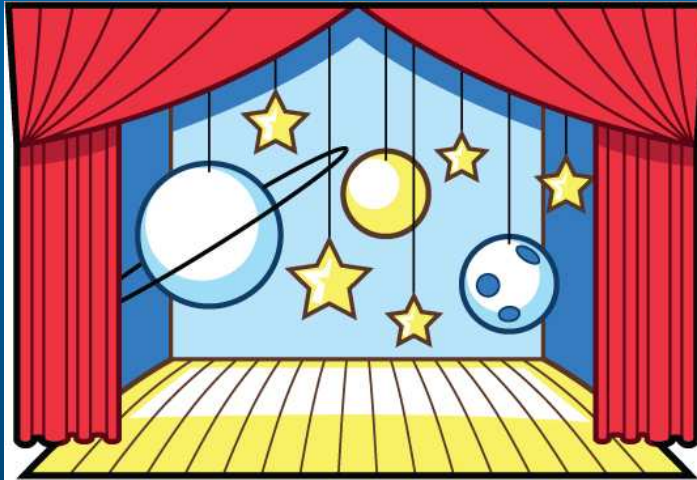




Destination ImagiNation®

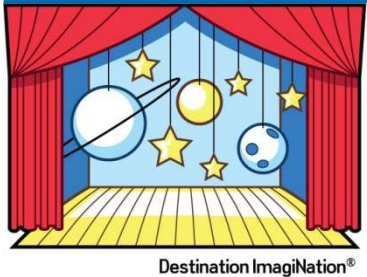


Destination ImagiNation®

the solar stage

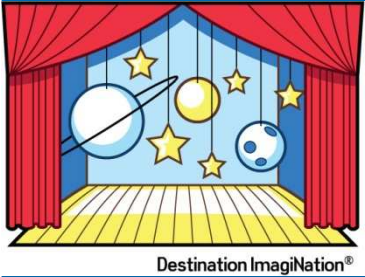
scientific

2011-2012 Team Manager Training



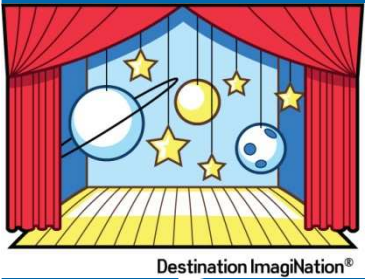
Scientific Challenge: the solar stage Challenge Masters

Jim Butz (State, North Metro, Denver)	303-954-9032
Jim Stanek (State, North Metro, Jeffco)	303-733-6974
Dick Witulski (Denver)	303-755-5911
Megan Morgenthaler (Jeffco)	?
Parker Tipton (South Metro)	720-219-1100
Cate Stanek (Boulder)	303-808-3756
Janae Passalaqua (South)	719-566-3885
Janelle Bordin (South)	?
Dale Husk (Cherry Creek)	303-771-5859
Alex Melisaratos (Cherry Creek)	303-717-3370
Bill Hickam (Southwest)	?
Joyce Ruddy (Pikes Peak)	?
TBD (Western Slope)	



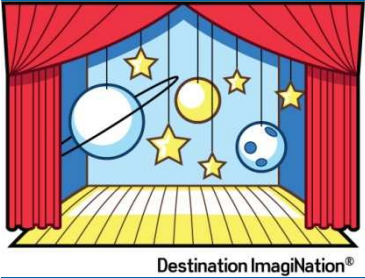
Scientific Challenge: the solar stage

- Focus of the Challenge
 - Science
 - Solar Energy Research
 - Model and Prototype Construction
 - Storytelling
 - Theatrical Lighting Design
 - Creativity
 - Critical Thinking
 - Collaboration
 - Communication



What your team should learn

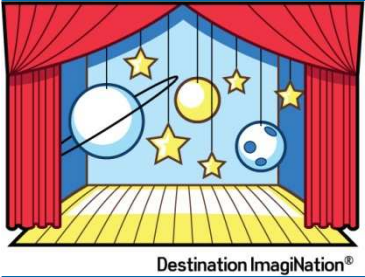
- Reasoning: Understanding and interpreting the challenge
- Research: Finding information for use in developing a solution
- Integration: Combining ideas and including multiple contributions to form a truly 'team' solution
- Construction: Sawing, hammering, drilling, sewing, painting, soldering, assembling, testing...
- Teamwork: Everyone working together to make it from an idea to a great performance
- Performance: Acting, singing, dancing, ad-libbing, writing – making an otherwise dry topic interesting!
- Time Management: Making every minute count
- Accomplishment: Taking pride in what's been done!



the solar stage Understand the Challenge!

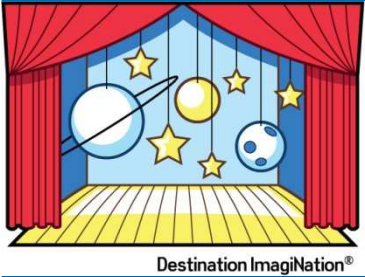
- The Challenge
 - Read it
 - Understand it
 - Question it
 - Read it again
- The ***Rules of the Road***
 - Read them
 - Understand them – ***Note changes***
 - Question them
 - Read them again





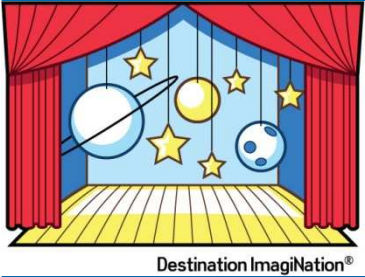
the solar stage Points of Interest

- 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 be used to illuminate the Presentation and to create special theatrical effects.



Other Details

- Time Limit: The team must complete the Presentation (including setup) in 8 minutes
- Team Budget: Total value of material used *in the presentation* may not exceed US \$175
- Roadmap for Success
 - Solvable on many levels from simple to complex
 - Designed to engage a wide range of creativity
 - Ask for clarification if you are uncertain of an element of your solution
 - If it doesn't say you can't – YOU CAN!

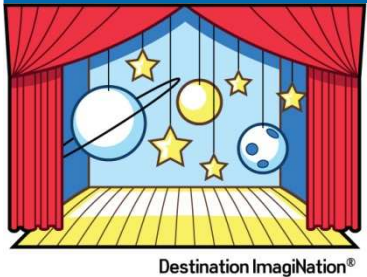


the solar stage

The Central Challenge

Intent

- ***Tell a story*** about one or more characters facing a situation where solar energy is used
- Design and build a ***Solar Energy Prototype***
 - Used by at least one character in the story
 - Demonstrate one or more ways to collect, capture, and use solar energy to resolve the situation
- Provide ***Theatrical Lighting*** to illuminate and theatrically enhance the story
 - Team lighting will be the ***Only illumination*** during the presentation
 - Site lighting will not be available to teams during their presentation



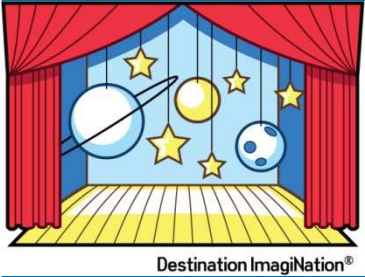
the solar stage The Central Challenge

Theatrical Lighting: Team-provided lighting that teams will use to illuminate and/or create a sense of visibility, time and place, and mood during the Presentation.

Tournament Lighting: The installed lights of the facility and/or the Tournament-provided lights and lamps that are intended to provide general illumination and safety at the Site.

Teams may not use lasers or laser pointers. High-intensity beams will not be allowed either.

No flash photography!

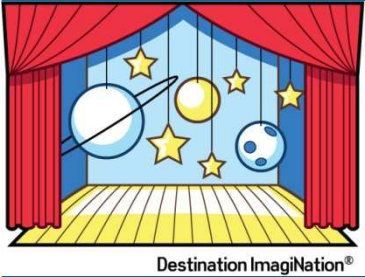


The solar stage

The Central Challenge

The Story

- About one or more characters who face a situation where solar energy is needed.
- No restrictions on nature or extent of the situation.
- Points earned for Creativity
 - Original and novel development of the story line
 - Plot, characters, ending
- Points for Clear and Effective Storytelling
 - Beginning, middle, end
 - Easy to follow and understand
- Points earned for integrating Research into Solar Energy into the presentation

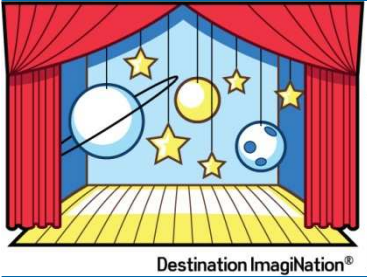


the solar stage

The Central Challenge

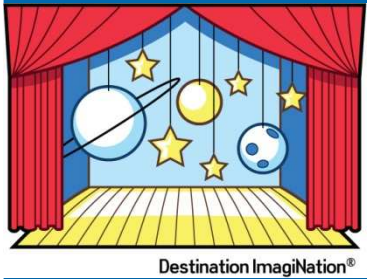
Solar Energy Prototype

- A team-designed and team-built model that looks real for demonstration purposes, but is not required to be fully functioning. It may be full-size or scaled to a larger or smaller size to show its features and functions.
- Solar energy considered to be convertible into mechanical, electrical, stored, or other forms of energy. Functional prototypes must follow guidelines in *Rules of the Road* for safety when using energy.



the solar stage Central Challenge

- No requirement that application or end-use be practical or realistic
- Features and functions to show process to collect and convert solar energy
- Demonstration large enough for be seen from a distance of 25 ft. (so the audience can appreciate!)
- Points for:
 - Quality of appearance and workmanship
 - Original or unexpected methods to collect, convert, and use solar energy
 - Effective demonstration of solar energy prototype

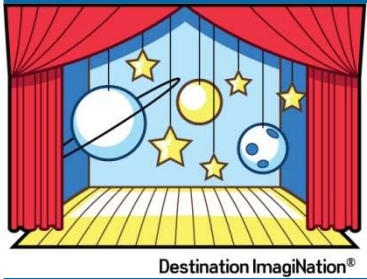


the solar stage

The Central Challenge

Theatrical Lighting

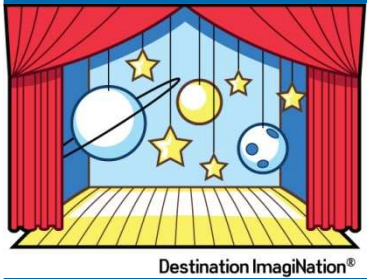
- Use to create a sense of visibility, time, place, and mood during performance
- Team is free to choose most any technique including light boxes, gels, black lights, shadows, silhouettes, illusions, light movement, negative space
- Multiple techniques may be used, but ONE will be selected for scoring of Creative Effect. Choice to be listed on Tournament Data Form
- Additional points for Effective Theatrical Use of ALL lighting.



the solar stage

Team ID Sign

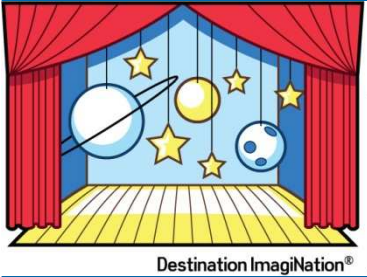
- Team name and DI-ID number, school
- 2 ft X 3 ft
- CANNOT be a scoring element
- Helps the Appraising team, especially if your school has more than one team in a challenge



the solar stage

Team Choice Elements (formerly Side Trips)

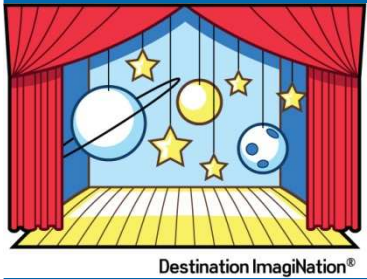
- Team opportunity to select items for scoring:
 - Team must present TWO creations called 'Team Choice Elements' during their 8- minute presentation
 - Each Team Choice element must be described on the Tournament Data Form
 - The Team Choice Elements *must have meaningful connection* to Central Challenge Solution
 - May not be an element scored in the central challenge



the solar stage

Team Choice Elements

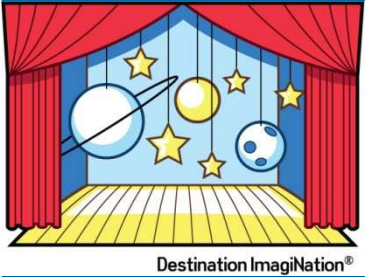
- TCEs should show off or Showcase interests, skills, talents...
- TCEs are scored on
 - Creativity and Originality
 - Quality, Workmanship, Effort
 - Integration into the presentation
- TCEs may be presented simultaneously if both can be evaluated, identified, and scored separately



The solar stage

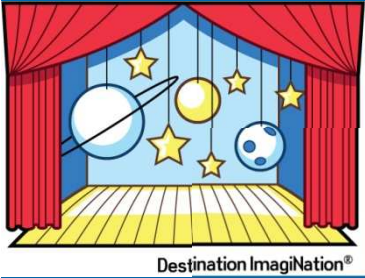
Other Notes

- Presentation Site
 - Minimum 8 ft (2.43 m) deep X 10 ft (3.04 m) wide
 - Area will NOT be marked off
 - Team may use any additional space designated as available
 - Because of lighting element, teams will not be allowed to move into the audience for safety reasons
- Electrical Power
 - Power available at the edge of the presentation area via a grounded extension cord.
 - Most sites will likely include a 15-amp circuit breaker Near the Outlet
 - Team is responsible to assure that their lighting power demand does not exceed 15 amps

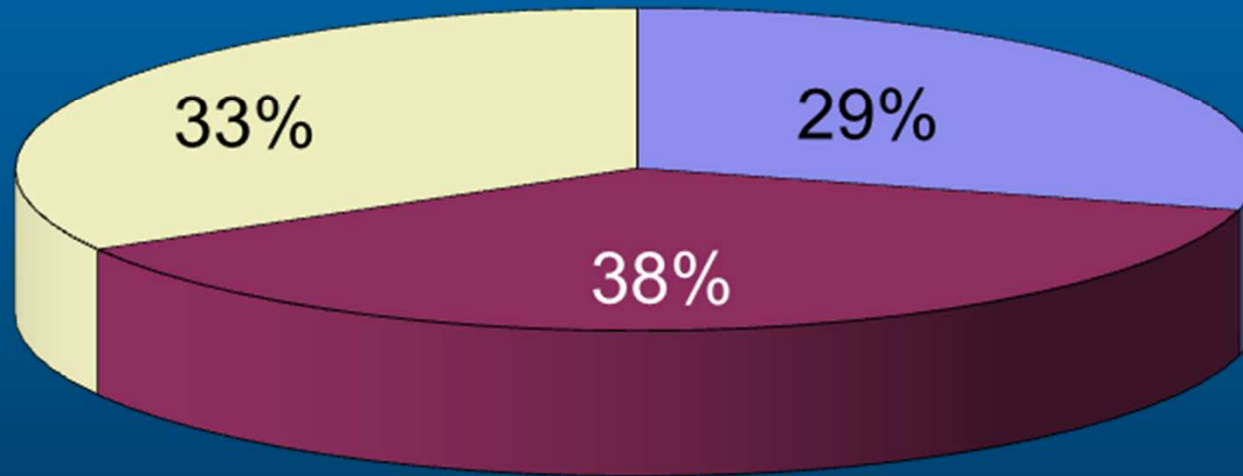


the solar stage

- Clarifications
 - First source: The Challenge
 - Final word: Submit to DI and the International Challenge Masters. They will respond! (Usually within 48 hours)
 - PLEASE READ the General Clarifications on the DI website!
 - RCM can answer questions specific to the regional tournament (eg, details on lighting scheme)



the solar stage Central Challenge – Points Breakdown



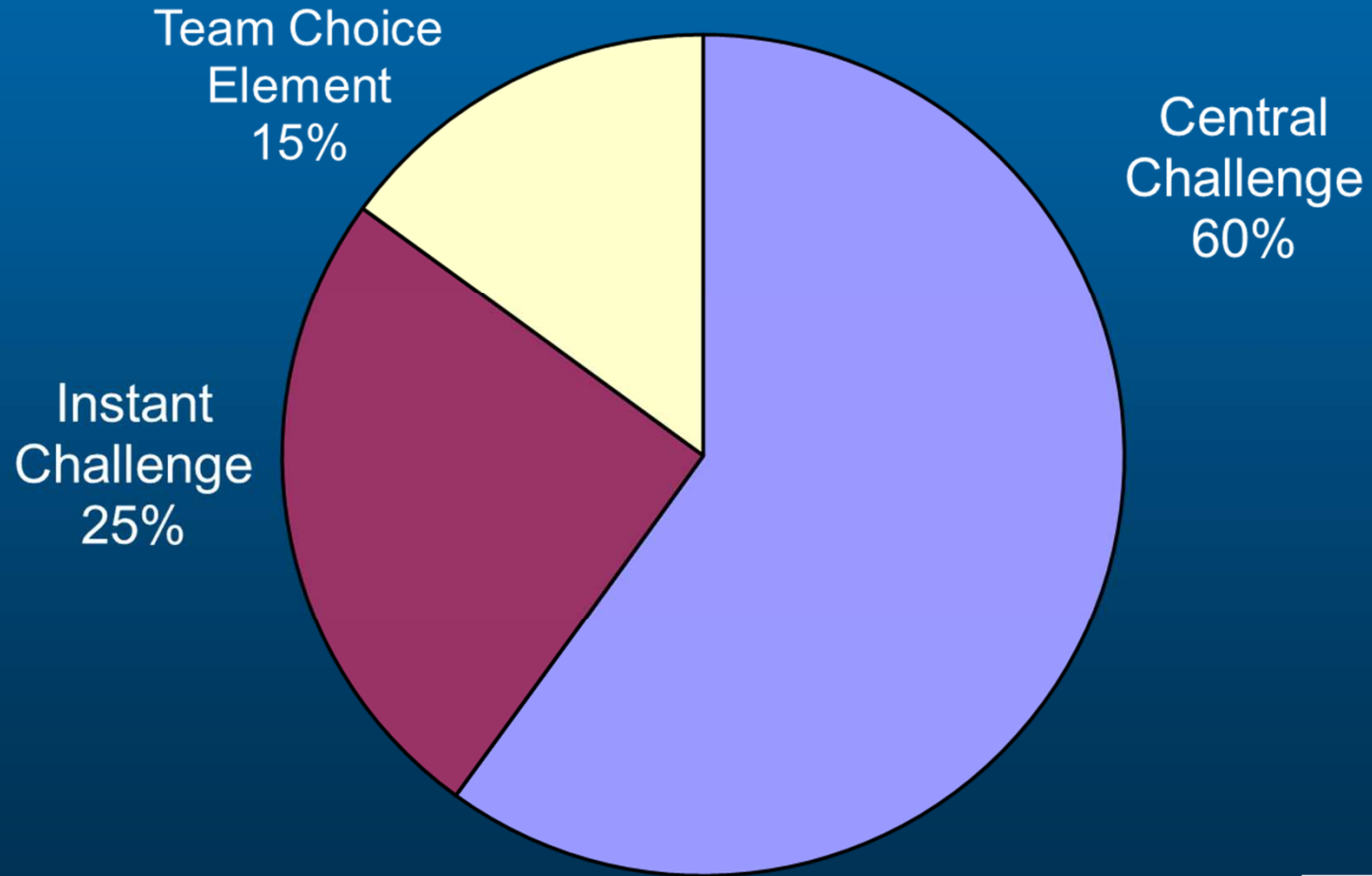
- Theatrical Lighting
- Solar Energy Prototype
- Story

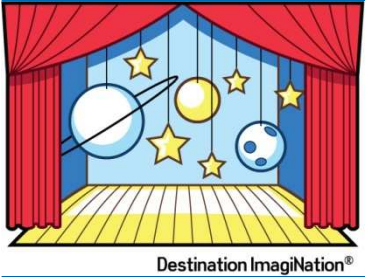


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Scoring – Total Points Breakdown

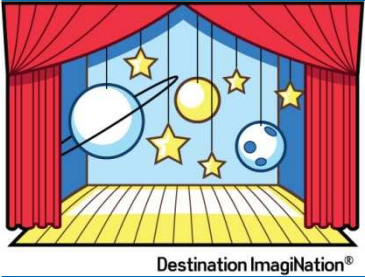




the solar stage Safety



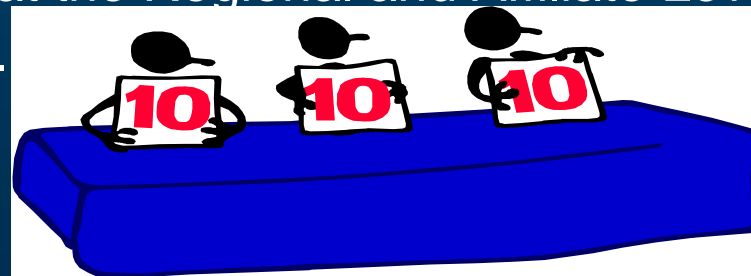
- SAFETY IS A TOP PRIORITY
 - Team manager is key in teaching kids safe techniques for designing, building, and testing the solution. It is not interference to prevent injury. BUT this does not give the team manager permission to build/do anything for the team!
 - Understand the rules for Chemicals, Electrical Devices, Dry Ice, Helium, Etc.
 - No props that look like weapons - many schools have a “No Tolerance” Policy
 - Each tournament will be operated according to site-specific restrictions/regulations
 - All team members must wear Shoes/Foot Coverings
 - Proper Eye Protection (If Required)

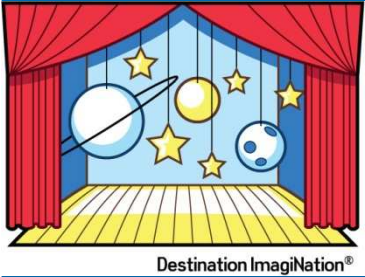


the solar stage

Appraisers – The Audience That Scores

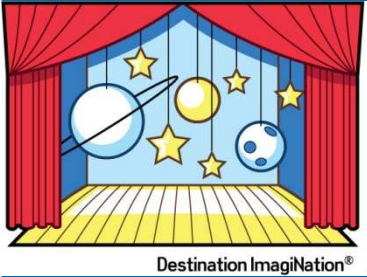
- Appraiser Roles and Responsibilities
 - Remember – your Appraisers are all Volunteers
 - In 15 to 18 minutes, they must prepare, evaluate, and score each team's solution to the challenge
 - Appraisers are required (and monitored) to use consistent scoring evaluations
 - Appraisers truly want to award each team as many points as possible
 - Appraisers will evaluate
 - From 10 to 20 solutions at the Regional and Affiliate Level
 - 50+ solutions at Globals.





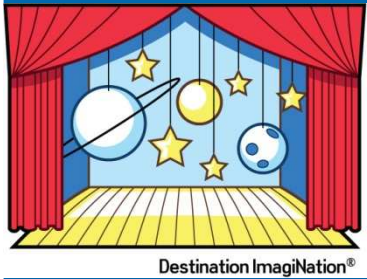
Appraiser Perspective

- Appraisers will appraise what your forms tell them to appraise!
- Please be concise and be specific – use simple identifiers: “girl in bluebird costume” rather than “Susie”
- For TCEs, it helps for appraisers to know when the element happens, and not to have to score two items that are happening simultaneously
- Double and triple-check paperwork to make certain all questions are answered properly
- The easier you make it for the appraisers, the more they will see in your performance!



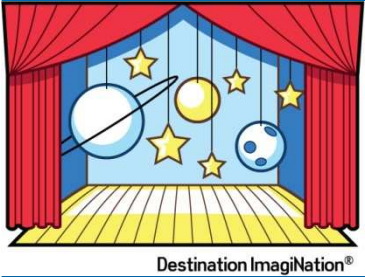
Team Interview

- Appraisers will interview your team after their performance to learn more about the development and nuances of their solution
- This is the opportunity for your team to explain neat features and details of props, research, or skills
- Appraisers will ask kids who worked on specific aspects to talk about their contributions, so expect everyone to be involved



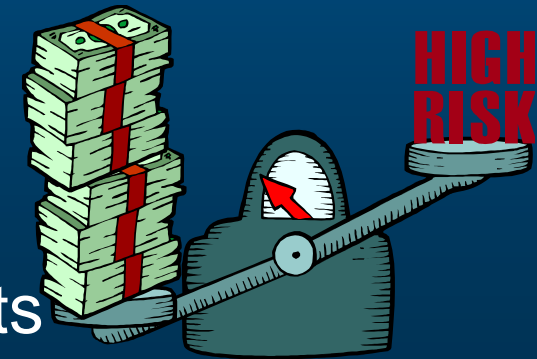
the solar stage Paperwork

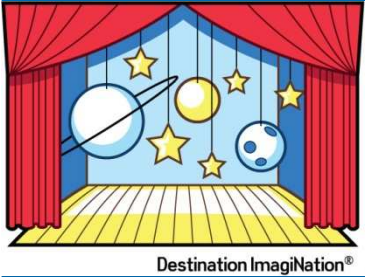
- Please ensure the Team has all forms ready at check-in
 - Tournament Data Form
 - Declaration of Independence
 - Expense Report
- Team's responsibility for legible and logical forms
 - It is okay for the Team Manager to use the Kid's *own words* to write/type forms for elementary teams
 - Middle and secondary teams must fill out their own forms!
 - The Team should read their forms and make certain everything is clear
- Appraisers will have a maximum of 2 minutes to read the forms - make sure they are clear & precise
- Appraisers seldom have time to look at, let alone thoroughly read, attachments
- Have extra copies and backups of paperwork



Risk Taking

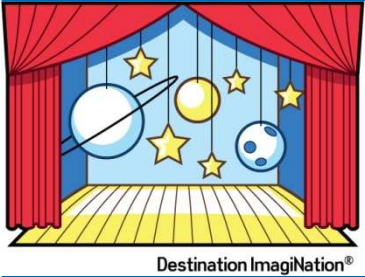
- DI Appraisers Understand and Appreciate Risk Taking
- Risk Taking is usually rewarded
- Risk Can Come In Various Forms/Shapes/Ways
 - Engineering – the solution itself.
 - Humor
 - Complexity
 - Creativity
 - Integration of multiple components





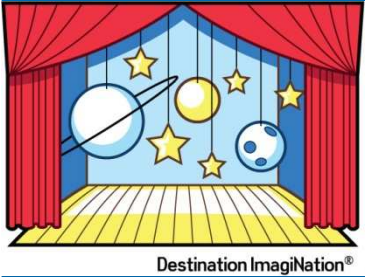
Team Management Hints

- New to being a team manager? Use a Team Manager Road Map!
 - Available in hard copy here at Team Manager Training
 - Available On-line at IDODI.org
 - Lays out a week-by-week schedule and activities to help your team arrive at a complete solution by tournament time
 - Takes the *Overwhelmed Factor* out of being a TM!



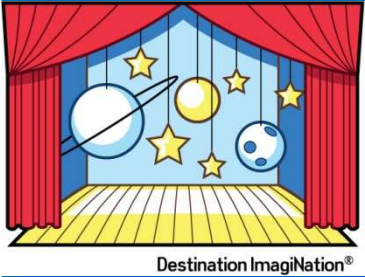
Management Hints

- If your team has trouble figuring out how to get started
 - Help them break down the Challenge into pieces.
 - Ask them “what is the easiest way you can think of to do this piece?”
 - Let them build it
- Once they have any kind of solution on the floor
 - They will see how it all comes together
 - They will have a much easier time seeing how to make it better
- Once the team has a device that solves part of the Challenge (it works, even if not impressively!),
 - Ask them if it’s wise to destroy it until the upgraded device is complete and functional
 - They can learn that it is always a good idea to have a fallback
- Younger children rarely come with time management skills
 - A Team Manager helps the team prioritize, organize and schedule



Management Hints

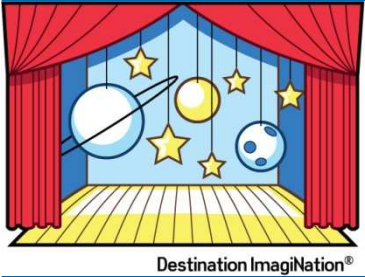
- Keep track of costs – make sure your parents know there may be cost sharing
- As you get to the last week, focus on mandatory items - review the scored elements!
 - Pace the kids during the last week
 - Get the forms done well in advance
 - The last week is always stressful so be as prepared for it as you can
- Have at least some team members working on the story and staging (and start practicing) early
 - The first time you run through it, don't be surprised if it takes 20+ minutes
 - It gets better with repetition and will always go faster at the Tournament
- Per the Rules of the Road, your critique of the play, blocking, and general performance are very limited
 - Consider videotaping a practice, have the kids watch it, and let them critique themselves



the solar stage

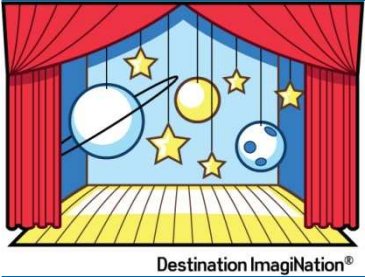
Membership and Signing Up

- Your school needs to register with (and pay) Destination Imagination at the ShopDI web site. This will also register you at the state level. Your school coordinator will probably do this.
- Your team needs to sign up as a team under that school registration. This will get you a membership number. It will look like 106-NNNNN (e.g. 106-22222). This is also done at ShopDI. Either you or your school coordinator will do this.
- Your team needs to register with your region. Procedures for this vary from region to region. Some regions charge for this, some have their costs paid by their school system. If you don't register with your region, there will not be a time slot for you at the Tournament.



Clarifications

- If you have questions about this Challenge (for example, can we do this; must we do this; what happens if we do this) and it's not obvious from the Challenge text, your team should seek a Clarification.
- When you register your team at ShopDI, you will get the necessary materials for submitting Clarifications.
- You will get a fairly rapid response (24-48 hours) via email. Your answer will not be shared with other teams.
- You may ask for up to 10 Clarifications, and you must ask no later than February 15, 2012
- Bring your Clarifications to each Tournament with you.
- Check the IDODI website often for General Clarifications that apply to all teams. These happen when many teams ask the same question

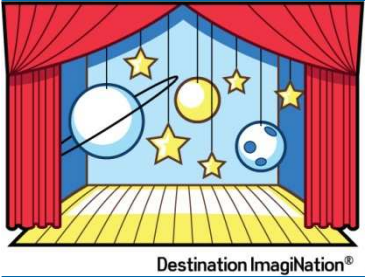


Clarifications

- **One general clarification has already been issued:**

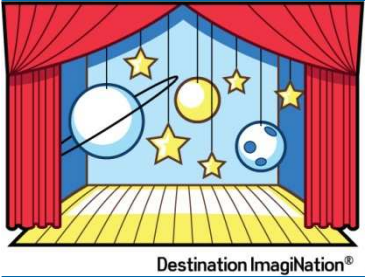
#1. October 20, 2011 -

Section A.3.a states that once the Tournament Lights are turned off or dimmed they will remain off or dimmed for the remainder of the Presentation. However, for safety reasons there may be instances in which the Tournament Lights will need to be turned back on during the Presentation. If the Tournament Lights are turned back on, whether by team request or by Appraiser judgment, they must remain on for the remainder of the Presentation.



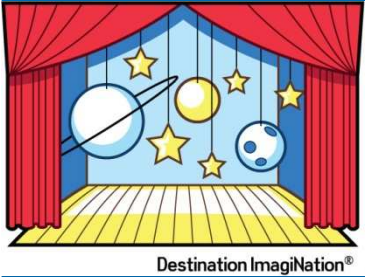
Tournament – BEFORE the Big Day

- Have the team get your forms done and copied
- Help the team prepare a crash kit with essential tools and spare parts in case something breaks during the trip
- Make sure you know where you're going and how to get there
- Make sure your team parents and grandparents know where they're going, how to get there, and what school and Challenge they need to look for inside the host school. They should plan to arrive early.
- Make sure you know how each team member is getting to the school. You will be happiest if you meet them near home and you travel in a convoy
- Pack the cars the night before
- Don't let the team stay up all night finishing stuff, unless they're high school (or have a late performance)



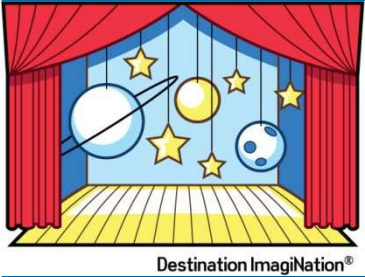
Tournament – Arrival at the School

- Plan to be at the site at least an hour before your performance
- You may want to drop props at the curb (with a parent guard) then go find a parking place
- Figure out how to get to the performance site before you start schlepping props through the building.
- Parents can carry props! Give them something to do!
- Parents CANNOT assemble props. Even if they drop or break something, the TEAM must repair and re-assemble.
- Find a convenient section of hallway to set your props down.
- Have the kids check over the props and make any repairs needed. Adults must never have tools in hand.
- Deal with snacks, restroom runs, makeup (the team must do!) and costumes. Remember – this is the team's show!



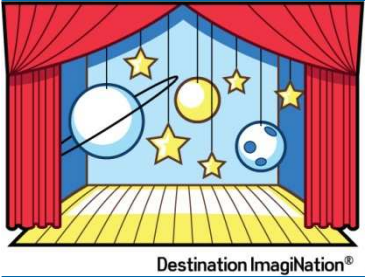
Tournament – Check-in

- No Later Than 20 minutes before performance time, the prep appraiser will be looking for you - be findable.
- The appraiser will invite you to bring your props to the check-in table. Parents can still carry, then they need to go sit down!
- Give the prep appraiser your forms.
- The prep appraiser will confirm the signal the team wishes to use to indicate that they are ready for site lighting to be turned off.
- The appraiser will engage the kids in conversation and try to keep them as calm as possible.
- When the previous team finishes, the prep appraiser will “walk the floor” with the team and then have them take their stuff to the launch area. At this point team managers will be dismissed to their seats and should take any materials that will not be needed in the performance (such as tool boxes).



Tournament – The Performance

- The Challenge appraisers may visit with the team if they have questions about the forms.
- The timekeeper/announcer will visit with the team to discuss video taping and how they want to be announced.
- The timekeeper/announcer will announce the team, ask if they are ready, and when everyone agrees, will say “You may begin!” At this time the eight-minute countdown is started.
- The team will set up and indicate that they are ready for the site lighting to be turned off.
- The team will then complete their performance.
- When the team finishes or when the timekeeper/announcer calls *Time* at eight minutes and the team will stop *whether or not* they have finished the performance.
- Have your team plan to take a bow for all their hard work!



Tournament – After the Performance

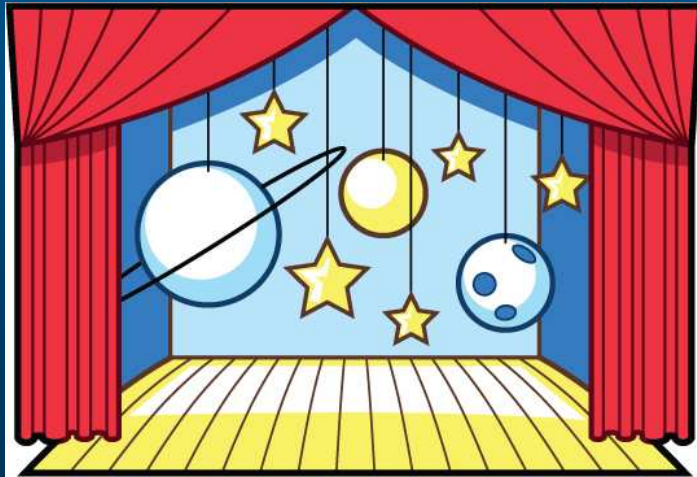
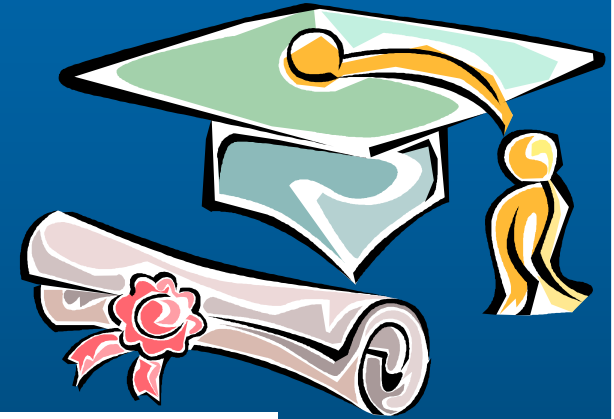
- The Challenge appraisers will talk with the team about their solution for two or three minutes. It's helpful if the team knows that this will happen, and knows which team member is best qualified to talk about each element of the solution.
- When the appraisers are done, parents should come down and help the team remove their props.
- Raw scores will be available as soon as possible after the performance, but rarely sooner than an hour. There will be a indication on the schedule when scores are ready for your team.
- Do not destroy your props (even if you hate them) until after the awards ceremony. Teams often do much better than they think they did, even if there is a major malfunction.
- The state tournament and Global Finals are enriching experiences, but the real value of DI is in the skills, creativity and teamwork your kids learn



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the solar stage
Congratulations!!!!!!!

You are now certified and fully
qualified Team Managers for ...



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scientific