English, Language Arts, Reading

Service Learning: Uncharted Engineering: Going the Distance Scientific: Blast from the Past X X X X X X X

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Composition: listening, speaking, reading, writing and thinking using multiple texts—writing process. Use the writing process recursively to compose multiple texts that are legible and uses appropriate conventions.

Participate collaboratively in discussions, plan agenda with clear goals and deadlines, set time limits for speakers, take notes, and vote on key issues.

Create mental images to deepen understanding.

Demonstrate knowledge of multiple literary genres.

Analyze plot elements, including rising action, climax, falling action, resolution, and non-linear elements such as flashback.

Use an appropriate mode of delivery, whether written, oral, or multimodal. to present results.

Identify, gather, and synthesize relevant information for a variety of sources.

Technical: Pinball Heroes

STEM



DI Challenges are tied to the following STEM learning objectives

- Design-Based Challenges aligned to grade level
- Design-Based Challenges have integrated content across STEM Fields
- Opportunities to develop STEM Fluency Skills: communication, collaboration, creativity, critical thinking,
- Opportunities to develop technical skills of the engineering process and computational thinking
- Connections to effective in and out-of-school STEM
- STEM family engagement events/experiences

Destination Imagination has the vision to inspire and equip participants to achieve anything they can imagine in life. DI engages participants in project-based challenges that are designed to build confidents and develop extraordinary creativity, critical thinking, communication, and teamwork skills.

Teams work together for several months to create their solutions to the Central Challenges, which can have scientific, technical, theatrical, improvisational, engineering, service learning, or early learning focuses. Teams also learn and practice creative quick-thinking skills for the Instant Challenge portion of the program.

Teams then present their Challenge solutions at a Regional Tournament in Ohio during the months of February/ March. Teams compete in one of four age levels -Elementary, Middle, Secondary, or University Level. There is also a non-competitive - Early Learning level for younger members. Winning teams at each Regional Tournament advance to the Affiliate Tournament held in the spring. Winners at the Affiliate Tournament advance to the Global Finals held near the end of May in Kansas City, Missouri.



ОНІС



2023-2024 **Educational Standards Alignments**



Mathematics

Engineering: Going the Distance

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Service Learning: Uncharted

Early Learning: Making a Splash

Scientific: Blast from the Past

Technical: Pinball Heroes



Apply mathematics to problems arising in everyday life, society, and the workplace.

Use problem-solving model that incorporates analyzing given information, formulation a plan or strategy, determining and justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution.

Create and use representations to organize, record, and communicate mathematical ideas.

Select tools, including real objects, manipulatives, paper and pencil. and technology as appropriate and techniques, including mental math, estimation, and number sense as appropriate, to solve problems.

Apply mathematical process standards to develop an understanding of proportional relationships in problem situations.

Develop a system for keeping and using financial records.

Solve problems using qualitative and quantitative predictions and comparisons from simple experiments.

Social Studies



Understand that historical events influence contemporary events.

Use effective written communication skills, including proper citations to avoid plagiarism.

Incorporate main and supporting ideas in verbal and written communication based on research.

Express ideas orally based on research and experiences.

Use problem-solving and decision-making skills, working independently and with others to identify a problem, gather information, list and consider options, consider advantages and disadvantages, choose and implement a solution, and evaluate the effectiveness of the solution.

Apply critical-thinking skills to organize and use information acquired through establish research methodologies from a variety of valid sources, including technology.

Science and Engineering



Scientific: Blast from the Past

Technical: Pinball Heroes

Service Learning: Uncharted Early Learning: Making a Splash

Engineering: Going the Distance

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Ask questions, plan and conduct investigations to answer questions, and explain phenomena using appropriate tools and models.

Identify problems and design solutions using appropriate tools and models.

investigate how forces impact linear motion.

Use evidence to construct testable explanations and predictions of natural phenomena, as well as the this process.

Know that observations are active acquisition of either qualitative or quantitative information from a primary source through the senses.

Identify advantages and limitations of models such as their size, scale, properties, and materials.

Describe the cause-and-effect relationship between force and motion.

Early Learning: Making a Splash Engineering: Going the Distance X X X X X X X

Scientific: Blast from the Past

Technical: Pinball Heroes

Theatrical: In Motion

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Measure, calculate, graph, and

knowledge generated through

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