



WISCONSIN

2023-24 CHALLENGE PREVIEWS



PINBALL HEROES
TECHNICAL

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills.

- Design and build a pinball system through which a pinball moves and interacts with 3 machine modules.
- During the Presentation, move the pinball through the pinball system for as long as possible.
- Create and present an action/adventure story about a hero who goes on an extraordinary mission.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



BLAST FROM THE PAST
SCIENTIFIC

Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.

- Create and present a story about a character whose discovery of an artifact leads to a finding.
- Include an archaeological investigation that contributes to the finding.
- Design and create a puppet that will portray a character from the past.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



IN MOTION
FINE ARTS

Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, scriptwriting, and prop design.

- Create and present a story inspired by a work of visual art.
- Include a static character and a dynamic character in the story.
- Reimagine the work of visual art as performance art and include the reimagined art in the Presentation.
- Design and create one piece of kinetic art that uses technical methods to create movement.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



SO EXTRA
IMPROVISATIONAL

Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and quickly produce skits.

- Create and present a 2-act improvisational skit based on a scenario.
- Incorporate a stock character into the skit.
- Research costume design and use a costume design kit to create a costume.
- Use an intensifier to minimize or maximize the scenario, stock character, and costume.

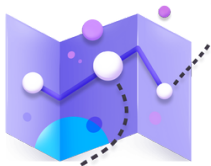
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GOING THE DISTANCE
ENGINEERING

Our Engineering Challenge asks students to explore and apply engineering skills and tools to design and build solutions to specific applications.

- Design and build a modular device that will be assembled and then tested in two different configurations during the Presentation.
- Complete launch tests to test how far and how accurately your modular device can launch a bean bag in each configuration.
- Transform the modular device from one configuration to the other.
- Create and present a story in which everything is going according to plan until a catalyst occurs.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



UNCHARTED
SERVICE LEARNING

Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues.

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a fantasy story about a character who goes on a quest.
- Design and create a fantasy map that uses technical methods to represent location information from the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



MAKING A SPLASH
EARLY LEARNING

Our Early Learning Challenge offers simple experiences with the creative process, and it gives young kids (preschool through 2nd grade) a place to work together and make new friends.

- Research underwater habitats.
- Create and present a play about a group of underwater creatures who go on vacation to an underwater habitat.
- Design and build a model of a landmark the underwater creatures visit.
- Create scenery to show the underwater habitat.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.



INSTANT CHALLENGE

Each team will be asked to solve an Instant Challenge for their DI tournament. The team must think on their feet by applying appropriate skills to produce a solution in a short period of time.

Instant Challenges are performance-based, task-based, or a combination of the two. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential until it is time for teams to solve them.

**Questions?
Please contact our
Affiliate Director!**

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 **DESTINATION
IMAGINATION**
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