



INSIDE IMPACT

2017-2018
SERVICE LEARNING
Challenge



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APPROACHING THE 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 may not exceed **\$150US**.

TIME LIMIT

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

TOURNAMENT DATA FORMS

-  Your team must explain elements of your Challenge solution on the Tournament Data Forms found at the end of this Challenge. The check mark icon pinpoints the elements that will appear on the forms.

I

BEFORE THE PRESENTATION

A. THE PROJECT



1. Choose a community and identify a need to address in that community. Then, plan and carry out a Project that addresses the need.
2. The community may be as small or large as your team chooses.
3. The community and the need must be real, not imaginary.
4. Your team may choose to continue and expand upon 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 while solving this season's Challenge.

B. PROJECT PLAN



1. Create a Project Plan that includes at least 1 goal for the Project. A Project goal is what your team aims to accomplish.
2. Include collecting quantitative and/or qualitative data in the Project Plan. This data will be used to help your team understand the community need before the Project was carried out and to report the results of at least 1 activity or event that took place before the tournament. (See Section II.C.)
3. Quantitative data is numerical information. It can be counted or measured. Quantitative data is expressed as a number or quantity.
4. Qualitative data is descriptive information. It describes the qualities of something. Qualitative data is observed. It cannot be measured or expressed as a number.
5. The Project Plan should include a Project timeline. This timeline should detail dates, times and locations of Project activities.
6. Specific objective(s) for events and activities your team intends to complete should be included in the Project Plan.
7. Your team may change or modify the Project Plan, if necessary.
8. Use artistic and/or theatrical techniques to integrate the Project Plan into your Presentation. (See Section II.)
9. Refer to Roadmap for additional suggestions, resources and information about planning and managing projects.

C. COMMUNITY PARTNER



1. Your team is encouraged to enlist Community Partners to help you with the Project by giving advice, information, money, supplies 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 1 person who is not a team member.
3. Team members identify and choose their Community Partners.
4. Team members are responsible for communicating with their Community Partners.
5. 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.
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.

D. PROJECT IMPLEMENTATION



1. Before your team's first tournament, carry out at least 1 event or activity that is designed to help meet the need in the community.
2. Collect quantitative and/or qualitative data during the event or activity. After the event or activity, use the collected data to evaluate the event or activity.
3. During the Presentation, theatrically portray at least 1 Project event or activity that was carried out. (See Section II.)

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.

A. THEATRICAL PRESENTATION

1. Create a live Presentation that presents the Project.
2. Use artistic and/or theatrical techniques to portray your team's Project Plan, goals of the Project, Project event(s) or activity(s), and the story of the Project.
3. Artistic and/or theatrical techniques include, but are not limited to: visual effects, sound effects, staging, dialogue, dance, music, set pieces, props, costumes, makeup, etc.

B. 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 they 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. 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, Rules of Interference section.)
5. Items that are only included in photographs and recordings do not need to be listed on the Expense Report.
6. All pre-recorded images and sounds should be clearly visible and audible from 25ft (7.62m) away. Appraisers will only reward points for what they see and hear during the Presentation.

C. INFOGRAPHICS



1. Use your team's collected quantitative and/or qualitative data to design and create Infographics about the Project. For this Challenge, an Infographic is a team-created representation of information and/or data that helps share the story of the Project.
2. Include at least 2 team-designed and team-created Infographics about the Project.
3. The Infographics will include information about the community need and the results of at least 1 activity or event that was carried out.
4. The Infographics may include non-original material or designs. However, Infographics that include non-original material or designs may earn fewer points for V.B.3. (See Rules of the Road, Copyrights section.)
5. The Infographics should be visible from 25ft (7.62m) away.

D. CACHE STORAGE DEVICE



1. Design and create a Cache Storage Device to be used during the Presentation.
2. For this Challenge, a Cache Storage Device is a team-designed and team-created three-dimensional object that encloses and hides your team's Cache. It must fit through the opening of a standard doorway, approximately 30in x 76in (0.76m x 1.93m). Your team should check with the Tournament Director to determine the sizes of the doorways at the Presentation Site. (See Rules of the Road, Moving Scenery and Props section.)
3. For this Challenge, the Cache is everything your team plans to use during the Presentation, excluding team members. The Cache must be enclosed and hidden within the Cache Storage Device. If any part of the Cache is not enclosed and hidden within the Cache Storage Device, scores for V.D.2 may be affected.
4. Team members may not be inside or a part of the Cache Storage Device.
5. Items your team members are wearing in the Launch Area before time begins, with the exception of hairstyles and makeup, cannot contribute to your team's solution in any way.
6. To enhance the Presentation of your team's Project and Project Evaluation (See Section II.E), the Cache Storage Device will transform and the Cache will be revealed. If the Cache Storage Device does not transform, your team's scores for V.C.3 and V.D.2 may be affected. Your team may use any method(s) to transform the Cache Storage Device and reveal the Cache at any time after the Presentation begins.

7. The transformation of the Cache Storage Device must visibly show the progression of the Project, from the plan through the implementation.
8. Only the Cache Storage Device with the Cache hidden and enclosed inside, the Team Identification Sign, and your team members are allowed to be in the Launch Area. The Timekeeper/Announcer will work with your team to ensure that any other items are removed from the Launch Area before time begins.
9. The Cache Storage Device should be visible from 25ft (7.62m) away.
10. The Appraisers must be able to clearly identify and score the Cache Storage Device and the Infographics (II.C) separately. If the Appraisers believe that the Cache Storage Device and the Infographics are too similar, scores for V.B.3, V.C.1 and V.C.3 may be affected.


E. PROJECT EVALUATION



1. Create a thorough Project Evaluation. This will be different for every Project.
2. A thorough evaluation may include, but is not limited to: quantitative and/or qualitative data, results of the Project, impact of the Project on the community, successes and opportunities for improvement.
3. Use the Cache Storage Device and Cache to creatively integrate the Project Evaluation into the Presentation.

III

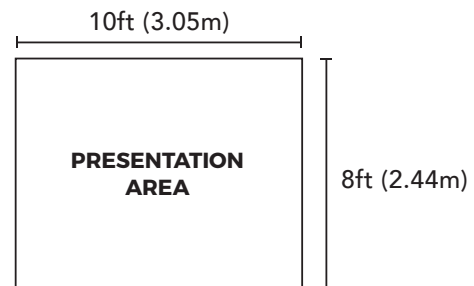
TEAM CHOICE ELEMENTS

- A. Present TWO creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything it wishes, 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 may 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. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately. Examples of these can be found in Rules of the Road.
- D. 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.

IV

AT THE TOURNAMENT

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. 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.

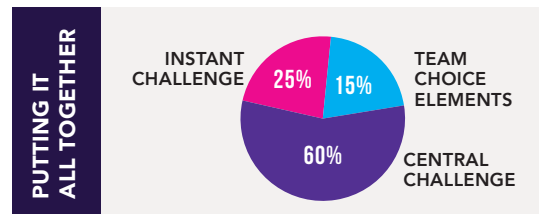
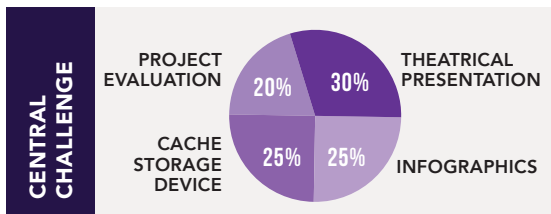


- B. **Forms:** Your team will need to bring your completed Expense Report, Declaration of Independence and Tournament Data Forms to the tournament. (See Rules of the Road for the Expense Report and Declaration of Independence. Tournament Data Forms can be found at the end of this Challenge.)
- C. **Identification Sign:** Your team will 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 showcasing your Team Challenge solution. Instant Challenges are kept secret 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.)



SCORING

Up to 240 Points	A. Theatrical Presentation		Up to 70
	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. Infographics		Up to 60
	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
	C. Cache Storage Device		Up to 60
	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
	D. Project Evaluation		Up to 50
	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	E. Team Choice Element 1		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
	F. Team Choice Element 2		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	





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 fill out this 3-page form completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

PART ONE: REQUIRED PAPERWORK

At the tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item.

Your team needs:

- 5 copies** of the completed PAGE 1 and PAGE 2 of the Tournament Data Form. This is PAGE 1 of the form.
- 1 copy** of the completed PAGE 3 of the Tournament Data Form. This page helps your team reflect on how you experienced the creative process.
- 2 copies** of the completed Declaration of Independence. Blank copies of this form can be found in Rules of the Road. One copy of this form is for Team Challenge, the other copy of is for you to take to Instant Challenge.
- 1 copy** of the completed Expense Report. This form can be found in Rules of the Road. Be sure to bring copies of your receipts in case you are asked for them. It is not necessary to attach your receipts to the form.
- 1 copy** of Team Clarifications issued to your team.
- Team Identification Sign:** See Rules of the Road for more information.
- Published Clarifications:** You need to be sure you are aware of the Published Clarifications for this Challenge available at DestinationImagination.org.

PART TWO: BRIEF DESCRIPTION OF TEAM CHOICE ELEMENTS

Team Choice Element 1: What is your Team Choice Element?

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?

Team Choice Element 2: What is your Team Choice Element?

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?



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

PART FOUR

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

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?

NOTES



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NOTES



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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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