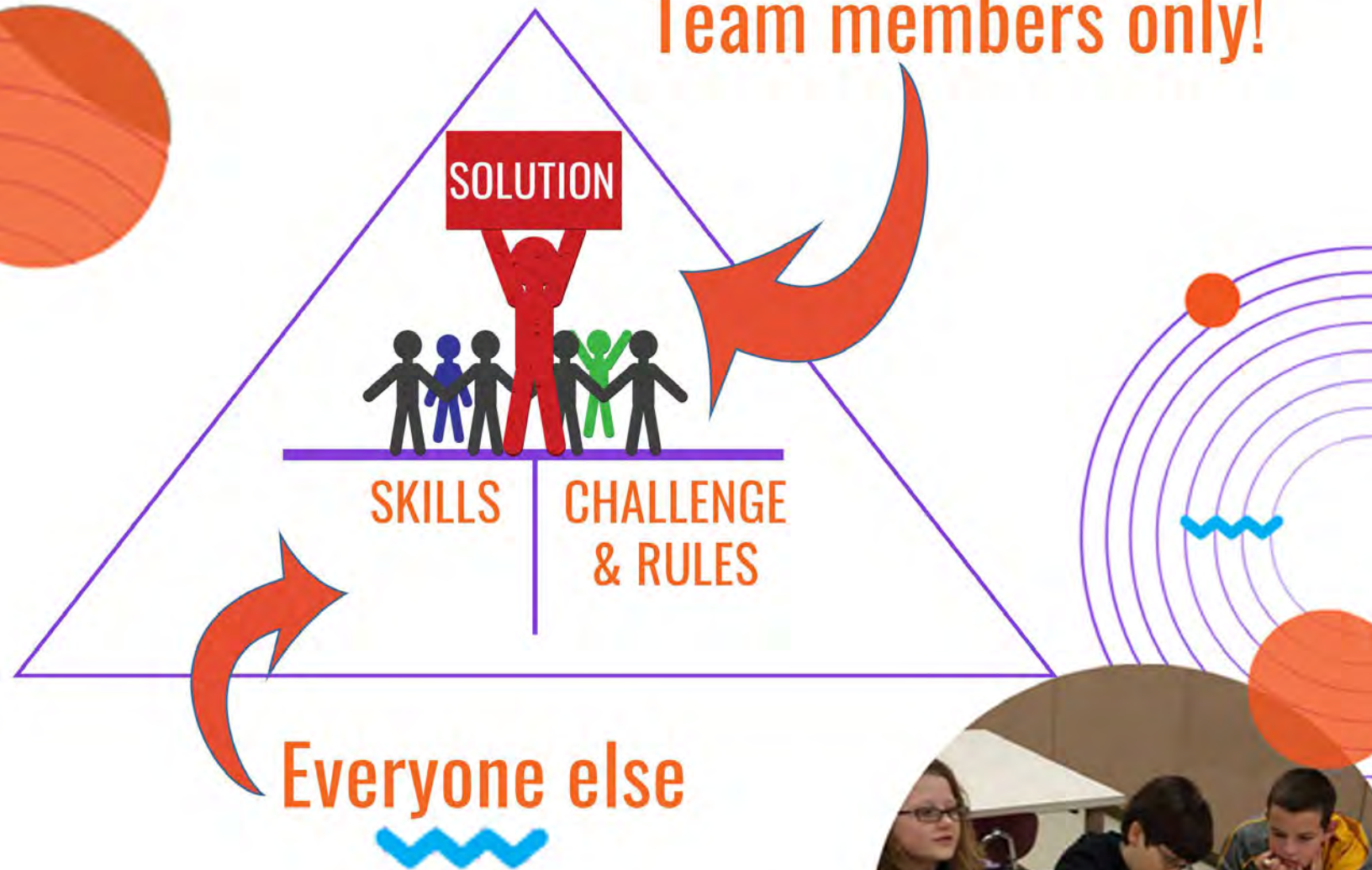


Learning About Interference Is Everyone's Job

Team members only!



Interference goes against the grain of the entire DI process, and it's against the rules.



Learning About Interference Is Everyone's Job

One of the greatest joys (and frustrations) that comes from Destination Imagination® (DI) is watching a team go from concept to conclusion. The AHA moments, 'I can do this' realizations and 'look what we did' times.

The very essence of DI is that kids get to work together using the creative process to work out solutions to the DI Challenges. **Their OWN solutions.** This means that only those on the team can contribute ideas, steer their own direction, overcome failures, and design and create the solution that is presented at a tournament.

In one simple term, 'hands off' literally and figuratively to anyone outside the official team. This means Team Managers, friends, parents, siblings, and grandparents etc. are not allowed to suggest ideas, attempt to persuade a team to go in a certain direction, or build and create props, scenery, or costumes.

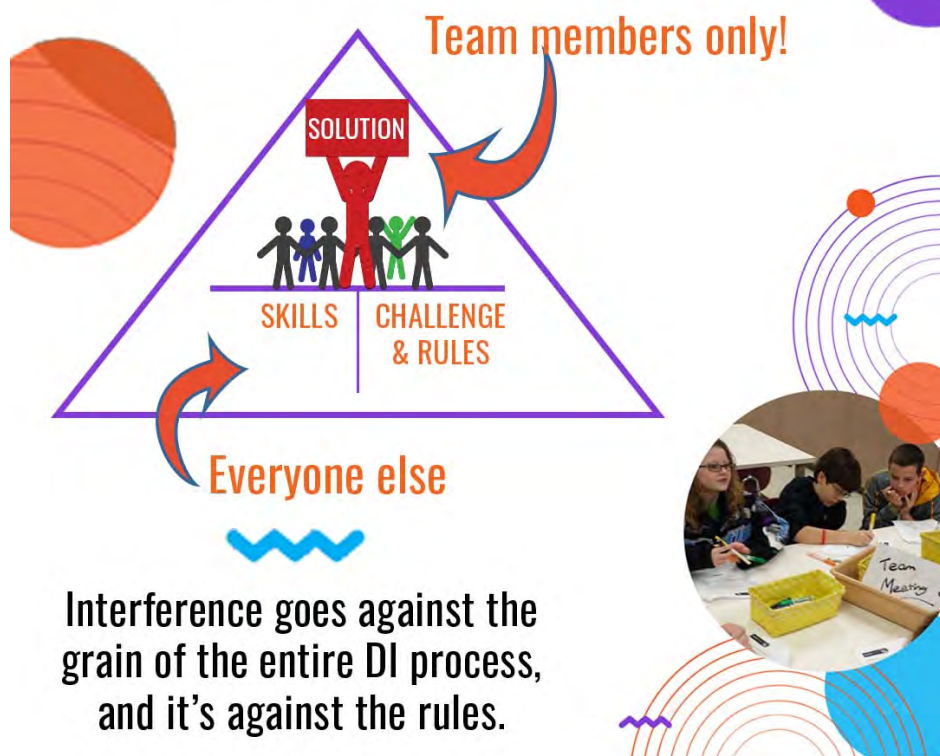
In the DI world, this is called **Interference**. It goes against the grain of the entire process, and it's against the rules.

Teams will let you know that they are in charge. So, it would be a good idea for everyone involved with a DI team be made aware of what Interference is (and isn't). This includes Team Managers, friends, parents, siblings, and yes, even grandparents.

Section VI of the 2023-24 Rules of the Road (ROR) is a great place to start when talking with those involved with your team about Interference. You will find explanations of what those outside the team can and cannot do and under what circumstances. Take a look at the Interference triangle and you will clearly see where everyone involved belongs.



Learning About Interference Is Everyone's Job



Interference goes against the grain of the entire DI process, and it's against the rules.

What team members must work on together without any interference:

- Choose their Team Challenge
- Generate ideas
- Make decisions
- Research
- Manage project timeline
- Design and build their solution
- Manage their budget
- Solve conflicts

How others can support a team:

- Teach skills when identified by the team*
- Guide them through the creative process
- Answer clarifying questions
- Determine safety rules
- Help them to understand project management
- Cheer them on
- Bring snacks to meetings
- Do Instant Challenges with the team
- Take them shopping for supplies

*A team must ask to be shown a general skill that can be taught in general terms. The skill cannot be taught as it applies specifically to a team's Challenge solution. Ex: A team decides they want to make their own costume by sewing them. They can ask to be taught how to sew. The person teaching the team this skill must do so in general terms and on or with the costumes the team wants to make.

Everyone also should be careful when a DI-er asks a question.

- Can I...?
- Should I...?
- What do you think about...?
- Why isn't this...?

Every Team Manager has heard questions that start with these phrases hundreds, thousands, tens of thousands of times.

The best way to answer is with an open-ended question. Throw the ball back in the team members' court so they can figure out the answers themselves.

The rewards are more than you can imagine when the team gets to say they owned every aspect of their Challenge solution. New skills are learned. Confidence levels soar. And that is what it is all about!

For more information on Interference

- Refer to Section VI of the 2023-24 edition of Rules of the Road available in your Team Manager resource area
<https://resources.destinationimagination.org/resources.php>
- Visit DIHQ's blog post "Team Manager Tips: Understanding Interference"
<https://www.destinationimagination.org/blog/what-is-interference/>