits encourage young children to probe a multitude of problem-solving curricular areas and methodologies. They are available for purchase at <http://www.shopdi.org>.



# projectOUTREACH®

ProjectOUTREACH® is Destination ImagiNation®'s service learning Challenge. It is designed to engage students in community activism by inviting teams to address real community issues through personal expression.

The ProjectOUTREACH® Challenge is inspired by the indie-rock band MAE from Norfolk, Virginia, which has demonstrated that each of us can make a difference in our communities. During the 2009-10 program season, rather than release a full-length album, MAE released a new song every month on its Web site. Fans could download each song for a minimum donation of a dollar, and all of the proceeds went to a charity of MAE's choosing. MAE fully funded a family's home through Habit for Humanity. The band also raised thousands of dollars for additional charities.



ProjectOUTREACH® is open to all Middle Level (grades 6-8) and Secondary Level (grades 9-12) students. There are two distinct parts to the Challenge. The first involves the Project, a community need that the team identifies and uses creative problem solving tools to solve. The second part of the Challenge requires students to document the Project through an Album. At the Tournament, they will perform an entertaining Presentation no longer than 8 minutes that meets specific criteria. The 2010-11 projectOUTREACH Challenge® is *DInamic Networks*, with a focus on Forging pARTnerships.


Like most of the other competitive Challenges, projectOUTREACH® teams incorporate two *Side Trips* into their Presentation. *Side Trips* are scoring elements that showcase team interests, skills, areas of strength, and talents. Additionally, projectOUTREACH® teams participate in *Instant Challenge*, or on-the-spot problem solving.

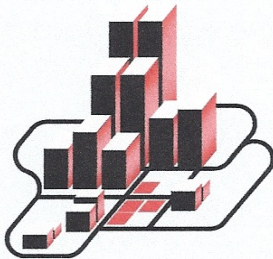
ProjectOUTREACH® is aligned with national standards for learning. It is a great way for students to become active in their communities.



## Start a Team. Choose Your Challenge.

Destination ImagiNation is an exhilarating 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](http://www.IDODI.org) 



sponsored by  
 

### unidentified moving object technical

- Design and build Equipment to move various Materials to and from towering heights
- Start and end the Presentation with the Equipment contained in a Storage Box
- Create and present a Sales Promotion highlighting the features of the Equipment
- Complete all of the above with no AC electrical power



sponsored by AMERESCO 

### spinning a tale scientific

- Research Energy Cycles in the Natural and/or Physical World
- Develop and present an original three-act Circular Story that demonstrates knowledge about one Energy Cycle of the team's choice
- Create a Dicycler that changes as the Story progresses and the acts change
- Create a Finale that uses your Dicycler to signal the end of your Presentation



### triple take road show fine arts

- Use three different Storytelling Methods to tell the same story to three team-chosen Pretend Audiences
- Portray the Travel Methods used to move your Traveling Road Show between different Pretend Audiences
- Integrate a team-created Technical Spectacle into one presentation to a Pretend Audience

Destination ImagiNation is proudly sponsored by



NATIONAL DAIRY COUNCIL



AMERESCO 

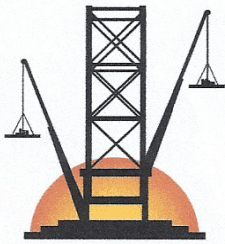


motorola  
foundation



## mythology mission improvisational

- Create a five-minute Improvisational Skit about a Mission involving a Mythical Creature. This must be done in a five-minute Preparation Time prior to your Presentation at the Tournament.
- Incorporate research about a Culture from a country
- Incorporate three Souvenirs randomly selected from the list of items and combine them to create one Master Prop
- Incorporate an Unexpected Problem that is discovered on stage



sponsored by **3M**

## verses! foiled again structural

- Design and build a Structure made only of Aluminum Foil, Wood and Glue
- Test how much weight the Structure will hold
- Present a Story about a character that is Foiled
- Integrate team-written Verse and published Verse into your Story



presented by **mae**

## dynamic networks service-learning

**Make a difference in your community! This Challenge has two distinct portions:**

- First, your team will design and carry out a Project to address a real community need and integrate a social network
- Second, at the Tournament, your team will showcase your Project with an Album and a Presentation, as well as complete an *Instant Challenge*



## big bug's bad day noncompetitive

**Calling our youngest creative problem solvers! Your team will:**

- Learn about bugs and how they work with other living things
- Create a play that tells about Big Bug's bad day
- Explore how Big Bug's friends try to make the day better

# *Top Reasons to Be An Appraiser*

- ★ You'll encourage young people to develop life skills while solving challenges through their unique hands-on experiences in the sciences, technology, mechanics, engineering, theater, improvisation, goal setting, time and budget management, team building, and leadership.
- ★ You'll help teach participants that through their creativity, teamwork, and perseverance, they can develop creative solutions to complex problems completely on their own!
- ★ You'll spend the day with the most creative kids in the world.
- ★ You'll work with a team of other interesting adults.
- ★ You'll see exciting solutions to fascinating challenges.

## *Responsibilities:*

By volunteering to be an Appraiser at a Destination ImagiNation tournament, you'll get a glimpse of the future, and observe greatness as it happens. All it takes is a little training, and you are ready to witness and assess the performance of some of the great minds and unconventional thinkers of our time, Destination ImagiNation® kids!

1. Every team must have one adult Appraiser (age 18 or over) who is not already a team member.
2. Every Appraiser must receive annual training in order to certify (or re-certify) in a specific competitive Challenge that is different from the Challenge the team is solving.
3. Appraisers are required to attend one full day of training on one of three different Saturdays in January or February (see Iowa's DI calendar). You may choose the date that works best for you.
4. Represent your team by serving one full day at the Sub-State Tournament.
5. If your team advances to the State Tournament, you serve one full day at the State Tournament, too.

APPRAISERS ARE  
IMPORTANT! WITHOUT YOU,  
THERE CAN BE NO  
TOURNAMENTS.

TEAMS THAT ARE NOT  
REPRESENTED BY A  
TRAINED APPRAISER AT A  
TOURNAMENT WILL BE  
ALLOWED TO PERFORM,  
BUT WILL NOT BE ALLOWED  
TO ADVANCE TO THE NEXT  
LEVEL OF COMPETITION,  
EVEN IF THEY WOULD  
OTHERWISE QUALIFY.

**Questions? Contact Judy Nolan, Co-Affiliate Training Director, at [judynolan@aol.com](mailto:judynolan@aol.com), or call 515-270-4514.**

# How to Find Appraisers

Appraising is the #1 way in which most Destination ImagiNation® volunteers get involved in the program. Besides being incredibly fun, it provides the individual with a specific way to make a positive impact on the life of a young person. Appraisers set the tone of a student's Tournament experience with their smiles and attitudes. Their primary responsibility is to find ways in which to award PRAISE points [think "a-PRAIS(e)-ser"]. Importantly, any adult who enjoys young people and can donate three Saturdays of his or her time can participate.

The time commitment for an Appraiser is one Saturday for training, one Saturday for a Regional or sub-state Tournament, and one Saturday for the state Tournament (if the team advances).

Specific Appraiser participation dates are found on our Web site here:  
<http://www.cre8iowa.org/2010-2011-season/2010-2011-calendar/>

If you think you would like to volunteer as an Appraiser, contact Keith Kutz at **only\_kman@yahoo.com**.

Team Managers or Coordinators can find Appraisers in the following dozen ways:

1. Ask a Team Parent to volunteer.
2. Contact a co-worker.
3. Talk to a neighbor.
4. Ask a grandparent.
5. Visit with a teacher.
6. Contact a PTO or PTA president (or other parent teacher organization).
7. Visit with the administrator of a senior activity center or senior residential community, introduce the DI program and explain how it benefits students. Then ask for a volunteer.
8. Contact a local community group, such as your local Jaycees, Kiwanis, Lions and/or Lioness Club, American Legion or VFW post, Boys Club or Girls Club.
9. Contact the local high school, and ask if there are students 18 years or older who would like to volunteer. Every high school has service learning clubs, as well as a student council that gets involved in community projects.
10. Contact a local college or university activities coordinator, and ask for the names of student groups that might be interested in supplying help. Consider fraternities and sororities, which often are involved in service opportunities.
11. Contact your church and ask for volunteers. Not sure who to contact? Start with the pastor or youth group coordinator.
12. Contact Americorps, which specializes in offering opportunities for adults of all ages and backgrounds to serve through a network of partnerships with local and national nonprofit groups.

# Ways to Get Parents Involved in the Destination ImagiNation® Program

1. Make sure you keep parents in the loop. Invite parents to a meeting **early** in the program season. Provide them with a copy of the *Team Challenge*, *Rules of the Road*, *Team Manager Guide* and *Parent Guide*.
  - Review with parents what you expect of them, what they can expect from you, and what you expect from their students.
  - Review the rules of Interference with parents, including a discussion of the Interference Triangle.
  - Parents should not expect you to foot the bill for snacks, *Instant Challenge* supplies or *Team Challenge* materials. Have a realistic discussion about expenses, and ask parents for a contribution.
  - This is a great time for you to exchange contact information with each other.
2. Ask parents to organize a snack plan for team meetings, as well as a meal plan for later in the season, when meetings tend to increase in frequency and length. Team Managers should not have to pay for pizza and pop, sweets and treats at every meeting!
3. Ask parents to organize a car pool for getting students to meetings.
4. Early in the program season, provide parents with the cre8iowa Calendar, along with suggested meeting times. Request that parents notify you ahead of time about conflicts so that you can modify the team's meeting calendar to accommodate everyone as much as possible. Recognize that not every student will be at every meeting, and allow the team (not you!) to problem solve for these situations.
5. Continue to stay in touch with parents, using a system agreed upon by all. This might take the form of a meeting notebook for students that includes a section for Notes to Parents. Some Team Managers prefer to email parents instead, or create a meeting blog online that parents can check every week.
6. Ask parents to teach **general** skills, making sure they understand the rules of Interference. Sample skills might include:
  - How to use a sewing machine
  - How to use tools (especially power tools) safely
  - Electrical wiring
  - Using adhesives safely
  - How to mix colorsand more!
7. Ask parents to organize *Instant Challenges* for team meetings. You may wish to have them provide supplies so you or a Co-Manager can facilitate, or you can rotate that responsibility through the parents.
8. Invite parents (perhaps on a rotating basis) to sit in on meetings so that they can see what goes on at meetings. Make sure they understand the rules of Interference!
9. Invite one or two parents to assist you as Co- or Assistant Managers.

10. Schedule an *Instant Challenge Family Night*, and invite parents to solve *Instant Challenges*.
11. Invite a parent to be the team's Tournament Appraiser. This same person is allowed to provide *Instant Challenge* feedback during *Instant Challenge* practice.
12. Schedule a dress rehearsal at least 2 weeks before the Tournament, and invite parents to attend. Make sure they understand the rules of *Interference*, and do not provide feedback to the students.
13. Ask parents to organize a transportation pool for field trips, as well as getting team members and props to Tournament(s).
14. Ask parents whether they can provide meeting space, or lend the team tools on an as-needed basis.
15. Encourage parents to extend their children's creative journey by playing creative games with them, or organize a Family Game Night with students and their parents to play such games as:
 

Pictionary®	Cranium®	IMagiNiff...®
Scattergories®	Outburst®	Apples to Apples®
16. Ask parents to help you organize a celebration at the end of the program season. No matter what the results of competition are, this brings closure to everyone, and ends the season on a fun note.

# Students for a Creative Iowa\*

## Contact Information

\*also known as cre8iowa

### State Board

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### Iowa Participant Support

Students for a Creative Iowa  
<http://www.cre8iowa.org>

Email questions:  
cre8iowa@gmail.com  
(NOT for Clarifications)

Instant Challenge Library:  
<http://www.cre8iowa.org/team-support/instant-challenge-library/>

cre8iowa Document Library:  
<http://www.cre8iowa.org/team-support/cre8iowa-document-library/>

### Destination ImagiNation® Links

International home page:  
<http://www.idodi.org>

Ask DI:  
askdi@dihq.org  
(NOT for Clarifications)

Published Challenge Clarifications:  
<http://www.idodi.org/index.php/what-is-a-clarification>  
(These supercede *Rules of the Road & Team Challenge*)

Download program materials:  
<http://www.idodi.org>  
(click on Login, then Resource Area)

Purchase Team Pak(s) & support products:  
<http://www.shopdi.org>

Destination ImagiNation® Resource WIKI\*:  
<http://diresources.wikispaces.com/>

\*Neither DISC (Destination ImagiNation® Support Committee) nor Destination Imagination Inc. endorse or have control of pages outside of this site, but it is an excellent resource for past *Team Challenge* videos, *Instant Challenges*, and team resources of all kinds.

# Where to Go for Help

## Official Sources of Information

1. Read the official Destination ImagiNation® program materials located at <http://www.idodi.org> (click on Login, then Resource Area). They include:
  - Team Challenges
  - Rules of the Road
  - Team Manager Guide
  - Instant Challenge Practice Set
  - Parent Guide
  - Program Guide
  - TravelGuide for Teams (this tournament guide is uploaded to the Resource Area around January)
  - Connecting the Standards
  - and miscellaneous supplemental documents

New this year and released in BETA format is a 148-page step-by-step Tournament guidebook, available at:  
[http://www.idodi.org/10-11downloads/10-11\\_roadmap\\_beta\\_101410.pdf](http://www.idodi.org/10-11downloads/10-11_roadmap_beta_101410.pdf)

2. Request a Team Clarification. Each team is allowed to request up to 10 Clarifications, with a deadline of midnight on Feb. 15, 2011 (Pacific Standard Time). Visit: <http://www.idodi.org/index.php/what-is-a-clarification>
3. Send an email to cre8iowa (NOT for Clarifications): [cre8iowa@gmail.com](mailto:cre8iowa@gmail.com)
4. Contact a State Board member. (See previous page.)
5. Visit cre8iowa's Web site: <http://www.cre8iowa.org>

## Non-Official Sources of Information

1. Contact another Team Manager or Coordinator.
2. Join the DINI discussion group on Yahoo for topics of interest to Destination ImagiNation® participants: <http://groups.yahoo.com/group/dini>
3. Visit the Destination ImagiNation® Resource WIKI at <http://diresources.wikispaces.com/>. This Web site is maintained by Destination ImagiNation® volunteers just like yourself.
4. Visit other Affiliate Web sites:  
<http://www.idodi.org/index.php/get-involved/states-a-countries->

# Suggested Resources: Instant Challenges, Team Building Activities & Improvisation

All teams need to practice *Instant Challenge* at every meeting, as well as team building and improvisational exercises. More details will be posted in upcoming posts of cre8iowa's Web site at <http://www.cre8iowa.org>. For now, these links, which were active at the time this list was compiled, provide a start!

## Instant Challenges

Iowa (free):

<http://www.cre8iowa.org/team-support/instant-challenge-library/>

Other DI Affiliates (explore the list, also free):

<http://www.idodi.org/index.php/get-involved/states-a-countries->

Destination ImagiNation Resource WIKI *Instant Challenge* page (free):

[http://diresources.wikispaces.com/main\\_instantchallenge](http://diresources.wikispaces.com/main_instantchallenge)

Destination ImagiNation (for purchase):

<http://www.shopdi.org>

## Team Building Activities

Great Solutions to Team Challenges:

<http://greatsolutions.blogspot.com>

Wilderdom:

<http://wilderdom.com/games/>

Great Group Games:

<http://www.greatgroupgames.com/>

The Junkyard Sports Community:

<http://www.junkyardsports.com>

Destination ImagiNation Resource WIKI Teams, Teamwork and Team Building page:

[http://diresources.wikispaces.com/main\\_teamsandteamwork](http://diresources.wikispaces.com/main_teamsandteamwork)

## Improvisation

Improv Encyclopedia:

<http://www.improvencyclopedia.org/index.html>

Learn Improv:

<http://www.learnimprov.com>

Destination ImagiNation Resource WIKI Improv page:

[http://diresources.wikispaces.com/main\\_improv](http://diresources.wikispaces.com/main_improv)