In 2008, Industry/Business is looking for what key skills…

- Creative problem solver/innovator
- Informed risk-taker
- Good interpersonal/communication skills
- Able to think ‘outside-the-box’
- Adaptable in today’s ever changing world
- A ‘team’ player
- Hard worker, with initiative and leadership potential
- Good time management skills

The Conference Board of Canada

- Canada ranks **14th** out of **17** major industrialized countries, in terms of innovation
- Canada's "failure to innovate" largely explains "a mediocrity that is hampering what we can **do** and what we can **be.**"

"After a two-year upturn in spending for research and development, Canadian companies scaled back their expenditures in fiscal 2006, according to new data released yesterday. Canada's 100 top RandD companies invested a total of $11.4-billion in fiscal 2006, down 3.8 per cent from the year before, according to a list released by Research Infosource Inc." Globe and Mail

The World Economic Forum

(Harvard Business School)

"..within the global index, Canada slipped one spot in the world innovation ranking to 16th" (US #1)

Welcome to Destination ImagiNation®

DestinationImagiNation™
The most important course in education.

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What Is **Destination** ImagiNation® ?

- the world's largest creative problem-solving, ***process-oriented*** program for students
- 25th year, non-profit (**BC** and US)
- exists in 50 states and **42 countries and Canadian provinces**
- HQ – Glassboro, New Jersey
- **BCDI (BC Original Minds Association):**
  - **250+ teams ($20/kid to participate for a year)**
  - **9 regions**
  - **1000+ volunteers**
  - **$100k annual budget (all private sector funding)**
  - **Telus/John Hardie Mitchell family foundation/IBM/APEG etc**

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- Upwards of 20 million students kindergarten through university have participated in its community-based, school-friendly program
- is supported by more than 60,000 active volunteers

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- 350+ Destination ImagiNation® Tournaments held annually
- Each year, Destination ImagiNation, Inc. hosts a Global Finals at the University of Tennessee which draws over *18,000* participants, officials and support personnel from all over the world!

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Destination ImagiNation® teaches...

- **Creative problem-solving/innovation skills**
- **Teamwork** to solve a complex challenge
  - No single answer
    open-ended Challenges
  - Balance time, budget, creative ideas
- **Presentation/communication skills**

All in a **supportive environment** where **all** ideas are team-generated so that team members have ownership of the solution.

Total Team-generated Solution without adult "interference"

Additional benefits...

- Improved Self confidence
- Informed risk-taking
- ‘Can-do’ attitude
- Think under pressure
- Team facilitation
- Lateral thinking skills

Total Team-generated Solution without adult “interference”

Destination ImagiNation® Program Structure

- Teams form in the fall (5-7 participants)
- Elementary (under 12), Middle (less than 15), Senior (less than 19)
- Throughout the program year, they work as a team to solve a **Team Challenge** as well as learn the techniques of brainstorming and instant problem-solving through **Instant Challenges**
- Culmination of their work is presented at Destination ImagiNation® tournaments

  Local and Regional Tournaments, Provincial/State Tournaments, and Destination ImagiNation® Global Finals

Tournaments are incredible expositions of the teams' creativity

Destination ImagiNation® Program - Team Challenge

Teams use science, engineering, math, art, technology and performance as they tackle one of five Team Challenges. Team Challenge solution can take from several weeks to several months to develop.

Teams must do the research and experimentation needed to solve every aspect of the Team Challenge and develop a performance-based presentation demonstrating the team's solution.

Teams work together to solve complex problems

Destination ImagiNation® Program - Instant Challenge

Instant Challenges teach participants to take what life is handing them moment to moment. These Challenges spark and quickly capture the team members' wild imaginations by requiring them to solve a challenge quickly and decisively.

Instant Challenges teach our kids to think quickly with confidence

BCOMA - FIRST Lego® League

- Kids 9-14 (JFLL 6-8)
- $750/team of 10 kids
- Register – May, 'Challenge' release September, tournament - November
- Design, build and program robots using NXT MINDSTORMS® technology
- 'Dual' competitions/ task completion
- Research/Teamwork/Presentation/Competition skills
- BC:
  - Launched 2003
  - 2007:
    - Three Regional/one Provincial Tournament (BCIT Robotics Dept.)
    - 43 teams – Lower Mainland, Fraser Valley, Vancouver Island (30% compounded growth)
  - 150+ volunteers

BCOMA - FIRST Tech Challenge

- High school aged kids, bigger robots
- $600/team of 10 kids
- Register – May, 'Challenge' release September, tournament - November
- Design, build and program robots using a new robotic design platform (was Vex®)
- Dual competitions (same competition area) – task completion
- Research/Teamwork/Presentation/Competition skills
- Develop an 'Engineering book'
- BC:
  - Launched 2005
  - 2007 – one Provincial Tournament (BCIT Robotics Dept.)
    - 12 teams – Lower Mainland
  - 20+ volunteers