

# 2019-2020 GRANT OVERVIEW

The Destination Imagination Challenge Experience is a fun, hands-on system of learning that fosters students' creativity, courage and curiosity through open-ended academic Challenges in the fields of STEM (science, technology, engineering and mathematics), fine arts and service learning.

Destination Imagination, Inc. has received a grant from the Motorola Solutions Foundation, the charitable arm of Motorola Solutions. The Foundation focuses its funding on STEM education, specifically in the fields of technology and engineering. Through its grant programs, the Motorola Solutions Foundation impacts underrepresented populations, including females, minorities, people with disabilities and more.

**Funding is currently available to cover the costs associated with running the Destination Imagination Challenge Experience for middle and high school teams in your community. Title I schools and youth/community organizations that serve a similar population are invited to apply for funding.**

## HOW IT WORKS

### STEP 1: APPLY

Title I schools and youth/community organizations should complete the attached application and submit to Destination Imagination headquarters. This grant is meant for middle- and high school-aged students only. Apply at [DestinationImagination.org/motorola](https://DestinationImagination.org/motorola).

### STEP 2: APPROVAL

Upon application approval, a grant agreement will be sent to the organization for signing. Upon receipt of that agreement, DI will:

- Issue one (1) Team Number for the applicant organization
- Release \$250 to cover materials and snacks
- Pay applicable local Affiliate and tournament fees on behalf of the applicant.

### STEP 3: TRAINING

The assigned Team Manager will have access to DI's online Learning Management System to train them on how to be an effective Team Manager and teach the creative process. Team Managers may also attend local, in-person trainings.

### STEP 4: SOLVE THE CHALLENGE

Guided by the Team Manager, 2-7 team members meet and work together over several weeks or months to create a solution to the Engineering or Technical Challenge (at right).

### STEP 5: ATTEND A TOURNAMENT

After attending a local tournament and submitting required documents, DI will release an additional \$250 Team Manager stipend (one per team) for Team Managers who are school district or organization employees.

### STEP 6: ADVANCE ON

If the team qualifies for a second level of competition, the grant will cover the tournament fees and up to \$500 for travel expenses for the team to attend.

### STEP 7: GLOBAL FINALS

If the team qualifies to attend Global Finals 2020 in Kansas City, MO (May 20-23), the Motorola Solutions Foundation Grant may cover a portion of the event registration and travel fees for the team to attend. This portion of fees is dependent on the number of teams working under this grant that qualify.

**Questions? Email [alaw@dihq.org](mailto:alaw@dihq.org) or call 856-324-4787**

## THE CHALLENGES

To qualify for funding, your team must select either the Technical or Engineering Challenge to solve this



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

### 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.



Our Engineering Challenge asks students to design, build, and test load-bearing structures created from specific materials.

### 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.