

North Carolina  
Destination Imagination

NCDI

## North Carolina Destination Imagination

### October 2009 Newsletter

"Participating in Destination Imagination has given me the skills and education to fully realize my own dreams of public service to the American people and global community."

~Rebecca Middendorf, Office of the Global AIDS Coordinator, U.S. State Department

#### NCDI Dates to Know

● **February 15, 2010:**

Team numbers must be purchased by this date. Go to [www.shopdi.org](http://www.shopdi.org) to sign up now!

● **February 18, 2010:**

Last day to register for the NCDI Western Tournament.

● **March 20, 2010:**

NCDI Western Tournament

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

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

● **May 26-29, 2010:**

Destination Imagination Global Finals in Knoxville,

facebook

Become a fan of North Carolina Destination Imagination on Facebook. Get the latest news, learn of upcoming events, and see pictures of some of our wonderful teams.



North Carolina Destination Imagination is grateful for the support of the National Dairy Council



## Drew Allison and the Grey Seal Puppets Puppeteer Inspires and Encourages Creativity in Audiences

Drew Allison of Grey Seal Puppets became fascinated with puppets at an early age. As a child, he was happiest when he was manipulating inanimate objects and giving them some sort of life and personality. He found himself fascinated with creating puppets out of any materials he could find. That intrigue remains a part of him today.

Drew is the founder of Grey Seal Puppets. For the past thirty years he has performed regularly on television and stage including such venues as The Center for Puppetry Arts, The Smithsonian Museum, The Detroit Institute of Art, The Tampa Theatre, and The Philadelphia Museum of Art. In 1994 Drew was awarded the President's Award by The Puppeteers of America for Outstanding Achievement in the Art of Puppetry.

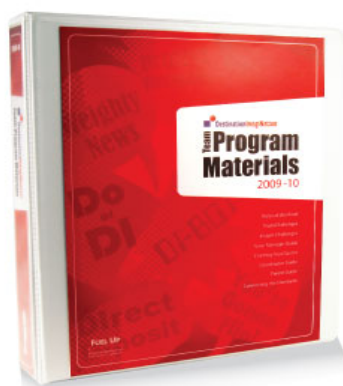
Drew says that taking an idea and bringing it all the way through the creative process is an amazing experience. One of the joys of puppetry for him is that it allows him to wear a lot of different hats: designer, creator, manipulator, and storyteller.

After his shows, Drew always addresses his audiences. He takes the opportunity to encourage the children in the audience to go home and put their own creativity to work making puppets. He says "If you like puppets, try making some of your own! Puppets can be made out of almost anything— a paper bag, an old stinky sock, Styro-foam containers that leftovers come in, even a mop or a

broom that someone is tossing out. All of these can become ultra-cool characters that can help tell a story. Give it a try!"

Visit the Grey Seal Puppets web site at [www.greysealpuppets.com](http://www.greysealpuppets.com) to see a schedule of upcoming Grey Seal Performances. You can also find videos of Grey Seal Puppets by going to YouTube and searching "Grey Seal." And if you are interested in serious puppet-making, or if you are a team manager with a middle- or secondary-level DI team participating in *Challenge C: You're Gonna Flip!*, you should check out Drew's book and accompanying DVD, *The Foam Book* and *The Foam Book DVD*. Both are available through the Grey Seal website or on Amazon.com.

Destination Imagination participants can learn a lot from Drew Allison. Not only is he an inspiration to creative kids, but he is also an example of an adult who has built a career around his own creative calling.



## START A TEAM

### 2009-10 Team Program Materials

The Team Program Materials are the central resource that every team must have and use to participate in the Destination ImagiNation program. The Team Program Materials include the Team Challenges, practice Instant Challenges, and a variety of guides to support Teams, Team Managers, School/Organization Coordinators and Parents.

**Includes:** Glossy binder covers in full color, 8 glossy tabbed dividers in black-and-white, 308 pages in black-and-white, CD-ROM of all materials; **Does Not Include:** 3-ring binder

## Things to Consider and Questions to Ask as Your Team Works to Solve the Central Challenge

● Destination Imagination Challenges are written to allow teams as much latitude as possible when solving them. This means that the definitions of some of the elements are left “vague” to allow teams to solve the Challenge in a number of different ways. A technical Challenge can be solved using very simple devices or more complex ones. These choices are up to the team.

If the Challenge or the Rules of the Road (RotR) doesn't say that you cannot do something, it is usually safe to assume that you can. If you are in doubt about something after reading both of these documents, advise your team to ask for a Clarification. Read more about Clarifications on pages 30 and 31 of the RotR. You will find the link to the Clarifications in the Resource area of the [idodi.org](http://idodi.org) webpage.

If the Challenge or the RotR says that you *cannot* do something then you cannot do it. If either say that you *must* do something, then you must do it.

A Team Manager must not commit interference. The Team Manager can teach skills and ask questions. Here are some questions a team might consider when looking at different aspects of their solution to the Central Challenge:

### ● Background/ Backdrop/Props:

- What is it made out of?
- Can it be easily seen and identified from the audience?
- Does it make sense with the script and the whole production?
- Is it colorful? Should it be?
- What purpose does it serve?
- Can you do without it?
- Can anything do double duty?
- Can it have one look when seen from the front and another look when seen from the back, or does it light up from the back for another look? What is special about it?
- Does it have an interesting shape?

### ● Characters

- What is the reason this character is in the skit?
- What is his or her background?
- Why is he doing what he is doing in the skit?
- Does it make sense? If not, why is he doing it?
- What time frame and culture is each character from?

Could you easily explain this character and what he or she is like to someone else and have them understand ?

How old is the character? Does he or she have children? A job? What is his/her motivation for being in the play and what they do?

What type of clothes should the character

How should he act? Why?

Have you made the character believable within the time frame and culture and the whole feel of your skit?

What type of body language does your character exhibit? Does he/she walk tall or slouch? How does he manipulate his hands? Is this an in-charge person or a follower?

Will he or she exaggerate any characteristic?

### ● Costumes

Do regular unaltered street clothes or stuff you can buy at Goodwill constitute a costume?

If you could design the ideal costume for your character, what would it be? What would it be made of? Can you make this ideal costume? What will making it involve? What materials and what skills do you need?

Does the costume make sense for your character? Does your team like the costume? Does it fit with the rest of the costumes in the performance?

What about hats, shoes, hair, glasses, socks, jewelry, and accessories? Is this what your character would wear?

Can you make a costume that tells the audience and appraisers they type of character this is? Does the costume make sense or will it confuse the appraisers? Have you remembered that they have a very short time to see and identify the character and figure out what is happening in the skit?

Have you followed the Rules of the Road concerning footwear?

Can make-up be used to give your character the proper look or enhance his appearance?

Can you make, paint, or enhance footwear and/or headwear to help identify this character?

### ● Script

What is your skit about?

Should it be humorous? If so, are there puns you can incorporate?

Did you do research and weave interesting details into the script?

Who is your audience? Will they be interested?

What is the action? What is the conflict?

How complex is the script? Can the audience and appraisers follow it in the short amount of

Can it be more creative? How?

Does every line add to the plot and the finished product?

How many scene changes are there? Will they confuse the audience or help them enjoy and understand the skit?

What is the ending? Does it grab you? Make

Does the script build logically to a conclusion? Have you recognized that the ending is the most important part? Does your ending wrap up all of the ends? Are you happy with the last impression that you will make on the appraisers?

## Important Things To Remember!

Make sure that everyone on the team has read the DI Challenge and that your team is aware of the Rules of the Road. Remember, you should know exactly what the appraisers are appraising. They can only give you points for these items. So if one part of your performance is terrific, but you forgot to work on the parts that are worth a lot of points, then your score will be low. It is a good idea to read the challenge over as a team every couple of weeks to make sure that you are addressing all the points of the challenge.

**The days after Halloween are great for finding sales on make-up kits and costume pieces that your team may want to use. Take an after-Halloween team field trip to Wal Mart!**

 **Destination Imagination**  
Creativity ★ Teamwork ★ Problem Solving