

# North Carolina



# Destination Imagination

August 2009  
Number 1 for 2009-2010

“Tell me and I’ll forget; show me and I may remember; involve me and I’ll understand.” ~ Chinese Proverb

## Get ready for a new DI Season!

Previews of the 2009-2010

Destination Imagination will soon be releasing new challenges for the 2009-2010 year. Here’s what we have to look forward to:

Challenge A: Direct Dposit

Challenge B: DI-Bot

Challenge C: You’re Gonna Flip!

Challenge D: Do or DI

Challenge E: Breaking DI News

Rising Stars: Weighty News

Project Outreach

## Tournament News

Once again this year, North Carolina Destination Imagination is excited to be holding both an Eastern and a Western tournament. Our Western Tournament will take place on March 20, 2010 at Blue Ridge Community College in Flat Rock, near Asheville. Our NCDI Eastern tournament will be held at J.C. Sawyer Elementary School in Elizabeth City on April 17, 2010. DI teams in North Carolina can choose which tournament they wish to attend. Teams planning to compete at Global Finals in Knoxville, Tennessee in May must attend at least one of our NCDI tournaments. Tournament fees of \$40 per team are due when registering.

## NC Teams Relish Their Global Finals Experience

Destination Imagination teams from Arden and Charlotte represented North Carolina at the 2009 Global Finals May 20-23 in Knoxville, Tennessee. Not only did the teams give NC DI much to be proud of, they also had a blast!

The team from Valley Springs Middle School in Arden competed in Challenge E, A New Angle. They built a complicated weight-bearing structure made of balsa wood and glue and presented a skit in which art forms were merged to create new works of art. After doing very well in their Central Challenge, the team was also one of the top-scoring teams in Instant Challenge. Their combined scores enabled them to finish in 4th place out of a field of around fifty national and international teams.

The Kaseorg Homeschool team from Charlotte competed in Challenge B, Instinct Messaging. Their Central Challenge appraisers were delighted and impressed with the team’s realistic cockatoo costumes and the team-created music that was included in their skit. The Kaseorg team also



competed with about fifty other teams, earning an impressive 13th place.

In addition to competing, both teams spent plenty of time soaking up the Global Finals experience. Meeting teams from all over the world is always a highlight of Global Finals. The teams had a wonderful time at the Opening and Closing Ceremonies, attending the

Team Manager and Official Competition, and trading pins. They also enjoyed observing and learning from other teams’ solutions and participating in the 3M Disaster Challenge, where they were thrown into a disaster simulation along with other teams and had to work together on survival challenges.

NCDI is very proud of these two Global Finals teams!

## Mark Your Calendars Now for These 2009-2010 NCDI Events!

Take a few minutes to mark the following dates on your calendars!

**September 1, 2009:** The 2009-2010 Destination Imagination challenges will be released on this day. Anyone who has purchased a membership before this date will have internet access to the challenges and their hard copies will be the first to me mailed.

**February 15, 2010:** Any team planning to participate in DI in NC this year must purchase their membership by this date.

**February 18, 2010:** Last day for teams to register for the NCDI Western Tournament.

**March 20, 2010:** NCDI Western Tournament

**March 22, 2010:** Last day to register for the Eastern Tournament.

**April 17, 2010:** NCDI Eastern Tournament

**May 26-29, 2010:** Destination Imagination Global Finals

# Destination Imagination® from a Team Member's Perspective

**By Asherel Kaseorg**

DI is a fun, teamwork-building experience. You really learn a lot, and maybe make some new friends. Here are some of the things I learned:

\*It's not easy to give up an idea



that you like, but others don't. I got better at it, and our solution to the challenge was much better.

\*It's probably more impressive if you have a large set. If you just have a few small things, the stage seems to swallow you up because it's so large.

\*Don't get stuck on an idea. It may seem great at first, but you may think of something even better.

\*Don't act like your ideas are the only ones that matter. Remember this is a team, and others may have better ideas.

When my team went to States, we were really nervous. But we ended up winning our challenge and the Instant Challenge. It was really fun, and there were some fun things to do outside of the challenges.

Globals is really fun. My team was lucky enough to get our IC and central challenge over with in the first two days. Then we had two full days afterwards to have fun and trade pins. I love the pin trading because you get to meet so many people from other countries. There's also free milk, and I tried strawberry milk for the first time at Globals. I also like walking around the prop storage area, where all the teams keep their sets and costumes. It gives you lots of ideas for next year, and you can ask other teams about how they did whatever they did. It's really fun.

In the Instant Challenge, I learned that you should just start trying things while you talk about it at the beginning. It doesn't help much to stand around talking for the first few minutes. It should pay off in the end.

All in all, DI is fun



*Asherel Kaseorg, age 12, is a member of the Kaseorg Homeschool Team from Charlotte.*

## Establishing Team Rules Early in the Year Can Make a Difference

It is highly recommended that Team Managers work with parents and team members to set up Team Rules at the beginning of the DI season. When a team (and parents) fully understand expectations, the journey is easier for all! Below are some possible rules your team might adopt— OR your team might come up with a totally different list. Once you decide on team rules, be sure every team member and parent receives a copy. And remember, these are ONLY SUGGESTIONS!

- Come to every meeting and be on time unless you have a good reason and let the team manager know you will be missing or late.
- Snacks will be provided on a rotating schedule. If it is your turn to bring the snack, please remember it!
- Don't alter anything that you didn't build. If you worked with someone on something, you must talk to them before any changes are made.
- Don't speak poorly of another team member, EVER— not during a meeting, not at school, not ever.
- Don't say an idea is dumb, stupid, no good, or in any other way discourage brainstorming with statements, facial expressions, or body language.
- In meetings, team members should give everybody a chance to talk and should listen to everyone's ideas and try not to interrupt.
- Team members should be picked up from meetings on time. The team manager is not a day-care provider.
- Always remember the Rules of Interference! Parents or other outsiders may mean well when they offer ideas or assistance, but don't let them!
- Be kind to your team members and team manager.



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- Don't expect to always get your way.
- Never use power tools without an adult present.
- Always clean the work area before leaving a meeting.