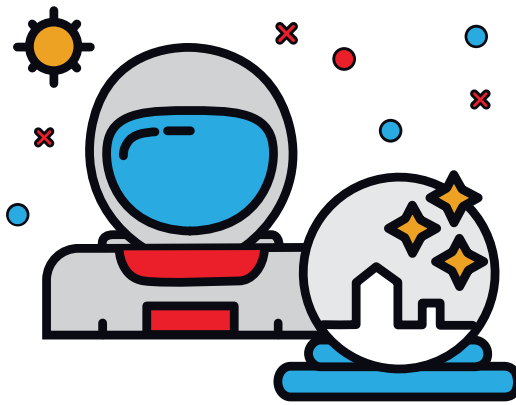


2021-22 CHALLENGE SEASON

FOR THE
FUTURE



SERVICE
LEARNING



TABLE OF CONTENTS

1 Getting Started

Review this information before beginning work on your team's solution.

2 The Project

Read this section thoroughly to make sure your team understands the requirements for the Project.

7 The Project Presentation

Read this section thoroughly to make sure your team understands the requirements for the Project Presentation at the tournament.

11 Team Choice Elements

Create two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

12 At the Tournament

Learn about the team requirements at the tournament.

13 Scoring

Review all of the elements that will be scored during your team's Presentation.

14 Tournament Data Form

Reference this section as you complete the online Tournament Data Form, found in the Resource Area of DestinationImagination.org.

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Approaching this Challenge

This Challenge can be solved on many levels, ranging from the simple to the complex.

Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms “should” or “may.” If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road.) Remember, if it doesn’t say you can’t, then you can.



Solving the Challenge

The information in the following materials is binding on all teams. Your team must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at DestinationImagination.org).



Team Budget

The Project requirement has no budget limit. However, the total value of the materials used in the tournament Presentation must not exceed **\$150US**.



Time Limit

Complete the tournament Presentation (including setup) in **8 minutes or less**.



☒ Tournament Data Form

Your team must explain elements of your Challenge solution on the online Tournament Data Form found in the Resource Area of DestinationImagination.org. A version of the form can be found at the end of this Challenge for your reference. The check mark icon pinpoints the elements that will appear on the online Tournament Data Form.

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A. Community Need

1. ☒ Choose a community and identify a need to address within that community.
2. The community may be as small or large as your team chooses.
3. The community and the need must be real, not imaginary.

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B. Project

1. ☒ Plan and carry out a Project that addresses the team-identified community need.
2. Identify at least one goal for the Project. A Project goal is what your team aims to accomplish.
3. Your team may choose to continue and expand on any previous project. If continuing and expanding on a previous project, your team's Presentation at the tournament **(see Section II)** should be based only on the Project goals, activities, and decisions that your team identifies and carries out for this season's Challenge.
4. Refer to Roadmap for additional suggestions, resources, and information about planning and managing projects.

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C. Communication Plan

1. Before your team's first tournament, create and implement a Communication Plan to share information about your Project.
2. Your Communication Plan may include a timeline, team member roles, a contact list, events, activities, written communications, oral communications, and/or anything else your team uses to help share information about your Project.
3. As part of the Communication Plan, identify at least one Project Stakeholder. The Communication Plan should be specifically designed to communicate with your Project Stakeholder(s).
4. For this Challenge, a Project Stakeholder is anyone who is actively involved with or is affected by your Project.
5. The Project Stakeholder may be an individual or a group.
6. The Project Stakeholder must not be a team member or the team itself. However, team members may be a part of a Project Stakeholder group.

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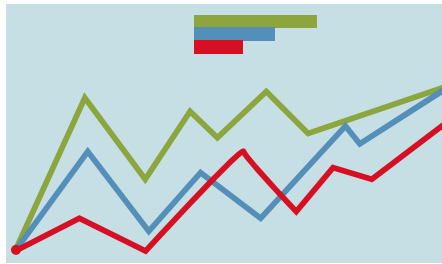
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D. Project Forecast

1. Create a thorough Project Forecast. This will be different for every Project.
2. For this Challenge, a Project Forecast is an estimate of the future impact of your Project based on your team's evaluation of the results of your Project and its current impact on the community.
3. A thorough Project Forecast may also include, but is not limited to, Project successes, opportunities for improvement, quantitative and/or qualitative data, trend analysis, break-even analysis, and cost-benefit analysis.

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E. Community Partner

1. Your team may enlist Community Partners to help you with the Project by giving advice, information, money, supplies, and/or labor. However, your team is responsible for managing the Project. Your team should choose, create, design, and control the Project and its parts.
2. For this Challenge, a Community Partner is a person who is not a team member or a group with at least one person who is not a team member.
3. Team members are responsible for identifying, choosing, and communicating with their Community Partners.
4. Team members may be members of a group that is a Community Partner. However, a Community Partner group is not required to have a team member as part of the group.
5. A Community Partner may be a Project Stakeholder. **(See Section I.C.)**
6. Design and create the Presentation without the assistance of Community Partners or non-team members. It is Interference for your team to accept help with the Presentation.

Special Note: Your team should read and understand the tournament requirements of the Challenge before designing and carrying out the Project. At the tournament, the Appraisers will score the theatrical Presentation of your team's Project. The community need and the results of the Project are NOT scoring elements for this Challenge. Team Projects will not be compared to each other. Any team that does not make a good faith attempt to plan and carry out a Project will not advance to the next tournament.

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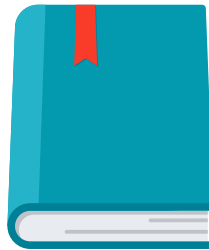
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A. Story

1. Research Science Fiction as it has been used in literature, film, art, and/or other media.
2. For this Challenge, Science Fiction is a genre of fiction that explores imaginative and futuristic concepts, such as advances in science, innovations in technology, impacts to the environment, and major social changes. Other imaginative and futuristic concepts are also acceptable.
3. ☒ Create and present a Science Fiction story.
4. ☒ Include a Flash Forward in the story. For this Challenge, a Flash Forward is a scene that shows events set in a time later than the main story.
5. Your team may choose when the Flash Forward happens during the Presentation and how long the Flash Forward lasts. However, if the Flash Forward is too brief, your team's score for **V.A.4** may be affected.
6. Your team may include more than one flash forward in the story. However, only one Flash Forward will earn points for **V.A.4**.
7. The story may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.

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8. ☒ Include your team's Project goal(s) in the Presentation. **(See Section I.B.2.)**
9. ☒ Integrate information about your team's Communication Plan into the Presentation. **(See Section I.C.)**
10. ☒ Integrate information about your Project Forecast into the Presentation. **(See Section I.D.)**
11. Your team may choose to include any additional Project information in your Presentation. Additional Project information may include, but is not limited to, the community need, the successes and/or opportunities for improvement, and the impact of the Project on the community need.

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B. Message Transmitter

1. ☒ Design and create a Message Transmitter. For this Challenge, a Message Transmitter is a device, system, and/or process that uses Technical Methods to communicate and/or reveal a message during the Presentation.
2. For this Challenge, Technical Methods refers to the use of principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics, or structural engineering. Other technical fields are also acceptable.
3. Your team will earn points for Technical Design and Technical Innovation based on all Technical Methods used or attempted during the Presentation to initiate and/or operate the Message Transmitter and/or produce the message.
4. If the Message Transmitter is not successful, your team may still earn points for the Technical Design and the Technical Innovation of the methods used in the attempt. Your team's score for Technical Design may be affected.
5. Design and build all parts of the Message Transmitter using your own ideas and skills. Your team may incorporate commercially produced items, but for scoring, Appraisers will only consider your team's changes and/or additions to those items.
6. Technical Methods using less direct team member involvement may earn more points for Technical Design and Technical Innovation than methods that have more direct team member involvement.

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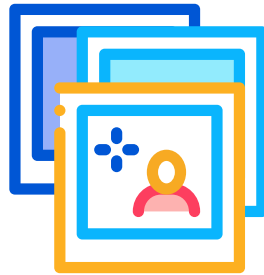
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C. Photographs and Recordings

1. The live theatrical Presentation may include team-created photographs and recordings of team members, non-team members, and animals, as long as the subjects are treated with care and respect.
2. Recordings used in the live theatrical Presentation must be created, produced, and edited by your team members.
3. Team-created recordings may contain images and sounds that were not originally created or recorded by team members.
4. Items that are only included in photographs and recordings that document the Project do not need to be listed on the Expense Report.
5. If the Appraisal Team thinks too much of the Presentation is pre-recorded, and/or too much of the Presentation includes non-team-created images and sounds, your team's scores may reflect this. (See Rules of the Road, Interference section.)

III. TEAM CHOICE ELEMENTS

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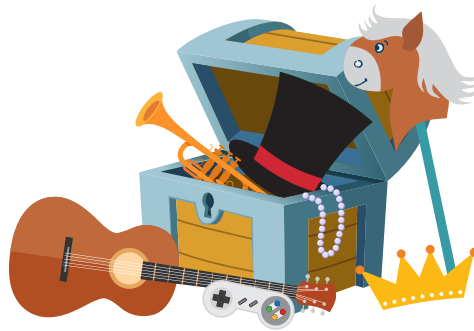
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- A. ☒ Present **TWO** creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything you wish, including props, music, technical gadgets, costumes, physical actions, etc.
- B. Each Team Choice Element should have a meaningful connection to your team's Central Challenge solution and must be presented as part of the 8-minute Presentation.
- C. A Team Choice Element must not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element **MAY** be a single unique **PART** of a required item, as long as it can be evaluated as a stand-alone item. Or, a Team Choice Element **MAY** be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.
- D. Both Team Choice Elements may be presented at the same time **ONLY IF** both can be easily identified and scored separately.
- E. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship, or effort that is evident, and for integration into the Presentation.

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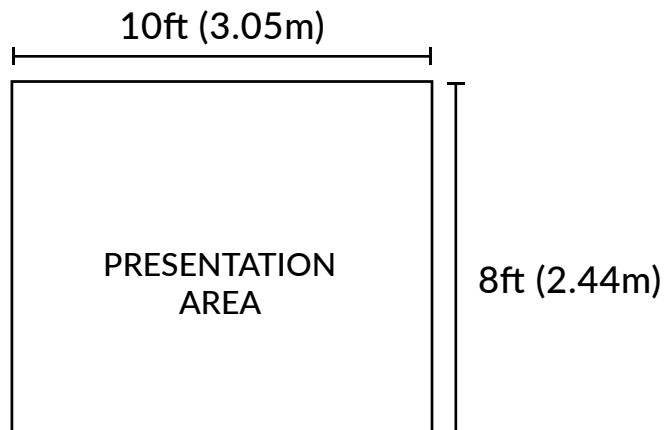
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- A. **Presentation Area:** The minimum required size is 8ft x 10ft (2.44m x 3.05m). Your team may use any additional space that tournament officials designate as available, but your team should be prepared to present your solution in the minimum space. In most cases, the 8ft x 10ft (2.44m x 3.05m) area will not be taped. The

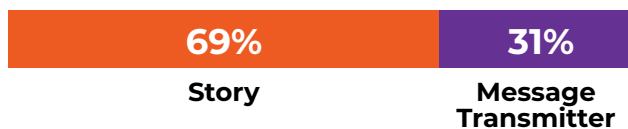


- Presentation Area will be a large space with a hard floor, such as wood, linoleum, concrete, or very short-napped carpet. Your team should be prepared to deal with a variety of floor surfaces. A single 3-prong electrical outlet will be provided at the edge of each Presentation Area for your team's use.
- B. **Forms:** Your team will need to fill out the online Tournament Data Form, Expense Report, and Prep Checklist, which includes the Declaration of Independence. These forms can be found in the Resource Area of DestinationImagination.org.
- C. **Team Identification Sign:** Your team should provide a freestanding sign displaying your team name, Team Number, school/organization, and level. The purpose of the sign is to identify your team to the Appraisers. (See Rules of the Road, Team Identification Sign.)
- D. **Instant Challenge:** At a tournament, your team will solve one Instant Challenge in addition to presenting your Team Challenge solution. Instant Challenges are kept confidential until the day of the tournament. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.)

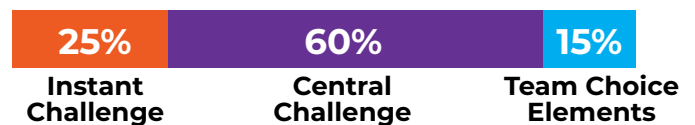
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Central Challenge: Up to 240	A. Story (See Section II.A.)		Up to 165
	1. Creativity of the Science Fiction story A story is more creative when there is novel development of the storyline and characters.		Up to 25
	2. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.		Up to 15
	3. Effective portrayal of the Science Fiction genre		Up to 25
	4. Dramatic impact of the Flash Forward This means the Flash Forward enhances the story in a dramatic, interesting, and/or memorable way.		Up to 20
	5. Including at least one Project goal in the Presentation		0 or 10
	6. Integration of information about the Communication Plan into the Presentation This includes information about the team-identified Project Stakeholder(s) and any other information your team chooses to include about your Communication Plan.		Up to 20
	7. Integration of information about the Project Forecast into the Presentation		Up to 20
	8. Thoroughness of Project information represented in the Presentation		Up to 30
	B. Message Transmitter (See Section II.B.)		Up to 75
Team Choice Elements: Up to 60	1. Technical Design of the Message Transmitter Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable.		Up to 25
	2. Technical Innovation of the Message Transmitter Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.		Up to 25
	3. Integration of the Message Transmitter and the message into the Presentation		Up to 25
	C. Team Choice Element 1 (See Section III.)		Up to 30
	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
	D. Team Choice Element 2 (See Section III.)		Up to 30
	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

Central Challenge



Putting It All Together





TOURNAMENT DATA FORM PAGE 1

TEAM INFORMATION

Team Name: Team Number: -
School/Organization: Level: ☐ EL ☐ ML ☐ SL ☐ UL

To our teams and Team Managers:

Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please use this 3-page form as a reference to help you complete your online Tournament Data Form, found in the Resource Area of DestinationImagination.org. The Team Manager must submit the Tournament Data Form on behalf of the team using the team's words. The team members must craft the explanations.

PART 1: REQUIRED FORMS

A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item. All forms must be completed online in the Resource Area of DestinationImagination.org unless otherwise specified by your Affiliate Director and/or Tournament Director.

Your team needs to complete:

PARTS 2, 3, and 4 of the Tournament Data Form

Part 4 helps your team reflect on how you experienced the creative process.

Expense Report

Be sure to upload copies of your receipts to accompany your Expense Report.

Prep Checklist

This includes safety information, a checklist of required elements, and Declaration of Independence information.

Team Identification Sign

Be sure to bring this to the Presentation Site. See Rules of the Road for more information.

Published Clarifications

You need to be sure you are aware of any Published Clarifications for this Challenge, available at DestinationImagination.org.

PART 2: BRIEF DESCRIPTION OF TEAM CHOICE ELEMENTS

What is your Team Choice Element 1?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

What is your Team Choice Element 2?

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?



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TEAM INFORMATION

Team Name: Team Number: -
School/Organization: Level: ☐ EL ☐ ML ☐ SL ☐ UL

PART 3: BRIEF DESCRIPTION OF SCORED ELEMENTS

This Challenge asks the team to supply the following information to help the Appraisers evaluate your solution.

1. List the team-identified community and community need.

2. Briefly describe your Project and how Project information is integrated into the Presentation.

3. Briefly describe your team's Project goal(s).

4. Briefly describe your team's Communication Plan and how it is integrated into the Presentation. Identify your Project Stakeholder(s).

5. Briefly describe your team's Project Forecast and how it is integrated into the Presentation.

6. Briefly describe your Science Fiction story and how your team portrays the Science Fiction genre.

7. Briefly describe your Flash Forward and when it occurs in the Presentation.

8. Briefly describe your Message Transmitter and identify the message that is communicated and/or revealed. How does the Message Transmitter use Technical Methods to communicate and/or reveal the message?



TOURNAMENT DATA FORM PAGE 3

TEAM INFORMATION

Team Name: Team Number: -
School/Organization: Level: ☐ EL ☐ ML ☐ SL ☐ UL

PART 4: THE CREATIVE PROCESS

Reflect on how your team experienced each stage of the creative process as you solved the Team Challenge.

1. **RECOGNIZE:** What process did your team go through in order to understand all the issues or points of the Challenge?

2. **IMAGINE:** How did your team use your imagination to explore new ideas about possible solutions to the Challenge?

3. **COLLABORATE AND INITIATE:** How did your team work in a collaborative way? How did your team take risks and go beyond the minimum as you committed to a solution?

4. **ASSESS:** How did your team assess your solution as it was being created?

5. **EVALUATE AND CELEBRATE:** Reflect on your experience. What did your team learn? How did your team celebrate your journey and accomplishments?



The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.



The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at Resources.DestinationImagination.org.

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