



Rising Stars and Change in Direction Challenge Orientation

Peter Shepherd

DI Affiliate (CA State) Rising Stars Challenge Master

November 12, 2015

Introductions

- Affiliate (CA State) DI Director: Dick Pinney
- Affiliate Challenge Master: Peter Shepherd
- Regional Challenge Masters:
 - Best of Bay: Dipali Gohil
 - Central Coast: Michelle Berlin
 - LA DI Land: Beverly Webb
 - ONE: Susan Kizirian
 - San Joaquin Valley: Rose Freeman
 - Silicon Valley: Peter Shepherd
 - Waves to Dunes: Niki Gasperoni

This Session's Ground Rules

- Team Managers and School Coordinators only
- Your voice will be muted by the administrator
- You can ask questions, answer questions, or comment on anything ... let's have a discussion
- Use the question window at any time
- “Raise your hand” to speak

Rising Stars

- The Beginning of the Destination Imagination Journey!
- Teamwork + Imagination
- Working Together for 1-2 Months leading up to:
 - ~ 8 minute Team Challenge Performance
 - ~ 9 minute Instant Challenge
- Rising Star Team:
 - 6-9 team members 4-7 Year Olds
- Guiding the Rising Star Team:
 - 1 or 2 team managers
- Supporting the Rising Star Team:
 - Parents, Brothers, Sisters, Grandparents, Friends...

What Is The Team Challenge?



- Teams work on a solution to one of six published challenges
- Open-ended, STEAM
- Involve technical, structural, and theatrical elements

What Is The Team Challenge?



- RS Teams generally spend 1-2 months working on the solution
- Each RS team presents their solution at the Regional Tournament



Competitive Team Challenges

Technical



PACE OF CHANGE

Science



IN PLAIN SIGHT

Structure



MUSICAL MASHUP

Fine Arts



GET A CLUE

Improv



CLOSE ENCOUNTERS



2015-2016 Challenges for Rising Stars



INSTANT CHALLENGE

**Rising Stars
Non-Competitive
Instant Challenge**



CHANGE IN DIRECTION

**Rising Stars
Non-Competitive
Team Challenge**



Or Rising Stars can do one of the Competitive Team Challenges

NON-COMPETITIVELY

Service Learning



THE MEME EVENT

Previews on idodi.org

What Is The Instant Challenge?



- A surprise challenge solved at the Regional Tournament
- Teams generally have 6 to 9 minutes to solve it
- May be task and/or performance based

RS Instant Challenge



- Is age appropriate, fun, non-competitive, not scored
- Is a “secret” for a day
- Have your RS Team Practice Instant Challenges

The 3 Most Important Aspects of Rising Stars

#1 Only 1 Rule: Safety First!

#2 Non-Competitive

#3 Let The Kids Do It Themselves!

If you embrace these 3 aspects
Everyone
will have fun and learn by doing DI!

Let Them Do It Themselves

- The Easiest Thing for the Kids to Do!
- Very Hard for a Team Manager
- Even harder for parents :-)
- Requires patience and...



They can do it themselves!



Script



Song/Dance



Costumes



Set/Setup

Your Role As Team Manager

Guide Rising Stars and Keep Them Safe

- **Teach creative thinking**
 - Providing an environment for exploration with activities that let kids learn by doing
- **Encourage independence**
 - Let the kids make decisions
 - Let the kids learn from their mistakes
 - Let the kids DO IT THEMSELVES as much as possible
- **Focus on the process**
 - All about the kids learning
 - Help kids getting frustrated, HELP WHEN SAFETY REQUIRES IT
- **Remember your role**
 - Leading idea-generating sessions, practice and evaluation sessions
 - Bring out ideas from all team members, even quiet ones - INCLUSION
 - Teaching skills to help the kids DO IT THEMSELVES
 - TM role is NOT to design, build, or judge, but to encourage, and ask questions
- **Teach time management**
 - To Do Lists, Calendar

2015-2016 Rising Stars Team Challenge



**CHANGE IN
DIRECTION**

EARLY LEARNING

CHANGE IN DIRECTION

RISING STARS!®

DESTINATION IMAGINATION CHALLENGES ARE DESIGNED AS A FUN AND ENGAGING SYSTEM OF LEARNING

Early learners (preschool—2nd grade) are naturally curious and can adapt well to learn new STEAM (science, technology, engineering, arts and mathematics) concepts. By appealing to their natural curiosity and creativity through a fun, hands-on learning environment, our Rising Stars! Challenge allows early learn-

ers to experience a range of invaluable concepts simply and effectively.

Each year, volunteer educators and industry experts develop a new Rising Stars! for Early Learners Challenge. They focus on creating play-based curricula that allows kids

to be creative, learn simple building and construction, become comfortable working in teams, and learn how to speak in front of an audience. The Challenge is noncompetitive, which helps ease pressure and lets kids play and experiment with their solutions.

LEARNING OUTCOMES

- Mapping Skills/Cartography
- Understanding of Geography
- Research Skills
- Decision Making Skills
- Storytelling Skills
- Theater Arts Skills
- Visual Arts Skills
- Presentation Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Perseverance
- Self-Directed Learning
- Digital Literacy
- Citizenship Skills



POINTS OF INTEREST

- Learn about maps and how they are helpful.
- Create a play that is about a journey your team is on.
- Make a change in direction at some point during your play.
- Make a map to help your team on your journey.

CHALLENGE OVERVIEW

CHANGE IN DIRECTION

TEAM CHALLENGE OVERVIEW

Your team is heading off on a journey. Where are you going? What if, at some point, you make a change in direction? Why did you change direction? Where are you going now? Are you going to the same place using a new path or are you going to a different place? With the help of your team-created map, the choice is yours.

Tell us a story about your journey. The story should have a beginning, middle and end. With a team-created map, complete with a compass rose and map key, show us your path. At some point, your characters should decide to change their direction. At least two characters should have different ideas or feelings about this change in direction. Show us how your characters, with the use of your map, decide on a new direction to go.

STANDARDS: INFORMATION FOR TEAM MANAGERS

- **Literacy:** Creates a story with a beginning, middle and end, with helpful details.
- **Geography:** Understands, creates and uses a map.
- **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.

WHAT SHOULD WE INCLUDE IN OUR PLAY?

- **Story:** Your play should tell the story about going on a journey. Use a team-created map to help guide you. At some point on your journey, your team decides to change direction. At least two characters have different ideas or feelings about the change in direction. Your play should describe how and why the characters eventually decide to change their direction. Your play should have a beginning, middle and end.
- **Map:** A map is a picture that people create of an area, big or small, to help them understand where they are in that area and where they can go. Your play should include a map that your team has created. The map should have your journey's path marked on it. When your team decides to change direction in your story, you should change the map to show your new path. The map should be big enough to be seen easily by the audience.
- **Compass Rose:** A compass rose is a picture on a map that shows where the directions - north, south, east and west - are located. Your map should include a compass rose.
- **Map Key:** A map has symbols on it that represent the features that are in the area. Some features might be mountains, lakes, rivers and others. The map key explains each of these symbols. Your map should include a map key.
- **Characters:** All team members should be included in the play. They may be characters or other things in the play. At least two characters should have different ideas or feelings about the change in direction.
- **Costumes:** All team members should be in costume.
- **Setting:** The setting is where your play takes place. It can be real or imaginary, and should be marked on your map. Scenery and props used in your play help the audience understand your setting better.
- **Props:** One of your props should represent a feature from your Map Key.



appraisers





Tulip Rising Star

Tulip After School

Stratford Lions

Soccer Players

Murdock-Portal Elementary

Rising Stars! 2013-2014
Silicon Valley Region



DESTINATION
IMAGINATION

Great job!
Keep it up!

As the group
was so
excited!

Great job!
Keep it up!

Background
Music was
Awesome!

Loved the
Balancing
Act

Very nice
show!

Really
fun!
Great
show!

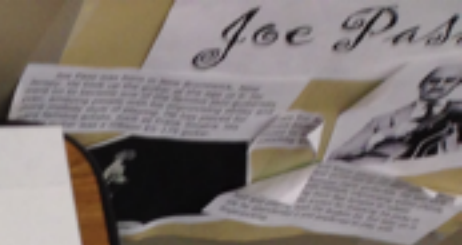
Good
show!

Great
show!

Very
nice
show!

Very
nice
show!

Very
cool
show!



TIME LIMIT: HOW LONG CAN YOU PERFORM?

Plan to make your Performance about 8 minutes long.

**TEAM CHOICE ELEMENTS-OPTIONAL COMPONENT:
WHAT ELSE CAN WE DO 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
- Different costumes for your characters
- Evidence of teamwork
- A song you have written
- A backdrop you have made

ADDITIONAL RESOURCES:

We hope these resources will help you get your Rising Stars! started in understanding maps, how they work and why they are important. We also hope they add to the fun in your journey.

- *Follow that Map! A First look at Mapping Skills* by Scot Ritchie
- *Me on the Map* by Joan Sweeny
- *There's a Map on My Lap* by Tish Rabe
- *Maps* by Aleksandra Mizielinska, Daniel Mizielinski
- *The Once Upon a Map Book: Take a Tour of Six Enchanted Lands* by B. G. Hennessy
- *As the Crow Flies: A First Book of Maps* by Gail Hartman
- *Maps and Globes* by Jack Knowlton
- *Map Scales* by Mary Dodson Wade
- *Ways to Find Your Way* by Kay Jackson
- *We need Directions!* by Sarah De Capua
- *Different Kinds of Maps* by Julia J. Quinlan
- *Maps* by Joellyn Cicciarella
- *Looking at Maps and Globes* by Carmen Bredeson
- *Shackleton's Journey* by William Griff
- ducksters.com/geography
- makemegenius.com/science-videos/grade_2/what-are-landforms-for-kids
- kidsgeo.com/geography-games/index.php

Team Choice Elements



Performance Space



First – Meet with Parents

- Delegate and get help:
 - Co-managers
 - Identify meeting location(s)
 - Transportation
 - Helpers
 - Snacks
 - Identify Tournament Appraiser
 - Identify Volunteer

Meeting with Parents

- Discuss/Establish:
 - Time commitment
 - Expectations
 - Letting the kids do it themselves
 - Meeting schedule
 - A budget and collect funds
- Get Contact and **Emergency Information**
 - Including **Allergies or other Special Needs**

Rising Stars Rough Schedule



- Learning to work as a team
- Instant Challenges
- Understanding the Team Challenge

- Brainstorming ideas
- Research & experimentation
- Creating the presentation
- More Instant Challenges

- Finalizing, refining solutions
- Props, artwork, costumes, scripts
- “Crunch” time, rehearse
- And more Instant Challenges



Time flies when you're having fun

What To Do at First Meetings?

- Set rules for behavior
 - House Rules, Safety Rules
 - Team Citizenship Rules - Have the team make them
- Do Team Building Games and Activities
- Choose Team Challenge

*See the Rising Stars Challenge for
team meeting ideas,
activities, instant challenges*

RS Typical Meeting

- 1 hour at first, 1.5 hours later if they're having fun
1. Warmups – One or two fun teamwork exercises
 - Often teams like to do them again and again
 2. Discuss, Plan, Make Decisions for Team Challenge
 3. Work on Team Challenge
 4. One or two Instant Challenges
 - Can rotate or divide up with co-team-manager
 5. **Nutritious Snack – rotate snack volunteers**
 6. **Squeeze in free play time – they're young!**

Team Resources

- Thrift Stores
- Craft Stores
- Hardware Stores
- RAFT
 - www.raft.net
- American Science and Surplus
 - www.sciplus.com

Team Managers DI Resources

- Resource Area at www.idodi.org
- Rising Star Challenge/Guide
 - Challenge related references
 - Tons of warmups, activities
 - 12 Instant Challenges
 - Great, important advice
- Other challenges
- Roadmap
 - Even more on managing a team
- Instant Challenge Practice Set
- Team Resource Area at www.caldi.org

Team Manager Survival Things to Know

- Know the RS Rules and the RS Challenge
- Do not feel that you must tolerate inappropriate behavior
 - Inappropriate behavior on the part of a team member is **not** acceptable

Team Manager Survival Help and Questions

- If your Region has a **Team Managers Forum**, read it
- Ask for help from your **Program Coordinator** whenever you need it
- Contact your **Regional Director** when you have program questions
- Contact your **Regional RS Challenge Master** when you have challenge/team questions
- As a last resort, contact your **CA State RS Challenge Master** when you have challenge/team questions
 - pjshep@pacbell.net

Team Manager Survival Pull to Inflate Life Raft

- A month before the tournament, you will feel that they will NEVER finish.
 - They will, but almost always at the last minute!
- If the team doesn't complete its solution by the tournament, please remember:
 - It is the TEAM'S Challenge and the TEAM'S Solution
 - NOT yours
 - Come to the tournament, the team can present whatever they have!

The 3 Most Important Things to Keep in Mind ...



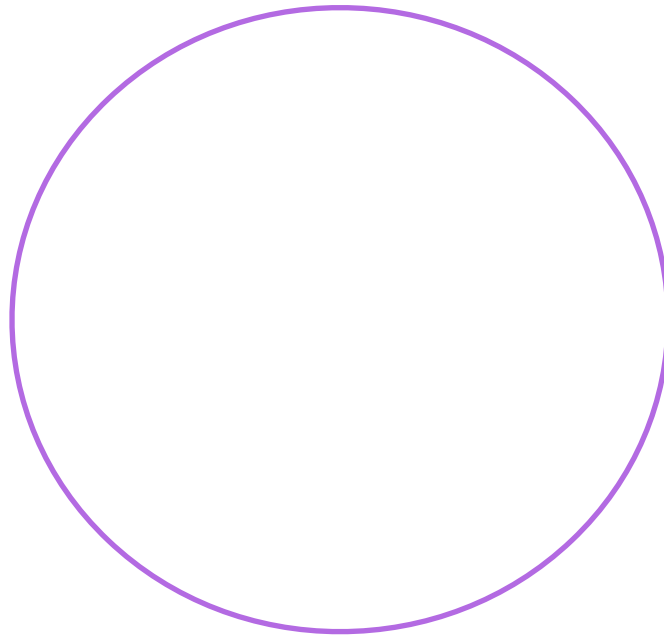
Have Fun!
Work Together!
Wing It!



Additional Material

RS Meetings

- What is the shape of teamwork?



RS Meetings – Warm Up

- **The Ha Ha Circle Game** – The Super Red Fire Piggies (SFRP) Fav
- Everyone sits in the shape of teamwork
- Going around the circle:
 - 1st child says “Ha”
 - 2nd child says “Ha Ha”,
 - 3rd child says “Ha Ha Ha”, and so on...
- The rule: Must do the right number of Ha Ha’s (with young kids you can be loose with this rule)
- The twist: no one can laugh during the game!
- When the Ha Ha Circle is broken, next person starts over with 1 Ha
- Keep track of the team’s record (SRFP’s was over 100)

Great Activities to Kick Off Team Work

- Creative Thinking Activity:
Brainstorm, then discuss/select/combine:
 - Have the team come up with a team name
 - **Inclusion** of all team members input results in fun, crazy names:
 - Rainbow Imagination Fun Freak Superstars
 - Super Red Fire Piggies
- Instant Challenge:
 - Have the team come up with a team cheer
- Team-Art-Work Activity:
 - Have the team create the team sign

Instant Challenges

Basics for Rising Stars

- **Build teamwork, praise teamwork**
- Give your Team Instant Challenges at meetings
 - More than 1 during 1st meetings
 - 1 during later meetings
 - *a great reward for getting work done*
 - Skip if need to focus on team challenge (kids will boo :-)
- Extend time limit if they need it
 - At least for awhile, then ask team if they want to stick to the time limit
- Choose different types and difficulties
 - Ask team if they want to do a more challenging one
- Talk about them afterwards – the team's thoughts and yours
- Repeat Instant Challenges if team wants to

Team Challenge

Developing the Story

- Teach Story Elements, can use warm ups, Instant Challenges
 - Beginning, Middle, End + Characters, Settings, Props – Entertaining!
- Brainstorm Ideas, Then Discuss/Select Ideas
 - Include all team members' ideas
 - Destination Imagination Policy: No violence
- Storyboarding: Make a Comic Book
 - Draw simple, high level cartoons that show the action in panels
 - 6 panels per page, or 1 panel per page
 - One approach:
 - Each team member tells their story to the team with their storyboards
 - What did you like? No criticism.
 - Combine panels from all team members into team storyboard – Inclusion
 - Connect the dots or train tracks: add panels when parts of story don't connect
- Scriptwriting
 - Storyboards have characters, action, settings, props, so now they can write the script

Team Challenge

More Teamwork Tools

- Like Covey says, Begin With the End In Mind
 - Do activities, Instant Challenges that work towards their solution
- Divide and Conquer
 - Split up into sub-teams: script, gadget, props/costumes, music/choreography
 - Or everyone does a bit of each
- DI Homework
 - For the next meeting, ..., do this 1 thing..., don't overload
 - If parents are OK with that. DI is lower priority than school.
- Team Decisions
 - Great opportunities for instant Instant Challenges
 - Conflict: offer to flip a coin, hard decisions often get made very quickly when faced with chance

Team Challenge

Time Management

- Help the Team Make To Do Lists
 - What things do you need to get done?
 - Highlight stuff to do that day or week, mark off when they are done and celebrate!
- Help the Team Make a Schedule Using a Calendar
- Have the kids work backwards and mark on the calendar:
 - When is the tournament?
 - Do you want to do a dress rehearsal? When?
 - When do you want to start practicing?
 - What are the only things you need to start practicing your performance?
 - What things do you need to get done?
When do you need them by?
When should you start working on them?
- Don't fret or stress when they don't get things done by when they think they will – it's a learning experience
 - “a schedule is just an organized means of change”

Team Challenge

Team Choice Elements

- Help the team figure out their Special Skills/Abilities
- Have fun putting them together
 - Can be incorporated into story, or not
- Don't encourage the kids to go overboard
 - 2 Team Choice Elements at most!

THANKS for attending!

