



BLAST OFF!



RISING STARS

2019-20 Challenge Season



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Fill out the required paperwork and bring copies to the tournament or showcase.

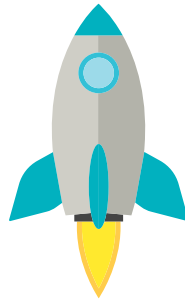
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Team Challenge Overview

Have you ever wanted to fly in a rocket? What it would be like to travel through space? In this Challenge, your team will learn about rockets and space travel. Present a play that tells a story about a trip through space. Along the way, something surprising will happen! Create rockets to launch during your play, and make sure to include a puppet character. What adventures await as you blast off into space?



Time Limit: How Long Can We Present?

Plan to make your Presentation about 8 minutes long.

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What Should We Include in Our Play?



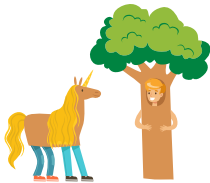
STORY

Create and present a story about characters who travel from one planet to another. Include something surprising that happens during the trip. Your play should have a clear beginning, middle, and end.



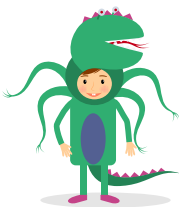
PUPPET

Design and create at least one puppet character to include in your play. Your puppet character could be a fellow traveler, someone you meet on your trip, or anything else your team chooses!



CHARACTERS

All team members should be included in the play. Your team may choose to include any characters you would like.



COSTUMES

Every team member should wear a costume that shows something about their character in the play.

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SETTING

The setting is where and when your play takes place. At least part of your play should take place in space. Your team may also choose to have some of the play take place on one or both of the planets.



SCENERY

Create scenery for your play. Scenery helps the audience understand your setting better. Include a piece of scenery that represents the planet your characters are trying to reach. This piece of scenery should be placed inside the Rocket Landing Zone. **(See Figure A.)**



PROPS

Your team may choose to include props in your play. Props are any objects your characters use to help tell the story.



ROCKETS

Design and create up to 7 rockets and at least one rocket launcher. During your play, launch the rockets from the Blast Off Zone toward the planet scenery in the Rocket Landing Zone. **(See Figure A.)** For safety, no team members should be in the Rocket Landing Zone when your rockets are launched.

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Important Message for Adult Leaders

As they solve this Challenge, team members will explore and apply basic engineering concepts to make simple rockets. It is your role as the Adult Leader to encourage your team members to think about different ways they can make and safely launch rockets. The team members should be encouraged to design and build these simple rockets by themselves.

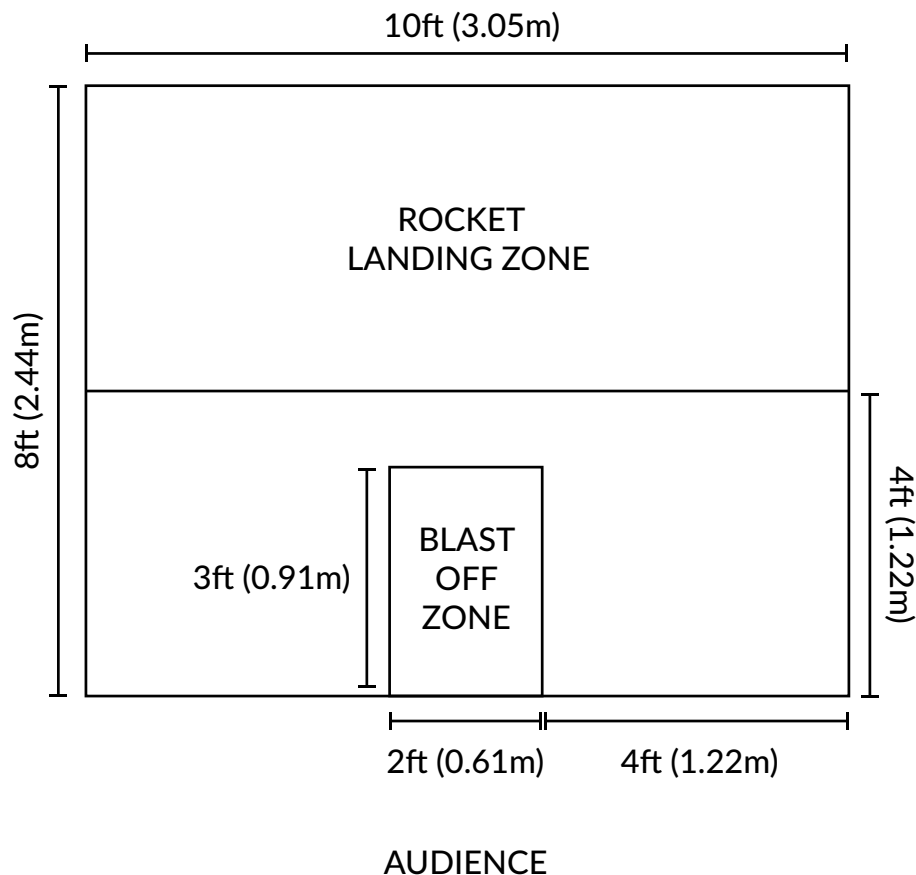


Figure A: Presentation Area

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Glossary of Terms

- **Play:** A performance, usually done in front of people. These people are called the audience.
- **Character:** Someone or something you pretend to be in your play.
- **Costume:** Anything you wear to make you look like someone or something.
- **Scenery:** Backgrounds, decorations, or other objects created and used to show the audience where you are.
- **Prop:** A thing or object used in your play.
- **Puppet:** An object that represents a character. A puppet is moved by a person called a puppeteer.
- **Planet:** A large object in space that moves around a sun.
- **Rocket:** A team-created object or device that your team will launch toward your planet scenery in the Rocket Landing Zone.
- **Rocket Launcher:** A device that launches a team-created rocket.

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Team Choice Elements (Optional): What Else Can We Include in Our Play?

Team Choice Elements are fun ways to show the audience special things you can do. You might like to have some of these be part of your play. Here are some things you might put in your play:

- A poem you have written
- An interesting prop
- Evidence of teamwork
- A song you have written
- Sound effects
- A communication device
- A map to show your travel between planets

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Additional Resources

We hope these resources will help get your Rising Stars team started in understanding rocketry, space, and puppetry. We also hope they add to the fun in your team's learning.

- *Space Travel* by Aaron Deyoe
- *Space Travel (Space Explorer)* by Patricia Whitehouse
- *Space Travel* by Stuart Atkinson
- *Exploring Space Travel* by Laura Hamilton Waxman
- *The Magic School Bus Lost In The Solar System* by Joanna Cole and Bruce Degen
- *Roaring Rockets (Amazing Machines)* by Tony Mitton and Ant Parker
- *Me and My Place in Space* by Joan Sweeney
- *Rubber Band Engineer: Build Slingshot Powered Rockets, Rubber Band Rifles, Unconventional Catapults, and More Guerrilla Gadgets from Household Hardware* by Lance Akiyama
- *The Muppets Make Puppets* by Muppet Workshop and Cheryl Henson
- *The Ultimate Sock Puppet Book: Clever Tips, Tricks, and Techniques for Creating Imaginative Sock Puppets* by Tiger Kandel and Heather Schloss
- *Rising Stars Instant Challenge Practice Set* found in the Resource Area on [DestinationImagination.org](https://www.destinationimagination.org)
- <https://www.nasa.gov/kidsclub>

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Standards

- **Literacy:** Creates a story with a beginning, a middle, and an end, with helpful details.
- **Engineering:** Understands and uses design principles to create rockets, a rocket launcher, and a puppet.
- **Science:** Uses knowledge of space and space travel to create a story.
- **Working with Others:** Displays effective interpersonal communication skills.
- **Thinking and Reasoning:** Applies decision-making techniques.
- **Listening and Speaking:** Uses listening and speaking strategies for different purposes.
- **Research Skills:** Gathers and evaluates information.

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Guidelines

1. **Team:** It is suggested that you have 5-7 children on a team.
2. **Teaching Creativity and the Creative Process:** In Rising Stars, the Adult Leader teaches team members about creative and critical thinking by providing activities that will allow them to learn by doing. Along the way, the team members will experience the fun of the creative process through experimenting, designing, and building. The team will also learn about successful and unsuccessful attempts, along with the importance of doing something again to make it better.
3. **Encouraging Independence:** Let the team members explore, examine, and try things on their own. Let your team make decisions about its solution to the Challenge. Teach your team how to use tools safely and how to work with various materials. Encourage the team members to do the tasks themselves and with their teammates, but be there to show, help, and teach, especially when signs of frustration appear.
4. **Focusing on the Process:** Keep your focus on the process, whether the team members are writing a play, building props, painting scenery, learning to take turns, or memorizing lines. The focus of this Challenge is on the process and on learning rather than on the final product.
5. **Remembering Your Role:** Keep in mind that the Adult Leader's role is to lead idea-generating sessions and to conduct practice, evaluation, and praise sessions throughout the process. It is not the Adult Leader's or parents' role to write the play or design and make the costumes or props for the team members. Instead, adults should encourage team members in all areas, allowing them the chance to experiment

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and develop these skills. The Adult Leader may help and assist as needed, but should refrain from stepping in to do something for the team as much as possible. Instead, the Adult Leader should encourage team members to explore and develop new skills that will help them achieve their goals. Remember, it is more in the spirit of Destination Imagination to help the team members find ways they can safely make something rather than having an adult do it for them.

6. **Teaching Time Management:** This age group may have difficulty understanding the concept of time. Help team members visualize a timeline by using a calendar to track the date of the Starry Showcase or Destination Imagination tournament they will be attending. Have your team members cross the days off the calendar as they begin to approach the date. Use this calendar to help your team plan what needs to be accomplished. Do not be surprised if your team's deadlines are not met. Remember that the team members are just learning to plan, and their ideas are often much bigger than what they can actually produce.
7. **Safety:** Safety should always be considered as team members create and present their solution. Help the team members to safely design and create their solution by referring to the **Safety Issues section** later in this Challenge and the Safety section of Rules of the Road.
8. **Contacting the Tournament Director:** If your team plans to present its solution at a Destination Imagination tournament, there may be certain restrictions. The Adult Leader should contact the Tournament Director to find out if there are any site-specific rules for the tournament. Your team may only be allotted 8 minutes for its Presentation due to the time restrictions of the tournament. Your Tournament Director may be able to give you more details about your team's allotted time and the specific Presentation Area at the tournament.

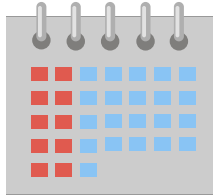
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Planning and Managing a Team Meeting

1. The suggested meeting length (especially for the first few meetings) is one hour. Once your team members begin to create their solution, you may find that they need more time. Try to schedule more frequent meetings later in the process.
2. Plan a number of short activities for each meeting. Young children have short attention spans. Plan activities that keep them attentive for about 15-20 minutes (or less), then change activities. This will depend on the age of your team members. If you are working with 4-year-olds, you might need to decrease the time for each activity, but with 7-year-olds, you might be able to increase the time. As the Adult Leader, you should plan Rising Stars meetings to suit the individual needs of the children on your team. Make sure the activities are enjoyable!
3. Include an Instant Challenge in each meeting. Instant Challenges are designed to help your team get comfortable with using the creative process in a short period of time. This practice will help your team members prepare for the Instant Challenge they will complete at the tournament or showcase. It will also help them develop skills that they can transfer to their Team Challenge solution. You will find a selection of Instant Challenges in this document and in the Rising Stars Instant Challenge Practice Set available in the Resource Area at DestinationImagination.org. For more information and help with Instant Challenge, see Roadmap.
4. It is best if there are at least two adults to work with the team members. These extra sets of hands make the job easier and more fun. This can also help reduce the time team members spend waiting for help with a skill or task.

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5. It is a good idea to include a nutritious snack at the beginning and/or middle of a meeting. Check with parents to see if any team members have food allergies. Encourage team members to take turns bringing snacks or have the team work together to make something delicious!
6. Be prepared for each team meeting. Have all materials set up and ready before your team arrives. Taking a little time to organize and plan ahead will help your team to start off with the right mindset, helping to make the meeting more productive and focused.

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Ideas for Team Meetings

1. **Introductions:** When you first meet with your team, help the team members get to know each other. Tell them about yourself and have the team members tell the group about themselves.
2. **Setting Rules:** To help your team set some guidelines for behavior during meetings, read aloud some favorite story books that have a positive message. For example, Winnie the Pooh® and his friends treat each other with kindness. Ask the team members to list ways they could treat each other with respect. Record this list and refer to it when the team is not on its best behavior. This reminds the team members of the guidelines THEY set.
3. **Logo/Mascot:** Make a team sign or choose a team logo/mascot. Create a team song, chant, rhyme, motto, etc. Sing/say it each time you get together. Create a team name and draw the team name and logo/mascot on a T-shirt.
4. **Outings:** Plan outings away from your regular meeting place. Go out for pizza, to the zoo, or to a hardware store.
5. **Cooperative Art:** Promote teamwork by making a mural. Choose a theme and let everyone work on it together.

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6. **Developing Characters:** Play charades. Let all team members experience success, not competition. Teach the team about portraying characters and acting in small ways. “Pretend you are a brave astronaut. How would you walk?” “Pretend you are a frightened kitten. How would you move?”
7. **Creating Costumes:** Have a costume box and let team members dress up. Give them time to put on impromptu skits.
8. **Using Props:** Have a prop box. Let the team members create various characters using the props. What might a character do with a backpack? A top hat and a cane? A pair of cheerleader pom-poms?

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Approaching the Challenge

Once you have spent some time team building and becoming acquainted with your team, your focus should shift to the Team Challenge. The team members may take several weeks to fully understand the Challenge and begin to develop a solution. In order to help the team with this process:

1. Read the Challenge to or with the team members and discuss any words they do not understand. Focus on the **Team Challenge Overview** to build excitement. Read a little at a time.
2. Talk about the specific tasks in the Challenge. What do they have to do? What books might they want to read to help them solve this Challenge? Allow the team to look at some of the books from the suggested reading list. Have them choose a few books to read together.
3. Discuss the particular requirements that should be included in the Presentation.
4. Discuss characters and costumes.
5. Discuss possible settings and props.
6. Look at the **Glossary of Terms** stated in the Challenge. Discuss the words so the team members understand their meaning.
7. Look at the **Starry Showcase Form**. This form allows your team members to explain particular requirements of their Challenge solution. Have your team members use this form to stay on track as they create their solution.
8. Discuss possible **Team Choice Elements**. What talents do the team members demonstrate? Have them generate a list of options to consider.

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Safety Issues

Safety is a priority for team members and Adult Leaders of all ages. While we encourage Adult Leaders to allow team members the opportunity to explore and build new skills, safety always comes first.

1. **Adult Supervision:** It is expected that adults working with team members will always be attentive to safety issues. Make sure you have enough adults at your meetings to supervise all of the activities.
2. **Safety Consciousness:** Teach your team members to think about safety and to be careful when using tools, paint, supplies, scissors, glue, and other materials. Make sure all the materials the team members will be using are safe, non-toxic, and harmless. Remind them to consider safety before they use tools. Team members should never be allowed to handle materials in an unsafe manner or without supervision. Safety glasses are recommended in certain situations.
3. **Safety Rules:** Teach common sense thinking. As the Adult Leader, you should set the safety standards and parameters for the team members. Adult Leaders should provide appropriate supervision at all times. Before work begins, discuss the activity with your team. Talk about safety issues and rules, along with possible problems that could occur while using various tools or materials.

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4. Safety at the Tournament:

(See Rules of the Road for a complete list of tournament safety guidelines.)

- a. **Hazardous and Non-hazardous Materials:** The team must not use any materials that might be hazardous, damaging, or dangerous in the Presentation.
- b. **Foot Coverings:** All team members must wear shoes or reasonably impenetrable foot coverings at all times. This is to protect your team members from any undetected debris that may be on the floor.
- c. **Light:** Do not use lasers or laser pointers. No high intensity beams of light should be used.
- d. **Helium:** Some venues will not allow teams to use helium balloons. If your team plans to use helium, you should contact the Tournament Director or venue to see whether it is allowed. If allowed, the helium balloons must be under your team's control at all times. Your team is responsible for retrieving any stray balloons and will be held financially responsible for any damage that may occur as a result of using helium.
- e. **Latex Allergies:** You should be conscientious of potential latex allergies when using balloons, rubber bands, or other materials that may contain latex. You should contact the Tournament Director or venue to find out if there are any site-specific restrictions on the use of latex.
- f. **Flame:** Do not use devices or substances that produce an open flame or extreme heat or cold. (No lit candles, caps, fireworks, fires, party poppers, or substances that combust or explode in any way.)
- g. **Animals:** No live animals may be used in any part of your team's solution.
- h. **Electricity:** If your team plans to use electricity, please be aware of all safety issues surrounding its use.
- i. **Dry Ice:** Your team MAY use dry ice, but it must be handled with gloves or tongs. Your team is responsible for any damage that may occur as a result of the use of dry ice. Your team must be aware that some venues will not allow the use of dry ice. If your team plans to use dry ice, you should contact the Tournament Director or venue to find out if there are any site-specific restrictions on the use of dry ice.

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Preparing for a Destination Imagination Tournament

1. **Starry Showcase Form:** If your team is attending a Destination Imagination tournament, fill out the **Starry Showcase Form** and take it with you to the tournament.
2. **Starry Showcase or Tournament:** Contact the Starry Showcase or Destination Imagination Tournament Director to be certain your team is included on the schedule.
3. **Instant Challenge:** Some Destination Imagination tournaments offer an optional Instant Challenge for Rising Stars teams. Contact your Tournament Director for more information. If your Rising Stars team decides to participate in an Instant Challenge, the team members will go into a room with some Appraisers to solve the Instant Challenge. Depending on the tournament, one parent per team member may also enter the room. The Instant Challenge will be read to the team, and the team members will have a specific amount of time to solve it. Since Rising Stars is noncompetitive, the Instant Challenge is not a secret, and the team members are able to discuss it outside of the Instant Challenge room. However, Adult Leaders should encourage team members not to discuss the Instant Challenge in public at the tournament so other teams do not hear about the specific Challenge before they have their own Instant Challenge experience.

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Mix and Match Generating Tool

The Mix and Match tool, sometimes called “morphological analysis,” is an idea generating tool. It links ideas, characteristics, or attributes together in a random manner to generate numerous options. Using this tool, different attributes are generated in a number of columns. By randomly selecting one idea from each column, the team can create hundreds of combinations that may inspire many new ideas to research and explore.

To start, gather ten pieces of paper and number them sequentially from 1 to 10. To use the tool, draw a graph with six columns. The first column lists numbers from 1 to 10. The heading for each of the remaining five columns should be labeled with different categories for which the team wants to generate possibilities.

You can use this tool to help the team generate ideas for the play. Use the categories provided. Generate enough ideas to fill the column under each category. Afterward, randomly choose one number for each category by using the numbered pieces of paper. By combining these five choices, your team members will have created many new combinations that may help them think of interesting storylines.

Try to revisit this tool as your team faces different problems. Adjust the columns, in both number and category, as necessary.

	Story	Characters	Setting	Puppet Character	Rocket and Rocket Launcher
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

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Storyboard Planning Tool

The team's play must have a beginning, a middle, and an end. The team can use the "Storyboard" planning tool to decide what will happen in the play and in what order.

Guide the team members in a discussion of ideas for each part of their play. Record their ideas on the Storyboard sheet. On a new Storyboard sheet, record the team's final decision about the beginning, middle, and end of the play. Give the team 3 large pieces of paper and encourage the team members to draw pictures of their ideas for each part of their play.

BEGINNING



MIDDLE



END

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Be a Grown Up Performance-Based

Challenge (Read Aloud)

Choose one job card and one task card. Create a skit that shows how someone with the selected job does the selected task.

Adults: Cut out the cards on the next 2 pages and separate them into two piles—one for jobs and one for tasks. Have the team select one card from each pile. You may read what is on the selected cards to the team members. Give the team 4 minutes to create and practice the skit about how someone with the selected job does the task. Then give the team 2 minutes to present the skit.

Processing Questions (Read Aloud)

1. What kind of tasks would this person normally do?
2. How did the selected job change how the person would do the task?
3. How would someone with a different job do the task?

Job Cards



Astronaut



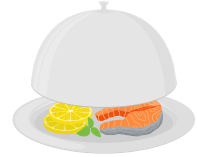
Farmer



Teacher



Truck Driver



Chef



Doctor



Principal



Firefighter



Police Officer



President



Mail Carrier



Bus Driver



Veterinarian



Artist



Clown



Pilot



Clothing Designer



Video Game Designer



Athlete



Librarian



Pet Groomer



Coffee Shop Worker



Writer



Construction Worker



Plumber

Task Cards



Walk in space



Plant a garden



Grade homework



Drive a truck



Make dinner



Help a sick person



Make a school announcement



Save a kitten in a tree



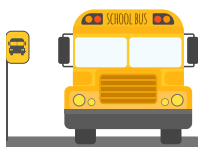
Direct traffic



Give a speech



Deliver a package



Drop kids off at the bus stop



Help a hurt animal



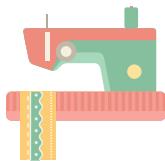
Paint a picture



Juggle



Fly a plane



Make a new outfit



Play a video game



Practice a sport



Read a book



Give a pet a bath



Make coffee



Write a poem



Build a house



Fix a leaky pipe

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Planet to Planet

Task-Based

Challenge (Read Aloud)

Each team member should draw a planet. Blindfold 1 team member and then place the planets in the taped area. The other team members should work together to tell the blindfolded team member how to move between the planets. Try to have the blindfolded team member touch every planet.

Materials

- ☐ Paper (1 Sheet per Team Member)
- ☐ Sets of Crayons or Markers
- ☐ Blindfold

Adults: Be sure to clear the space of any tripping hazards before completing this Instant Challenge. Give the team members 6 minutes to draw their planets. Have the team members place their planets in an 8ft x 8ft (2.44m x 2.44m) square taped on the floor. The planets should not touch each other. Give the team 5 minutes to tell the blindfolded team member how to move between the planets. Repeat this Challenge, encouraging team members to try different ways of communicating with the blindfolded team member. Have the team change the location of the planets each time.

Processing Questions (Read Aloud)

1. How did your team decide the best way to tell the blindfolded team member how to move between the planets?
2. What would you change if you tried this Challenge again?
3. How did you decide which planet the blindfolded team member should touch next?

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Friends From Space

Performance-Based

Challenge (Read Aloud)

Aliens from space have landed at your school! Create a skit about how your team makes friends with the aliens. Before you present your skit, work together to create a list of imaginary props you could use to help tell the story. Use at least 4 imaginary props from your list in the skit.

Adults: Give the team 2 minutes to create a list of imaginary props. You may record the list for the team. Then give the team 4 minutes to create and practice the skit and 2 minutes to present the story.

Processing Questions (Read Aloud)

1. What was your favorite part of the story?
2. What are some other imaginary props your team could have used in the skit?
3. What are some ways to make friends with someone who is different from you?

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Unusual Pet

Task- and Performance-Based

Challenge (Read Aloud)

Using the materials, work together to create an unusual pet. Each team member should build a part of the pet. Give your pet a name and tell a story about how your team found your unusual pet.

Materials

- | | |
|--|--|
| <input type="checkbox"/> Tape | <input type="checkbox"/> Twelve 2in (5.1cm) |
| <input type="checkbox"/> 3 Paper Cups | Pieces of Ribbon or Yarn |
| <input type="checkbox"/> 1 Egg Carton | <input type="checkbox"/> 6 Craft Sticks |
| <input type="checkbox"/> 10 Multi-Colored Chenille Sticks
(Pipe Cleaners) | <input type="checkbox"/> 3 Sheets of Aluminum Foil |
| <input type="checkbox"/> 8 Googly Eyes | <input type="checkbox"/> 4 Bottle Caps |

Adults: Give the team 8 minutes to build the unusual pet and 2 minutes to tell a story about how the team found the unusual pet.

Processing Questions (Read Aloud)

1. What makes your pet unusual?
2. What do you think your pet would eat?
3. How did your team use ideas from each team member to make one pet?

INSTANT CHALLENGES

TEAM CHALLENGE

**TEAM MANAGER
RESOURCES**

**GENERATING AND
STORYBOARD TOOLS**

**STARRY
SHOWCASE FORM**



Dinosaur Restaurant Performance-Based

Challenge (Read Aloud)

Create a commercial about a restaurant for dinosaurs. Be sure to talk about the kinds of food you will serve.

Adults: Give the team 5 minutes to create the commercial and 2 minutes to present it.

Processing Questions (Read Aloud)

1. How did your team decide what kinds of food you would serve to the dinosaurs?
2. What would your restaurant look like?
3. How did each team member help with the commercial?

INSTANT CHALLENGES

TEAM CHALLENGE

TEAM MANAGER
RESOURCES

GENERATING AND
STORYBOARD TOOLS

STARRY
SHOWCASE FORM



Paper Bag Puppets

Task- and Performance-Based

Challenge (Read Aloud)

Create paper bag puppets using the materials. Use your puppets to tell a story about something surprising that happens at a birthday party.

Materials

- | | | |
|---|--|---|
| <input type="checkbox"/> Paper Bags | <input type="checkbox"/> Buttons | <input type="checkbox"/> Craft Sticks |
| <input type="checkbox"/> Paper Cups | <input type="checkbox"/> Cotton Balls or Small | <input type="checkbox"/> Ribbon or Yarn |
| <input type="checkbox"/> Colored Stickers | Colored Pom-Poms | <input type="checkbox"/> Googly Eyes |
| <input type="checkbox"/> Chenille Sticks | <input type="checkbox"/> Crepe Paper or | <input type="checkbox"/> Tape |
| (Pipe Cleaners) | Tissue Paper | <input type="checkbox"/> Crayons or Markers |

Your team will also have a pair of scissors, but these may not be part of the paper bag puppets and may not be damaged.

Adults: Decide how many puppets the team will create. Each team member could make a puppet, or the team could work together to create just a few. Adjust the quantity of each material based on this decision. Give the team 10 minutes to create the puppets and 4 minutes to plan and practice the skit. Then give the team 2 minutes to present.

Processing Questions (Read Aloud)

1. How would you make your puppet if you had different materials?
2. How are the puppets different from each other? How are they the same?
3. What are other surprising things that might happen at a birthday party?

INSTANT CHALLENGES

TEAM CHALLENGE

TEAM MANAGER
RESOURCES

GENERATING AND
STORYBOARD TOOLS

STARRY
SHOWCASE FORM



A Hero's Adventure

Performance-Based

Challenge (Read Aloud)

Create a skit about a hero who is on an adventure. A hero is someone who helps others. In your skit, be sure to include how the hero is helping someone.

Adults: Give the team 6 minutes to plan and practice the skit. Then give the team 2 minutes to present the skit.

Processing Questions (Read Aloud)

1. What did you like best about your hero's adventure?
2. How did you decide who your hero was helping?
3. How many different kinds of heroes can you think of?

INSTANT CHALLENGES

TEAM CHALLENGE

TEAM MANAGER
RESOURCES

GENERATING AND
STORYBOARD TOOLS

STARRY
SHOWCASE FORM



Rocket Designers Task-Based

Challenge (Read Aloud)

Look at pictures of different rockets. Use the materials to build a rocket that is as tall as possible. Make sure you use something interesting you noticed from the pictures in your rocket.

Materials

- | | | |
|--|---|---|
| <input type="checkbox"/> 3 Straws | <input type="checkbox"/> 2 Mailing Labels | <input type="checkbox"/> 1 Sheet of Newspaper |
| <input type="checkbox"/> 3 Large Paper Clips | <input type="checkbox"/> 4 Index Cards | <input type="checkbox"/> 1 Set of Markers |
| <input type="checkbox"/> 1 Paper Towel Tube | <input type="checkbox"/> 2 Rubber Bands | |

Your team will also have a yardstick (meterstick), but this may not be part of your rocket and may not be damaged. The markers may not be part of your rocket and may not be damaged.

Adults: Provide pictures of different rockets. Try to choose rockets that have unique features. Give the team 10 minutes to build the rocket. Measure the rocket and discuss the interesting feature the team included in its design.

Extension: Have the team members use rubber bands, balloons, plastic spoons, and a paper plate to build a device to launch their rocket. Give the team 5 minutes to build the device and 2 minutes to try to launch the rocket.

Processing Questions (Read Aloud)

1. What makes the rockets in the pictures the same? What makes them different?
2. How could you use the materials to make your rocket taller next time?
3. How did each team member help to build your rocket?

INSTANT CHALLENGES

TEAM CHALLENGE

TEAM MANAGER
RESOURCES

GENERATING AND
STORYBOARD TOOLS

STARRY
SHOWCASE FORM



Launch Time!

Task-Based

Challenge (Read Aloud)

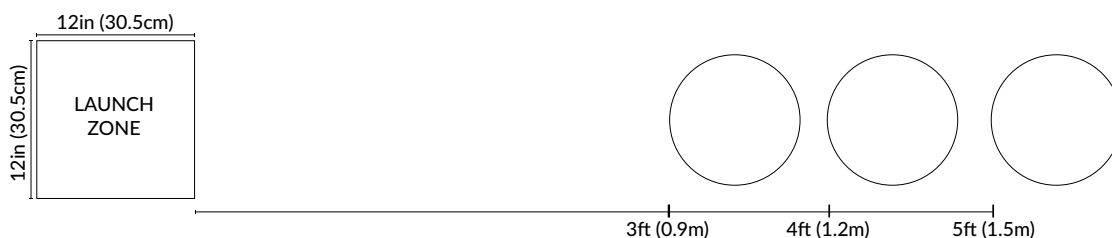
Divide into 2 groups. Using the materials, each group should build a device to launch Ping-Pong balls. Take turns using your device to launch a Ping-Pong ball into the buckets. Make sure to cheer on the other group!

Materials (One Set Per Group)

- | | | |
|--|---|--|
| <input type="checkbox"/> 1 Plastic Spoon | <input type="checkbox"/> 4 Mailing Labels | <input type="checkbox"/> 2 Chenille Sticks |
| <input type="checkbox"/> 1 Paper Plate | <input type="checkbox"/> 4 Rubber Bands | (Pipe Cleaners) |
| <input type="checkbox"/> 2 Large Paper Clips | <input type="checkbox"/> 3 Craft Sticks | <input type="checkbox"/> 1 Piece of Paper |

Each group will also have 1 Ping-Pong ball, but this may not be part of your rocket and may not be damaged. The mailing labels may NOT be attached to the Ping-Pong ball.

ADULTS: Tape off a 12in x 12in (30.5cm x 30.5cm) Launch Zone and place the buckets 3ft (0.9m), 4ft (1.22m), and 5ft (1.5m) from the Launch Zone. Give the team 1 minute to divide into 2 groups and 10 minutes to build the devices and practice launching Ping-Pong balls. Then give the team 2 minutes to launch Ping-Pong balls into the buckets, taking turns between the groups.



Processing Questions (Read Aloud)

1. How did your group decide how to use the materials?
2. What worked well about your design? What worked well about the other team's design?
3. How might using different materials change your device?



STARRY SHOWCASE FORM

TEAM INFO

Our team is from:

Our team name is:

Our team number is: -

Our team members are:

PRESENTATION ELEMENTS

Briefly describe your story about characters who travel from one planet to another. What surprising thing happens during the trip?

How did you make your puppet? How is your puppet used as a character in your play?

Who are the other characters in your play?

Briefly describe your planet scenery. What materials did you use to create it?

How did you make your rockets?

Briefly describe how you launch your rockets.

TEAM CHOICE ELEMENT (OPTIONAL COMPONENT)

Our team added one (or two) Team Choice Elements. They are:



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