



2018-19 Eastern Ontario Regional
Tournament
École secondaire catholique Paul-
Desmarais,
Stittsville / March 2nd, 2019



WELCOME

Good luck to all teams competing in the tournament!

Thank you to all of the Team Managers, teachers, school sponsors, Appraisers, volunteers, and parents for your hard work to make this tournament possible. The top 3 Elementary Level teams, the top 3 Middle Level teams, and the top 3 Secondary Level teams will advance to the Ontario Provincial Tournament on Saturday, March 30th.

Tournament Notes & Reminders

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. (Engineering teams should report to Structure Check-In at least 1 hour before their scheduled Structure Testing time.
- Spectators will NOT be allowed to enter the Presentation Area once a team's Presentation has begun.
- Parents, spectators, and Team Managers: remember to respect the rules of Interference. Do not interfere with the team's solution.
- Please ensure that your team and their supporters are part of the Closing Celebration at 4:00 p.m.

GENERAL SCHEDULE

Time	Event	Location
8:15 a.m. - 9:00 a.m.	Registration	Atrium
9:00 a.m.	Opening Ceremony	Atrium
8:15 a.m. – 4:00 p.m.	Information Table	Atrium
9:45 a.m. – 3:45 p.m.	Team Challenge Presentations	Rooms: 179, 123, 141, 142
9:45 a.m. – 3:30 p.m.	Instant Challenge	Upstairs using stairwell D
10:00 a.m. – 3:30 p.m.	T.A.D.A	Atrium
10:30 a.m. – 4:00 p.m.	DI Store	Atrium
8:00 a.m. – 3:00 p.m.	Food Services	Cafeteria
3:45 pm – 4:30 p.m.	Celebration of Creativity	Atrium
4:30 p.m.	Awards Ceremony	Atrium

Reminders:

- Teams should report to their Challenge Prep Area 20 minutes before their scheduled Presentation time. (Engineering teams should report to Structure Check-In at their scheduled time.) Refer to the floor plan in the back of this program for directions.



TECHNICAL CHALLENGE

- Design and build an aircraft that takes off, flies, and lands.
- Design the aircraft to deliver a team-created payload.
- Create and present a story about one or more characters exploring a remote place.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
154-82730	Queen Elizabeth Public School	Junior Royals	10:10 a.m.	1:35 p.m.
154-21522	Sainte-Genevieve	Les cerveaux volants	10:30 a.m.	1:55 p.m.
154-04463	Franco-Cité	The Daring Drop Ships	11:30 a.m.	9:50 a.m.
154-07623	ESC Pierre-Savard	Sava voler	11:50 a.m.	10:10 a.m.
154-99637	École élémentaire publique Séraphin-Marion	Les Aéro-génies	12:30 p.m.	10:50 a.m.
154-09997	Cobden District Public School	AeroD.I.namics	12:50 p.m.	11:10 a.m.
154-43476	École élémentaire et secondaire Rivière Rideau	Les fusées-loups	1:10 p.m.	11:30 a.m.

Follow the **GREEN** arrows and signs to: **Presentation Room 179 / Prop Storage Area is Room 177**



SCIENTIFIC CHALLENGE

- Research the human body and medical conditions that affect the human body.
- Create and present a story about a medical mystery that affects a human character.
- Design and build a representation that shows the medical mystery and at least one symptom.
- Present an action or scene that is shown from two or more perspectives at the same time.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
154-87815	Westboro Academy	Eagles of the Galaxy	9:45 a.m.	11:15 a.m.
154-16459	Westboro	Gamma	10:05 a.m.	11:35 a.m.
154-35863	Highview Public School	Not Fast But Furious	10:25 a.m.	11:45 a.m.
154-49662	Highview Public School	Unknown Maniacs	10:45 a.m.	12:05 p.m.
154-45444	Cobden District Public School	D.I.agnosis	11:25 a.m.	12:45 p.m.
154-29292	Our Lady of Grace School	Destination Creation	11:45 a.m.	1:05 p.m.
154-82300	Westboro Academy	The Miraculous Minds 2	12:05 p.m.	1:25 p.m.

Follow the **ORANGE** arrows and signs to: **Presentation Room 123 / Prop Storage Area is Room 140/139**





ENGINEERING CHALLENGE

- Design and build a structure that can support weight without breaking.
- Test the structure by placing weights and then removing them.
- Create and present a story in which the sudden appearance of a monster has surprising results.
- Design and create a special effect to enhance the sudden appearance of the monster and/or the events surrounding the monster in the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time	Structure Check-In
154-61063	St. Francis of Assisi	The Odd Squad	10:00 a.m.	11:55 a.m.	8:40
154-16885	Jockvale	Les monstres créatifs	10:20 a.m.	12:15 p.m.	8:50
154-21248	Jockvale	KONE	11:00 a.m.	1:25 p.m.	9:30
154-84150	ESC Pierre-Savard	Electric Vibes	11:20 a.m.	1:45 p.m.	9:40
154-74817	Vimy Ridge Public School	Chicka-DI's	11:40 a.m.	2:05 p.m.	10:10
154-13242	Westwind Public School	Petit Beurre	12:00 p.m.	9:45 a.m.	10:50
154-60223	Our Lady of Fatima	Monster Mayhem	12:20 p.m.	10:05 a.m.	11:00
154-25375	École élémentaire publique Séraphin-Marion	Les maîtres des monstres	1:20 p.m.	11:05 a.m.	9:50
154-80355	Franco-Cité	Amazing Armadillos	1:40 p.m.	11:25 a.m.	10:00
154-57316	École élémentaire et secondaire publique Rivière Rideau	Les créateurs	2:00 p.m.	11:45 a.m.	10:20
154-08904	Franco-Cité	Spicy Otters	2:20 p.m.	12:05 p.m.	10:30
154-56422	Westboro Academy	Dlvide and Conquer	2:40 p.m.	12:25 p.m.	11:10
154-53163	Bishop Smith CHS	Fantastic Four	3:00 p.m.	11:30 p.m.	12:00

Follow the **PINK** arrows and signs to: **Presentation Room 142 / Prop Storage Area is Room 151/150.**
Structure Check-in at the end of the hall.



FINE ARTS CHALLENGE

- Create and present a story that integrates research of a team-selected game.
- Create and present a game gizmo that causes an action or event to occur.
- Design and create a container that goes through a transformation.
- Design either the game gizmo or the container to be a technical element.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
154-98583	Revel Academy	Cherry Blasters	9:55 a.m.	1:15 p.m.
154-37472	St Gabriel School	Kaptain Kanata	10:15 a.m.	12:30 p.m.
154-85222	Queen Elizabeth	Clue Crew	10:35 a.m.	12:50 p.m.
154-58906	École secondaire catholique	Patriotes de Paul-Desmarais	11:15 a.m.	1:10 p.m.
154-85770	Ste-Marguerite-Bourgeoys Kemptville	Huskies	11:35 a.m.	1:30 p.m.

Follow the **BLUE** arrows and signs to: **Presentation Room 141 / Prop Storage Area is Room 152.**



Vision

Inspire and equip participants to achieve anything they can imagine in life

Mission

To engage participants in project-based challenges that are designed to build confidence and develop extraordinary creativity, critical thinking, communication, and teamwork skills



IMPROVISATIONAL CHALLENGE

- Research historical figures found on coins from around the world.
- Create and present an improvisational skit that includes the historical figures in a tale.
- Integrate an event that has an impact on the tale.
- Present the skit in two parts, changing between comedy and tragedy.
- Present the skit in two styles, changing from verbal to nonverbal.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
154-25127	Our Lady of Fatima	Ridiculous 6	1:25 p.m.	10:05 a.m.
154-60929	RCCDSB-Our Lady of Sorrows	ExploDing Stars	1:45 p.m.	10:25 a.m.
154-57182	École élémentaire publique Terre des Jeunes	TDJ	2:05 p.m.	10:45 a.m.
154-61633	Bishop Smith CHS	The Kids on the Wall	2:25 p.m.	12:10

Follow the **PURPLE** arrows and signs to: **Presentation Room 123 / Prop Storage Area is Room 152.**

New to DI? Welcome!

We're glad you're here! There's no better way to understand the Destination Imagination Challenge Experience than to see it in action. To get the most out of your day at this tournament, here's what we suggest:

- Attend at least one Presentation in every Team Challenge. Each Team Challenge is unique and has open-ended requirements, allowing teams to create totally different solutions from one another. Read through the Points of Interest so you know what you can expect to see. Each Presentation is around eight minutes in length.
- Wish the teams luck in their Instant Challenge. All of our teams participate in an Instant Challenge as part of their tournament experience, during which they use quick, creative and critical thinking, and teamwork to come up with a solution in a short amount of time. Spectators are not allowed in these presentations as the Instant Challenges themselves are highly confidential.
- Look at the props, costumes, sets, technical devices and more that the teams have created—but please don't touch! Remember that everything you see was crafted by the team members with no adult interference.
- Talk to teams, parents and volunteers about their experience with this season of Destination Imagination. Tell them you're considering starting a team, and ask them to share their favorite thing about DI—you'll be amazed by the different answers you hear.
- Have fun, be inspired, and imagine the possibilities!

Learn more at DestinationImagination.org. Sign up for our newsletter for all the latest updates and to be alerted when registration is open for the 2019-20 season.

Learn more at DestinationImagination.org



SERVICE LEARNING CHALLENGE

- Identify, design, and carry out a project that addresses a need in a real community.
- Create and theatrically present a story that builds suspense about characters who attempt an escape.
- Integrate information about the project through clues that help the characters attempt to escape.
- Integrate information about the future of the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
154-17730	Notre-Place	Notre-Nature	12:55 p.m.	10:15 a.m.
154-14151	É.s.c Marie-Rivier	The Bobcats	1:15 p.m.	9:50 a.m.
154-19589	Jockvale	The Wiggly Dinosaurs	1:35 p.m.	10:10 a.m.
154- 67878	Frank Ryan	Super Sneaky Salmon	1:55 p.m.	10:30 a.m.

Follow the **WHITE** arrows and signs to: **Presentation Room 141 / Prop Storage Area is Room 140.**



EARLY LEARNING CHALLENGE

- Explore fiction and nonfiction stories.
- Create and present a story that combines elements of both fiction and nonfiction.
- Design and build a technical device.
- Create an interactive, life-size pop-up book to help tell the story.
- Integrate a randomly selected item into the story.

Team #	Organization Name	Team Name	Team Challenge Time	Instant Challenge Time
154-74024	Our Lady of Fatima	Fatima Friends	3:20 p.m.	3:00 p.m.
154-88431	École élémentaire et secondaire publique Rivière Rideau	Les hiboux	3:40 p.m.	3:00 p.m.

Follow the **RED** arrows and signs to: **Presentation Room 179 / Prop Storage Area is Hall.**

2019-20 CHALLENGE PREVIEWS

TECHNICAL CHALLENGE



Learning Outcomes: Technical Engineering & Design, Product Development, Theatrical Set Design, Effective Storytelling

Points of Interest

- Design and build an invention.
- Create and present a story about how a problem is solved with the use of the invention.
- Integrate an invention artifact to highlight the development process.
- Design and build scenery that shows the impact of solving the problem.
- Create and present two Team Choice Elements that show off the team's interests, skills areas of strength, and talents.

SCIENTIFIC CHALLENGE



Learning Outcomes: Ecology, Technical Engineering & Design, Theater Arts Skills, Effective Storytelling

Points of Interest

- Research a real species and a real habitat.
- Create and present a story about the first encounter between the species and the habitat.
- Show how the species and the habitat change as a result of the encounter.
- Present the story in theater in the round.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

FINE ARTS CHALLENGE



Learning Outcomes: Photography, Visual Arts Skills, Theater Arts Skills, Effective Storytelling

Points of Interest

- Create and present a story that features an unseen character and its impact on a team-selected photograph.
- Theatrically recreate the photograph during the Presentation.
- Create and present a visual effect that includes a photographic technique.
- Show how the visual effect changes the perspective of one or more characters.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

IMPROVISATIONAL CHALLENGE



Learning Outcomes: Character Development, Improvisational Acting, Sound Design, Effective Storytelling

Points of Interest

- Research superpowers and how they are portrayed in comic books, literature, film, and other media.
- Create and present an improvisational skit about a villain who uses a superpower to cause an unexpected situation.
- Include a hero who uses an underwhelming power to try to overcome the unexpected situation.
- Enhance the skit with sound effects.

ENGINEERING CHALLENGE



Learning Outcomes: Construction Management, Structural Engineering, Technical Design, Effective Storytelling

Points of Interest

- Design and build a bridge that will be assembled during the Presentation.
- Move weight across the bridge to test its strength.
- Create and present a story about an unexpected connection and its outcome.
- Design and create a set piece that transitions between settings.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

SERVICE LEARNING CHALLENGE



Learning Outcomes: Social Entrepreneurship, Project Management, Technical Design, Effective Storytelling

Points of Interest

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story that shows at least one character in a race against time.
- Integrate information about the project into the story.
- Design and build a device that represents time and highlights milestones from the project.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

EARLY LEARNING CHALLENGE



Learning Outcomes: Engineering & Design, Puppetry, Theater Arts Skills, Effective Storytelling

Points of Interest

- Create and present a play about characters who travel from one planet to another.
- Include something surprising that happens during the trip.
- Design and create a puppet to use in the play.
- Launch team-created rockets during the play.
- Create costumes, props, and scenery to help tell the story.

MERCI BEAUCOUP /SPECIAL THANKS TO OUR TOURNAMENT VOLUNTEERS

Doug, Betty and Tina would like to thank all of our amazing volunteers who support Destination Imagination in Eastern Ontario. A special thank you to Betty Young who is retiring from her role the past three years as Volunteer coordinator for DI in Eastern Ontario. She has been a tremendous asset to our organization.

Thank you to all of the schools and school boards who support their students through this amazing program that builds students' creative, collaborative, critical thinking and communication skills. Each year our program grows with more and more teachers / team managers bringing DI into their classrooms.

Thank you to CECCE for providing École secondaire catholique Paul-Desmarais for the third year in a row for our Eastern Ontario tournament. Special thanks to Annie Touchette, school principal and Victor Rodriguez for their hands on support in making this tournament a success at their school.

Special thanks to Staples for supporting the tournament with various materials and printing services and to IBM Canada for their support in the French translation of the DI program materials.

Thank you to all of our Team Managers, Appraisers, and Tournament Volunteers for giving us your time, creativity, care and support. We could not have this beautiful day of celebration without all of you.

Release/Disclaimer

By my participation in an event conducted by an Affiliate, Region, or other gathering related to the Destination Imagination program, the participant or participant's parents or participant's guardian understands and hereby voluntarily agrees to release, waive, forever discharge, hold harmless, defend, and indemnify Destination Imagination, Inc. and its agents, officers, boards, volunteers, and employees from any and all liability and all claims, actions, or losses for bodily injury, property damage, wrongful death, loss of services, or otherwise which may arise out of the participant's participation in activities related to the Destination Imagination event, including travel to and from the event

	Information/Checker Table
	Registration then DI Store
A	Technical - On Target
179	Presentation Venue
177	Prop Storage
Hall	Prep Area
B	Science – Medical Mystery
123	Presentation Venue
139/140	Prop Storage
Hall	Prep Area
C	Fine Arts – Game On
141	Presentation Venue
152	Prop Storage
Hall	Prep Area
D	Improvational – Heads Up
123	Presentation Venue
152	Prop Storage
Hall	Prep Area
E	Engineering – Monster Effects
143/142	Presentation Venue
151/150	Prop Storage
Hall	Prep Area
Hall	Structure Check in
PO	Project Outreach – Escape Artists
141	Presentation Venue
140	Prop Storage
Hall	Prep Area
RS	Rising Stars – Pop Up
Hall	Prop Storage
Hall	Prep Area
179	Presentation Venue
D stairs	Enter Instant Challenge Area
	Bathroom
	Maker Faire
	Appraiser Area
	Do not enter

