



2017-2018  
*Team Challenge*  
**FIRST LOOK**

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The logo for Destination Imagination, featuring a stylized orange and purple cube icon to the left of the text "DESTINATION IMAGINATION." in a bold, sans-serif font.

**DESTINATION  
IMAGINATION.**

From navigating mazes to exploring cultural treasures to making your musical debut, we have six new competitive Team Challenges that will inspire your team's journey through the creative process and enable your team members to gain the skills needed to succeed in school, careers and beyond – all while having the best experience possible.

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### NEW FOR THE 2017-18 SEASON

This year, your team will have the opportunity to review Challenge preview videos and this First Look document to learn more about each of our competitive Team Challenges. Once you have decided to participate and have purchased a 2017-18 Team Number, your Team Manager will log in to the Resource Area to review a full Challenge by selecting the Challenge and your team's competition level. You will have immediate, digital access to that Challenge. Your team may change your selection to review any other Challenge at any time and as many times as necessary to make your final Challenge selection. Once your team has made your final Challenge selection, your Team Manager will update your Challenge selection in the Resource Area and may request a printed copy. If your team decides to change your Challenge selection after requesting a printed copy, you will only gain digital access to the newly selected Challenge. The last Challenge declared will be the one reported to the Affiliate and/or Region for tournament preparation. Your Team Manager must be sure that the final Challenge selected is the one your team actually plans to solve for the purpose of competing in a tournament.

## FIRST LOOK

Welcome to a brand new season  
of Destination Imagination!



## GETTING STARTED



Follow the steps below to get started with your Destination Imagination experience.

1. Watch each of the 2017-18 Challenge preview videos for a look at this season's Team Challenges. The Challenge preview videos will be available at [DestinationImagination.org/previews](http://DestinationImagination.org/previews) in August 2017.
2. Read the extended Team Challenge information in this document to learn more about the specifics for each Challenge, including the themes, basic requirements and learning outcomes.
3. Purchase your 2017-18 Team Number on [ShopDI.org](http://ShopDI.org) after August 1, 2017.
4. Log in to the [Resource Area](#) and select a Challenge that your team would like to review. (Only Team Managers may select your team's Challenge.) Once your Team Manager has selected your Challenge and competition level, your team will gain access to a digital copy of your selected Challenge. Your team may change your Challenge selection at any time and as many times as you like. Team Challenges will be made available on September 1, 2017.
5. Discuss the Challenges that your team is interested in solving and decide which Team Challenge you will participate in this season. Your Team Manager must be sure that the final Challenge selected in the Resource Area is the one your team actually plans to solve for the purpose of competing in a tournament.

## IMPORTANT



The information provided in this First Look document is a synopsis of each Challenge and is designed to help your team make a decision on which Challenge you would like to solve. Your team **MUST** download and read the full Challenge and Rules of the Road in the [Resource Area](#) in order to solve the Challenge. Your team is strongly encouraged to read and use Roadmap as you create your Challenge solution.

# TECHNICAL CHALLENGE

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning and related skills.



## LEARNING OUTCOMES

Technical Engineering & Design, Navigation Systems, Transportation Systems, Effective Storytelling



### MAZE TRAVELER

For ages, mazes have been used as powerful tools to build connections between the physical world and our mind's understanding of how to navigate it. Not only are they great for sharpening the mind, but they are a ton of fun to solve! In this Challenge, your team will design and build a device, called a Maze Traveler, that will navigate a tournament-provided maze.



### THE MAZE

At the tournament, your team will randomly select a maze from a series of possible maze setups that are listed in the Challenge. In the Presentation Area, there will be a taped grid, on which tournament officials will set up the team-selected maze before the Presentation time begins. The Challenge will have more detailed information about the maze options and tournament procedures for selecting and navigating the maze.



### EVENTS IN THE MAZE

Whether you're Theseus finding the minotaur in King Minos' labyrinth or you're solving a maze on the back of a cereal box, many things can occur during your journey. Your team will design and build a prop that will transform in the maze and a way to remove an object from the maze. Your team will have the opportunity to dazzle the audience and Appraisers with the Technical Methods you use to make the Prop Transformation and the Object Removal happen!



### STORY

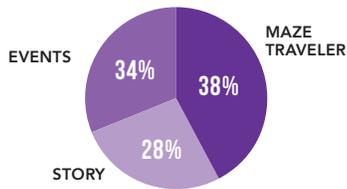
From epic adventures to small outings, journeys take many forms and have many possible destinations. Your team will create and theatrically present a story about the Maze Traveler going on a journey. The story will integrate the Maze Traveler's maze navigation and the events in the maze. Where will your Maze Traveler's journey lead?



### TEAM CHOICE ELEMENTS

Your team will showcase your collective interests, skills, strengths and talents as a team and as individuals by creating and presenting two Team Choice Elements.

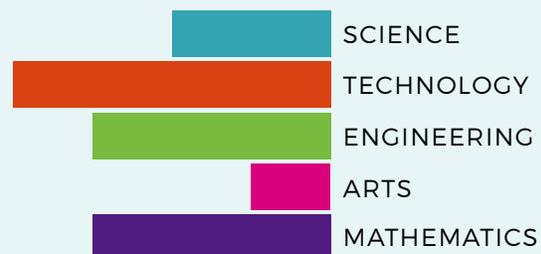
# TECHNICAL CHALLENGE SCORING OVERVIEW



Up to 240 Points	<b>A. Maze Traveler</b>	<b>Up to 90</b>
	1. Maze Traveler's successful completion of the maze	0 or 20
	2. Accuracy of the Maze Traveler's maze navigation	Up to 30
	3. Technical Innovation of the Maze Traveler's maze navigation methods	Up to 20
	4. Technical Design of the Maze Traveler's maze navigation methods	Up to 20
	<b>B. Events in the Maze</b>	<b>Up to 80</b>
	1. Successful completion of the Prop Transformation	0 or 10
	2. Technical Innovation of the Prop Transformation	Up to 15
	3. Technical Design of the Prop Transformation	Up to 15
	4. Successful completion of the Object Removal	0 or 10
	5. Technical Innovation of the Object Removal	Up to 15
	6. Technical Design of the Object Removal	Up to 15
	<b>C. Story</b>	<b>Up to 70</b>
1. Creativity of the story about the Maze Traveler's journey	Up to 20	
2. Creativity of the Maze Traveler's role in the story	Up to 20	
3. Integration of the Prop Transformation into the story	Up to 10	
4. Integration of the Object Removal into the story	Up to 10	
5. Clear and effective storytelling	Up to 10	
Up to 60 Points	<b>D. Team Choice Element 1</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
	2. Quality, workmanship or effort that is evident	Up to 10
	3. Integration into the Presentation	Up to 10
	<b>E. Team Choice Element 2</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
2. Quality, workmanship or effort that is evident	Up to 10	
3. Integration into the Presentation	Up to 10	

## TECHNICAL CHALLENGE STEAM BREAKDOWN

These outcomes will vary depending on each team's Challenge solution.



# SCIENTIFIC CHALLENGE

Our Scientific Challenge blends the research and curiosity of science with the thrill and creativity of the theater arts.



## LEARNING OUTCOMES

Science & Technology, Technical Engineering & Design, Visual & Sound Design, Effective Storytelling



### THE STORY

Amusement parks often have thrilling rides, tasty foods, grand performances and addictive games. But what happens when an amusement park attraction operates somewhere else? Your team will create and present a story that features an Attraction operating in an Unlikely Location.



### THE ATTRACTION

Amusement park designers fuse together scientific concepts and artistic vision to create incredible attractions. Your team will use concepts from physics and other scientific fields to create your own Attraction, including an eye-catching visual design. You'll have the chance to show off your Attraction as it operates live in the Unlikely Location during the Presentation!



### THE UNLIKELY LOCATION

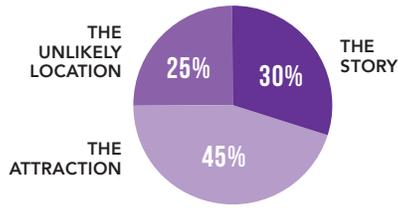
In movies and plays, sights and sounds are used to bring the setting to life. Thoughtful design, planning and execution are all important when creating a theatrical experience for an audience. During the Presentation, your team will visibly and audibly represent the Unlikely Location.



### TEAM CHOICE ELEMENTS

Your team will showcase your collective interests, skills, strengths and talents as a team and as individuals by creating and presenting two Team Choice Elements.

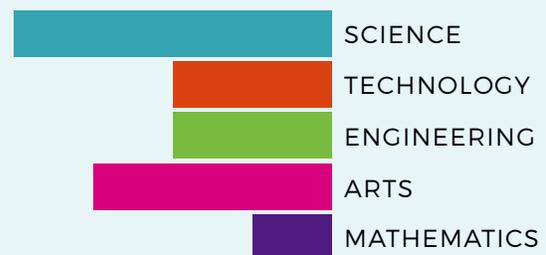
# SCIENTIFIC CHALLENGE SCORING OVERVIEW



Up to 240 Points	<b>A. The Story</b>	<b>Up to 75</b>
	1. Creativity of the story	Up to 25
	2. Clear and effective storytelling	Up to 25
	3. Creativity of the Attraction's impact on the Unlikely Location	Up to 25
	<b>B. The Attraction</b>	<b>Up to 105</b>
	1. The Attraction successfully operating in the Unlikely Location	0 or 10
	2. Each Scientific Concept successfully used during the operation of the Attraction	0, 5, 10, or 15
	3. Visual Design of the Attraction	Up to 20
	4. Technical Design of the Attraction	Up to 30
	5. Technical Innovation of the Attraction	Up to 30
	<b>C. The Unlikely Location</b>	<b>Up to 60</b>
	1. Effective visual representation of the Unlikely Location	Up to 15
2. Creativity of the visual methods to portray the Unlikely Location	Up to 15	
3. Effective auditory representation of the Unlikely Location	Up to 15	
4. Creativity of the sound-producing methods used to portray the Unlikely Location	Up to 15	
Up to 60 Points	<b>D. Team Choice Element 1</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
	2. Quality, workmanship or effort that is evident	Up to 10
	3. Integration into the Presentation	Up to 10
	<b>E. Team Choice Element 2</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
2. Quality, workmanship or effort that is evident	Up to 10	
3. Integration into the Presentation	Up to 10	

## SCIENTIFIC CHALLENGE STEAM BREAKDOWN

These outcomes will vary depending on each team's Challenge solution.



# ENGINEERING CHALLENGE

Our Engineering Challenge asks teams to design, build and test load-bearing structures out of specific materials.



## LEARNING OUTCOMES

Impact Force Research, Technical Design Process, Structural Engineering, Effective Storytelling



### THE STRUCTURE

Boom! This Challenge is all about the crash! Your team will design and build a Structure from a specified set of materials that can withstand impacts from dropped weights while being as light as possible. The more weight your Structure holds and the more impacts it can withstand, the better. Will your team be able to withstand the crash?



### STRUCTURE TESTING

Your team will test the Structure at the tournament using a standard Destination Imagination Structure Tester and Olympic-style metal weights. Refer to the Challenge for more Structure Testing specifics and procedures.



### STORY

Your team will tell a story about a sudden event that has dramatic impact. What will happen? Who will it affect? The choice is yours and yours alone! Be sure to integrate the testing of the Structure into your story as well.



### EVENT DEPICTER

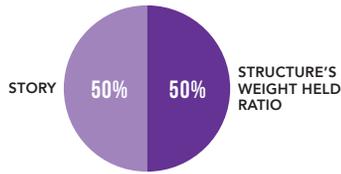
To give your sudden event even more of a BANG, your team will use Technical Methods to design and create an Event Depicter that will visibly or audibly enhance the dramatic impact of your story.



### TEAM CHOICE ELEMENTS

Your team will showcase your collective interests, skills, strengths and talents as a team and as individuals by creating and presenting two Team Choice Elements.

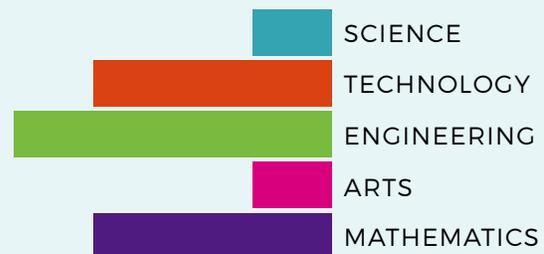
# ENGINEERING CHALLENGE SCORING OVERVIEW



Up to 240 Points	<b>A. The Structure's Weight Held Ratio*</b>	<b>Up to 120</b>
	In each competitive level, the Structure with the highest Weight Held Ratio will receive 120 points.	
	The score for all other teams in that level will be based on the percentage of their Structure's Weight Held Ratio compared to the highest Weight Held Ratio in that level.	
	*The Weight Held Ratio (WHR) is the Official Weight Held in pounds divided by the Structure's weight in grams (measured to the nearest tenth of a gram), rounded to two decimal places.	
	<b>Weight Held Ratio = Official Weight Held in pounds ÷ the Structure's weight in grams</b>	
	For example, if the Official Weight Held is 195 pounds and the Structure's weight is 46.8 grams, the Weight Held Ratio is 4.17 (WHR = 195 ÷ 46.8 = 4.17)	
Up to 60 Points	<b>B. The Story</b>	<b>Up to 120</b>
	1. Creativity of the story	Up to 25
	2. Dramatic impact of the sudden event	Up to 20
	3. Integration of the story with Structure Testing	Up to 15
	4. Technical Innovation of the Event Depicter	Up to 30
	5. Technical Design of the Event Depicter	Up to 30
Up to 60 Points	<b>C. Team Choice Element 1</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
	2. Quality, workmanship or effort that is evident	Up to 10
	3. Integration into the Presentation	Up to 10
	<b>D. Team Choice Element 2</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
2. Quality, workmanship or effort that is evident	Up to 10	
3. Integration into the Presentation	Up to 10	

## ENGINEERING CHALLENGE STEAM BREAKDOWN

These outcomes will vary depending on each team's Challenge solution.



## FINE ARTS CHALLENGE

Our Fine Arts Challenge has students flex their acting and creative muscles as they experiment with different types of artistic media and theater arts, write scripts and design props.



### LEARNING OUTCOMES

Theater Arts Skills, Musical & Lyrical Composition, Production Techniques, Scenic Design



#### THE MUSICAL

Life is full of surprises and sometimes plans must change! Will the results of the change be funny or tragic, shocking or delightful? Your team will create and present a two-act Musical that includes a change in plans.



#### MUSIC AND LYRICS

Songs are used in musicals to help advance the storyline. Music and lyrics are also used to help reveal characters' thoughts and feelings. Your team will use music and lyrics to help tell the story.



#### THE SPECTACLE

Whether big and flashy, or quiet and intimate, musicals often have moments that the audience remembers long after the curtain call. Create an unforgettable moment by integrating a Spectacle into the Musical. Your team will research a list of production techniques and combine two of the techniques to create the Spectacle.



#### THE SET CHANGE

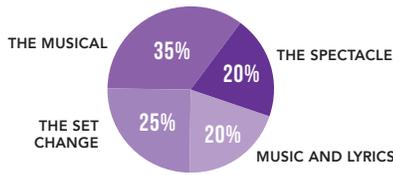
Musical productions often get creative when changing from one set to another, using amazing technical innovations that astound the audience. Your team will design and construct a Set Change that uses Technical Methods to make the background, scenery and/or props visibly transform in some way.



#### TEAM CHOICE ELEMENTS

Your team will showcase your collective interests, skills, strengths and talents as a team and as individuals by creating and presenting two Team Choice Elements.

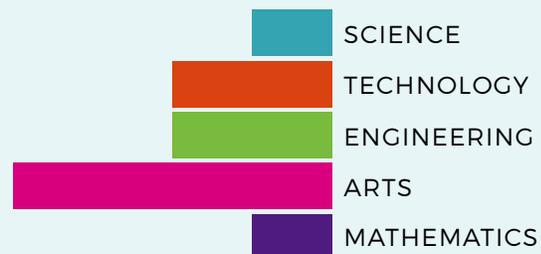
# FINE ARTS CHALLENGE SCORING OVERVIEW



Up to 240 Points	<b>A. The Musical</b>	<b>Up to 80</b>
	1. Creativity of the story that includes a change in plans	Up to 30
	2. Clear and effective storytelling	Up to 30
	3. The effective division of the Musical into two acts	Up to 20
	<b>B. Music and Lyrics</b>	<b>Up to 50</b>
	1. Integration of the music and lyrics into both acts	Up to 25
	2. Creativity of the music and lyrics	Up to 25
	<b>C. The Spectacle</b>	<b>Up to 50</b>
	1. Integration of the Spectacle into the story	Up to 25
	2. Theatrical effect of the Spectacle	Up to 25
	<b>D. The Set Change</b>	<b>Up to 60</b>
	1. Theatrical effect of the Set Change	Up to 20
2. Technical Design of the Set Change	Up to 20	
3. Technical Innovation of the Set Change	Up to 20	
Up to 60 Points	<b>E. Team Choice Element 1</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
	2. Quality, workmanship or effort that is evident	Up to 10
	3. Integration into the Presentation	Up to 10
	<b>F. Team Choice Element 2</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
2. Quality, workmanship or effort that is evident	Up to 10	
3. Integration into the Presentation	Up to 10	

## FINE ARTS CHALLENGE STEAM BREAKDOWN

These outcomes will vary depending on each team's Challenge solution.



# IMPROVISATIONAL CHALLENGE

Our Improvisational Challenge is all about spontaneity and storytelling. Teams receive topics and produce skits right on the spot.



## LEARNING OUTCOMES

Cultural Competency, Improvisational Acting, Character Development, Effective Storytelling



### SKIT

From Indiana Jones in the “Temple of Doom” to Blackbeard in the West Indies, exploring has always been a part of the human experience. Your team will create an improvisational Skit, live at the tournament, that tells the story of Explorers returning a Cultural Treasure to its rightful owner.



### CULTURAL TREASURE

Our world is full of many different cultures, each with their own unique Cultural Treasures. Your team will select and research real cultures and their Cultural Treasures. Your team will integrate into the Skit the return of one Cultural Treasure to its rightful owner.



### EXPLORERS

Explorers are constantly making discoveries that advance our interest and understanding of the universe. In your Skit, your team will incorporate two Explorers who will work together to return the Cultural Treasure to its rightful owner.



### UNUSUAL PLACE

In your Skit, the Cultural Treasure will be found in an Unusual Place. An Unusual Place is defined as somewhere strange where one would not expect to find a treasure.



### PROP-IN-MOTION

To bring more life to your Skit, your team will bring a bed sheet to use as the Prop-In-Motion. The possibilities are endless!



### SETBACK

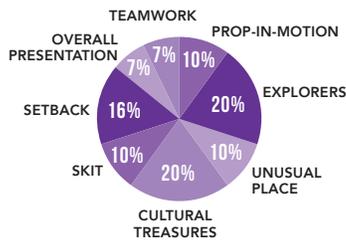
Somewhere along the Explorers’ journey to return the Cultural Treasure, they will experience a Setback. A Setback is an event that occurs and presents an obstacle during the quest.



### IMPROV CHALLENGE PROCEDURE

At the tournament, your team will randomly select the different Improv Elements. Some will be revealed to your team immediately prior to your team’s Preparation time while others will be surprises. More detailed information about the tournament procedure can be found in the Challenge.

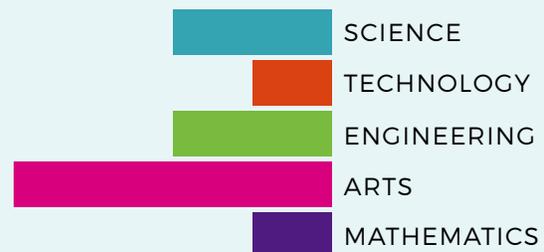
# IMPROVISATIONAL CHALLENGE SCORING OVERVIEW



Up to 300 Points	<b>A. Skit</b>	<b>Up to 30</b>
	1. Creativity of the Skit	Up to 15
	2. Clear and effective storytelling	Up to 15
	<b>B. Improv Element 1: Cultural Treasure</b>	<b>Up to 60</b>
	1. Effective portrayal of the significance of the Cultural Treasure to the team-chosen culture	Up to 30
	2. Effective depiction of the quest to find the Cultural Treasure and return it to its owner(s)	Up to 30
	<b>C. Improv Element 2: Explorers</b>	<b>Up to 60</b>
	1. Effective Portrayal of Explorer 1	Up to 20
	2. Effective Portrayal of Explorer 2	Up to 20
	3. Effective interaction between the Explorers	Up to 20
	<b>D. Improv Element 3: Unusual Place</b>	<b>Up to 30</b>
	1. Creativity of the portrayal of the Unusual Place	Up to 15
	2. Integration of the Unusual Place into the story	Up to 15
	<b>E. Improv Element 4: Prop-In-Motion</b>	<b>Up to 30</b>
	1. Unusual way or ways the Prop-In-Motion is used in the Skit	Up to 30
	<b>F. Improv Element 5: Setback</b>	<b>Up to 50</b>
1. Creativity of how the characters try to overcome the Setback	Up to 25	
2. Integration of the Setback into the story	Up to 25	
<b>G. Teamwork</b>	<b>Up to 20</b>	
1. This includes your team's ability to work together, to plan, to move the story along and improvise together.	Up to 20	
<b>H. Overall Presentation</b>	<b>Up to 20</b>	
1. This means that all elements of your team's Presentation are well integrated and executed.	Up to 20	

## IMPROVISATIONAL CHALLENGE STEAM BREAKDOWN

These outcomes will vary depending on each team's Challenge solution.



# SERVICE LEARNING CHALLENGE

Our Service Learning Challenge is designed to engage students in public service to address real-life community issues.



## LEARNING OUTCOMES

Social Entrepreneurship, Graphic Art Design, Theatrical Set & Prop Design, Effective Storytelling



### PROJECT

Getting out and saving the world is no small feat. It takes time, passion and dedicated work. In this Challenge, you and your team will identify a community need and then plan and execute a Project that will address the need.



### THEATRICAL PRESENTATION

Your team's Project made a difference in your chosen community. Now it's your chance to share the impact of your Project with the world! In your live Presentation, your team will theatrically present the Project in a dramatically effective way.



### INFOGRAPHICS

When telling others about your Project, it's often helpful to create eye-catching visuals that share your accomplishments. Your team will use data you collect while planning and carrying out the Project to create Infographics that will help to share information about your Project.



### CACHE STORAGE DEVICE

Your team will design and create a Cache Storage Device to be used during the live theatrical Presentation. For this Challenge, a Cache Storage Device is a team-created three-dimensional object designed to enclose and hide your team's Cache inside. The Cache is everything your team plans to use during your Presentation. What will be in your team's Cache?



### PROJECT EVALUATION

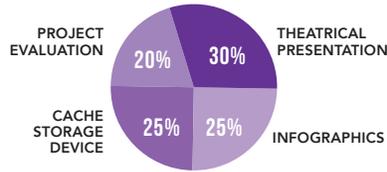
Setting Project goals and having a solid plan in place is important. However, things do not always work according to plan. It is valuable to look at the different parts of the Project and think about what worked well and things that could be improved. Your team will create a thorough Project Evaluation and will creatively integrate it into your theatrical Presentation.



### TEAM CHOICE ELEMENTS

Your team will showcase your collective interests, skills, strengths and talents as a team and as individuals by creating and presenting two Team Choice Elements.

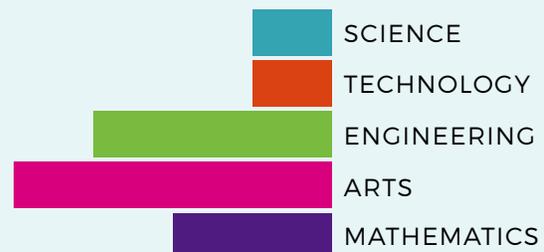
# SERVICE LEARNING CHALLENGE SCORING OVERVIEW



Up to 240 Points	<b>A. Theatrical Presentation</b>	<b>Up to 70</b>
	1. Creative theatrical integration of the Project Plan	Up to 15
	2. At least 1 goal of the Project is included	0 or 5
	3. Creative theatrical portrayal and integration of at least 1 event or activity that was carried out before the tournament	Up to 20
	4. Effective use of artistic and/or theatrical techniques to portray the story of the Project	Up to 30
	<b>B. Infographics</b>	<b>Up to 60</b>
	1. Data about the community need is included	0 or 10
	2. Data about the results of an event or activity is included	0 or 10
	3. Creative design of the Infographics	Up to 20
	4. Effective use of quantitative and/or qualitative data in the Infographics	Up to 20
	<b>C. Cache Storage Device</b>	<b>Up to 60</b>
	1. Creative design of the Cache Storage Device	Up to 20
	2. Quality and workmanship of the Cache Storage Device	Up to 20
	3. Effective use of the Cache Storage Device to show the progression of the Project	Up to 20
	<b>D. Project Evaluation</b>	<b>Up to 50</b>
1. Thoroughness of the Project Evaluation	Up to 25	
2. Effective use of the Cache Storage Device and Cache to integrate the Project Evaluation into the Presentation	Up to 25	
Up to 60 Points	<b>E. Team Choice Element 1</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
	2. Quality, workmanship or effort that is evident	Up to 10
	3. Integration into the Presentation	Up to 10
	<b>F. Team Choice Element 2</b>	<b>Up to 30</b>
	1. Creativity and originality	Up to 10
2. Quality, workmanship or effort that is evident	Up to 10	
3. Integration into the Presentation	Up to 10	

## SERVICE LEARNING CHALLENGE STEAM BREAKDOWN

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